TRAVELLER

Book 9: Robot

Inheritors of Man

TRAVELLER
ROBOT

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CONTENTS

INTRODUCTION

Rachael: It seems you feel our work is not a benefit to the public.

Deckard: Replicants are like any other machine - they're either a benefit or a hazard. If they're a benefit, it's not my problem.

— Blade Runner

What is a robot?

Strictly speaking, a robot is a machine that can perform tasks on its own. Robots range from automated arms that weld plates to spaceships, to androids practically indistinguishable from real people and in many ways superior to them. A robot can be a tool, a weapon, an enemy, a friend and sometimes even a lover. It can be the product of mass production, the unique creation of a lifetime of labour or even a self-begotten being, struggling for equal rights in a universe that sees it as a machine and not as a living creature.

The semblance of life is as varied as life itself.

Traveller: Robots is a guide for players and Referees interested in creating, outfitting and playing robot characters. Because robots are extremely diverse, it focuses on the system by which they can be created instead of just providing a number of new 'races' for players and Referees to choose from. That said, sometimes robots do take the role of races – entire planets populated by intelligent machines can have their own 'zoology' and culture while mass-produced robots who won their independence can live in ghettos and have a unique society and lifestyle. These issues are addressed by examining a number of such robot-dominated environments.

Readers not interested in playing robots will still find this book useful for their game. Robots, being soulless, faceless machines can make great adversaries in any sci-fi adventure. Players can take on the roles of agents penetrating deep into the heart of robot factories and uncovering nefarious schemes against entire civilisations. Perhaps ancient mechanical armies bent on the destruction of all living things have risen on a faraway world and the players must locate and take out the master computer before all is lost. Robots can also star in ultramodern retellings of the old golem or Frankenstein narratives, with steel and polymer replacing clay and flesh but the passion and the rebellion remain the same.

Lastly, robots, for all their vast potential, are still tools created to serve humanity. Both Player Characters and Non-Player Characters may be interested in purchasing and using robots; who would not want to have a lovable robotic pet sniffing around and spying on their enemies in the lonely wilderness of space? What ship will not benefit from a loyal android servant taking care of the passengers or a fast-talking, smart-alecky robotic gun wielded by the grim mercenary, serving both as a steadfast ally and as comic relief?

Traveller: Robots has something to offer to any *Traveller* or general sci-fi fan.

How to Use This Guide

This book is divided into five chapters, each designed to cover a different aspect of robotics in *Traveller*. Remember, these chapters are aimed at inspiriting the players and the Referee and to serve as jumpstarts for more exciting adventures, not to restrict the players and Referee's options – this is a guidebook, not a rulebook.

Robot Generation describes the system used to construct, outfit and modify robots in *Traveller*.

You, Robot contains roleplaying tips, new careers and methods of adjusting existing careers for robot characters.

The Science of Robotics presents advanced rules for robotic campaigns. It also describes various hazards and abilities unique for robots.

Microbots presents Referees with a frightening new class of machines – the microbot swarm.

Robots and the Universe explores the roles of robots in human societies and the roles of humans in robot societies. It contains adventure ideas and campaign concepts to inspire your game and new worlds, cultures, patrons and robots ready for immediate use in any *Traveller* campaign.

If only it was that easy...

The Three Laws of Robotics

1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.

2. A robot must obey any orders given to it by human beings, except where such orders would conflict with the First Law.

3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

Formulated by Isaac Asimov

ROBOT GENERATION

'Whether you're made of old parts, new parts or spare parts, you can shine no matter what you're made of.'

— Bigweld, Robots

Robots are constructed from two basic component types – hardware and software. Hardware is installed on a framework (frame for short). Framework is often referred to as 'a chassis' by experts and 'a body' by romantics. Hardware defines the robot's physical characteristics, armour, speed and physical abilities such as radiation resistance or microwave emission.

The robot is controlled by a computer, sometimes referred to as 'the brain.' The software installed on the brain defines the robot's mental characteristics, personality, traits and intellectual abilities such as virus resistance or advanced voice recognition.

A player may choose his robot character to have a career as well but this is not necessary. A robot just off the assembly line, provided it was installed with the right software, is as ready to face the world as the most seasoned adventurer.

Follow these steps while assembling your robot:

Determine starting credits
Buy hardware
Frame
Manipulators
Transportation
Communication
Input
Output
Computer
CPU
Memory
Optional: Armour, gadgets and weapons
Buy Software
Ego
Skills
Optional: Applications

Starting Credits

The amount of credits a player can spend on his robot depends on how challenging the Referee is planning to make the campaign. Use the following table in order to create robots roughly equal to biological Player Characters in the group. Credits that are not used in the generation process are lost.

Career Equivalent	Starting Credits (Cr)
One Term	20,000
Two Terms	30,000
Three Terms	50,000
Four Terms	90,000
Per term thereafter	+50,000

If your robot is going to have a career, reduce the amount of terms that you want it to have from the career row. For example, a four term equivalent robot that is going to go through two career terms has the starting credits of a two term equivalent robot (30,000). You may not use any credits you have received from your career to buy hardware or software for your robot.

Hardware

The robot's mechanical 'body' is constructed from different kinds of hardware. Whilst the only essential parts are the frame and the computer, a robot without at least one device of each type is severely limited – it can lack the ability to communicate with the external world, be immobile or utterly defenceless. Playing an incomplete robot can be a great roleplaying challenge but for most players it will be nothing more than a handicap and a nuisance.

Frame

The frame is the body of the robot. It is the basic skeleton on which all hardware is installed. A frame is usually more low-tech than the other parts of the robot because its only requirements are to provide space for the installation of hardware and to protect vulnerable electronic components. All frames are TL 8, with the exception of the liquid metal (TL 14) and the biological frame (TL 12).

The spaces in which hardware may be installed are called slots. This refers to both internal and external space.

The frame comes with a built in power plant that energises all of the robot's parts.

The frames section uses standardised sizes.

Frame Sizes

Size Code	Comparable Object
1	Mouse
2	Cat
3	Human
4	Cow
5	Elephant

It is recommended that robots generated for players use Size 3 frames. Smaller robots are too fragile to last while larger robots will find it practically impossible to operate in structures or vehicles designed to accommodate man-sized creatures.

These are only suggestions. If a player is willing to face the challenges of playing a buzzing robotic spy-fly any enemy can smash with an absent-minded swap or giant mecha that can squash the entire group with a single misstep, it is entirely possible.

The characteristics are defined by the frame are Hull and Structure.

Basic Frame

The tall frame: This frame is most often used to create humanoid or tower robots. The former may be equipped with artificial skin to create strikingly lifelike androids. It is most commonly used for universal household robots or human substitutes for dangerous or unpleasant tasks, such as prostitution or assassination.

Tower robots are massive machines equipped with powerful armour that comes at the expense of manoeuvrability and speed. They are most often used in war.

Slang terms for tall frames include: biped, walker, tower and iron man.

A tall frame has the following qualities:

Anthropomorphic: With the proper hardware, a Size 2–5 robot can pass as a biped sophont. Because its basic form is the same as most player races, this form has no other advantages or drawbacks but is used as the standard against which all other frames are compared.

The long frame: This frame provides firmer grasp of the ground, excellent mobility and a small silhouette. For this reason it can be used to make excellent scouting robots or miniature assassins that can crawl through the tiniest holes to find their target. Larger long frames can carry many passengers and serve as intelligent vehicles or even minor spaceships for limited voyages.

Long frames require at least four legs or wheels and double length of tracks, no matter how little they weigh. Other kinds of transportation have the same requirements as other frames.

Basic Frame

Size	Slots	Armour	Hull	Structure	Mass (Kg)	Cost (Cr)
1	2	—	1	1	1	1,000
2	6	1	2	1	15	3,000
3	10	3	3	2	120	5,000
4	16	6	4	4	600	10,000
5	32	10	7	5	3,000	50,000

The basic frame comes in two varieties – the tall frame and the long frame.
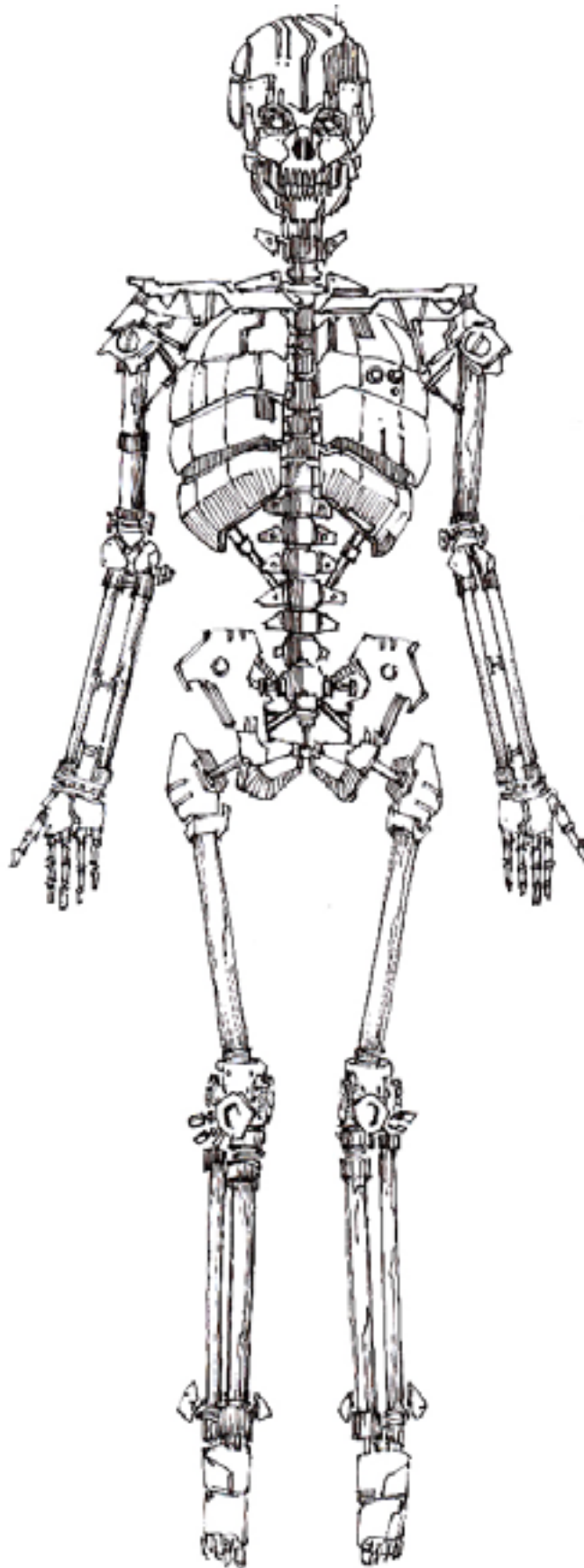
Slang terms for long frames include: beast, mammoth, ass.

Long robots have the following qualities:

Reduced Reach: The long robot has half the reach that a tall robot of the same height would have. This may reduce its melee range, enabling taller enemies to attack it without retaliation and keep it from reaching higher places.

Increased Stability: A long robot has an excellent grasp of the ground, which makes it very difficult to trip and gives it significant advantages in grappling. A long robot enjoys a +2 DM to its opposed grappling check, cannot be knocked prone and suffers only half damage from being thrown.

Additionally, all movement penalties to ranged attacks are halved.

Small Silhouette: All ranged attacks targeting a long robot suffer a –1 DM. At Close range, the penalty is reduced to 0. Additionally, a long robot treats all cover as one row lower on the cover table (see page 63 in the *Traveller Core Rulebook*). Long robots gain no benefits from crouching. The benefits of the prone stance are not cumulative with the benefits of Small Silhouette.

Zoomorphic: With the proper hardware, a long robot can pass as an animal.

Unit

Size	Slots	Armour	Hull	Structure	Mass (Kg)	Cost (Cr)
1	2	—	+1	+1	1	100
2	4	—	+1	+1	7	500
3	6	—	+1	+1	60	1,000
4	10	+1	+1	+1	300	2,000
5	16	+1	+1	+1	1,000	5,000

Unit

The unit is usually used to make space for more hardware on other frames but particularly talented engineers can create strangely shaped robots from units alone. These will most likely have the qualities of either the long or tall frames, although a combination of the two is possible.

Slang terms for units include: plates, add-ons and bones.

A common use for units is to create a 'head' for the robot. There is no structural reason for this but many sophonts find it disturbing to communicate with a roughly humanoid creature without a head. In order to create an illusion of a head, one should use a unit two sizes smaller than the main frame.

Tube Frame

The tube frame is a flexible or segmented body much longer than it is wide. It is less sturdy than the basic frame but more agile and capable of movement without any additional transportation systems. Although the tube robot's extremely low form makes it an inferior combatant, its superb stealth abilities make it an excellent robotic scout or assassin.

Slang terms for tube frames include: centipede, snake and worm.

Tube robots have the following qualities:

Reduced Reach: The tube robot has half the reach that a tall robot of the same height would have. This may reduce its melee range, enabling taller enemies to attack it without retaliation and keep it from reaching higher places.

Crawler: The tube robot can crawl and jump without the aid of any outside transportation hardware. While crawling, a tube robot is not affected by difficult terrain and most other terrestrial obstructions. All movement penalties to ranged attacks are halved.

Tube Frame

Size	Slots	Armour	Hull	Structure	Speed (metres)	Mass (Kg)	Cost (Cr)
1	2	—	1	1	2	1	1,500
2	4	1	2	2	3	10	4,000
3	8	4	3	3	4	80	6,000
4	12	6	4	5	5	400	12,000
5	24	10	7	6	4	2,000	55,000

Narrow: The tube robot is much narrower than it is wide, which makes it very difficult to hit or grasp. A tube robot enjoys a +6 DM to its opposed grappling check, cannot be knocked prone and suffers only half damage from being thrown.

Due to its form being better suited to wrap around and squeeze victims it enjoys a +2 DM to the melee check made to start grappling and inflicts double damage when squeezing the victim.

A tube robot can move through passages like a machine two size categories smaller.

A tube robot is always considered to be in the prone position for the purposes of determining attack DMs and cover efficiency.

Zoomorphic: With the proper hardware, a tube robot can pass as an elongate animal such as a snake, a caterpillar, some kinds of fish, a centipede, a worm and so forth.

Liquid Metal Frame
Liquid Metal Frame

Size	Slots	Armour	Hull	Mass (Kg)	Cost (Cr)
1	2	—	2	1	30,000
2	4	—	4	10	40,000
3	8	—	6	80	60,000
4	16	1	9	400	100,000
5	32	1	12	2,000	200,000

The liquid metal frame is the most technologically advanced frame in the universe. Even in TL13 societies it is viewed as a technological miracle. Other societies cannot even dream of producing anything like it.

This masterpiece of chemistry and engineering is made from molecule-sized nanobots that enable the robot to shapeshift and fix all mechanical damage in a matter of seconds.

Liquid robots make frighteningly efficient fighting units. Without proper equipment they are practically impossible to destroy. Liquid robots are usually banned for civilian use.

Slang terms for liquid metal frames include: shapeshifters, mercurials and mimes.

Note to Referees: We do not recommend allowing players to choose this frame in normal *Traveller* campaigns. Even without any additional hardware it is still much more powerful than any other robot or creature of equal size.

Liquid metal robots have the following qualities:

Mimetic: Liquid metal robots do not have set shapes. Instead they assume whatever form is needed to accomplish their mission at the moment. The new form must have the same mass as the robot. The change is in external form, not in chemical composition or internal operation. For example, a Size 3 robot can change into a specific person, a leopard or a bed (although the latter will not be very comfortable). It cannot change into a pigeon (too small), a car (internal change) or a bucket of acid (chemical).

Minor cosmetic changes, such as new features or different clothing are minor actions.

Considerable changes, such as changing into a different species or from an animal to a piece of furniture take a full round.

Major changes, such as changing into an entirely different object or fully liquefying, may take up to a minute.

Regardless of form, the robot's armour and hull always remain the same. Hardware installed on this frame must be made from liquid metal also. This increases the price of every individual hardware piece by 10,000 credits.

Liquid metal robots cannot have the Strong, Light or Reconfiguring frame enhancements.

Liquid: Liquid metal robots do not have a Structure Characteristic because its hardware is not solid and therefore cannot be damaged by mechanical attacks. A successful attack causes first Hull damage and then Dexterity and Strength damage. This damage is restored at the rate of two points per round, first Dexterity and then Hull. A robot reduced to zero Dexterity is utterly splattered but unless measures are taken to destroy it, it will soon reform and continue fighting. Scattering the parts does not help as any portion of the robot heavier than a gram can communicate with other parts to a range of up to 1,500 metres and carry out basic orders such as: 'return,' 'burrow,' 'freeze' and so forth.

The only way to destroy a liquid robot is to break its molecular structure. Damage done by energy attacks, extreme temperature or acid capable of dissolving metal is 50% permanent.

Hard radiation of at least 800 rads disrupts the communication between the robot's particles, making shape changing and restoration impossible as long as it is in effect. An EMP disables the robot for 1d6 minutes but does not destroy it.

LIQUID METAL OPTIONS:
Absorptive (TL 15): This upgrade enables the robot to disintegrate various materials in order to produce more nanobots and increase its mass. The conversion ratio depends on the material absorbed:

Material	Ratio
Liquid Metal	70%
Compound Alloy	20%
Metal	5%
Minerals	2%
Organic	1%

The process takes about one day per kilogram of added mass. This upgrade costs 100,000 Credits.

Biological Frame

A biological robot (cyborg) is a robot that fuses organic and mechanic parts. The question of whether it is a machine with living elements or an augmented living creature is hotly contested. There are two principle types of cyborgs – the first is a person with the majority of their body replaced with artificial parts. The second is a creature whose brain was replaced with a computer, essentially killing the original person and replacing him with a programmed personality. The former does not count as a robot and is not covered in this book.

Because fresh bodies of sentient creatures are difficult to obtain without committing a murder, cyborgs are sometimes made from the bodies of animals. Another option is artificial growth of mindless bodies in laboratory conditions. This is more socially acceptable in most cultures though still often illegal and almost always highly controversial, especially on religious worlds.

Cyborg is both the technical and slang term for this kind of a robot. Cyborgs are not to be mistaken with androids, which are fully mechanical beings only designed to appear biological.

Cyborgs have the following qualities:

Living body: The biological frame draws energy from nutrition, which makes it extremely energy efficient. On the other hand, being biological, it is susceptible to all the hazards that affect living bodies – poison, disease, injury, hunger and so forth.

In addition for hardware and software, cyborgs may be enhanced by any augments (see page 90 in *Traveller Core Rulebook*) suitable for its species.

Complete: Unlike other frames, which are nothing more than bases on which further hardware can be installed, the biological frame is already a fully-functional body. It has movement abilities, manipulators, sensory abilities and sometimes even natural weapons. The only mandatory hardware for a cyborg is a computer. Anything else is optional.

Biological Options:

Enhanced Appearance: The previous price table assumes an average member of its species. With additional investment, the roboticist can acquire creatures of exceptional appearance:

Appearance	Social Standing	Price Change
Beautiful	+4	+50%
Handsome	+2	+20%
Average	+0	Default
Unpleasant	−2	−10%
Hideous	−4	−30%

Weapon Frame

Size*	Slots	Armour	Hull	Structure	Mass (Kg)	Cost (Cr)
1	1	—	1	1	1	*
2	2	1	1	1	4	*
3	4	1	2	1	12	*
4	6	2	2	2	40	*
5	10	3	3	2	100	*

* A weapon frame costs the same as the base weapon plus 5,000 Cr.

This frame is very rarely used for intelligent robots and is not encouraged for Player Characters unless they are ready for a major roleplaying challenge.

Biological Frame

Size	Slots	Armour*	Strength*	Dexterity*	Endurance*	Mass (Kg)	Cost** (Cr)
1	2	—	2	1d6	2	1	10,000
2	6	—	1d6	2d6	1d6	10	10,000
3	10	—	2d6	4d6	2d6	80	10,000
4	18	1	4d6	2d6	4d6	400	10,000
5	34	2	6d6	1d6	6d6	3,000	10,000

* These are generic Characteristics for creatures of this size. If the player is interested in a specific animal/sophont use this creature's Characteristics instead.
** Use this cost only for initial robot creation. Actual prices for dead or artificial bodies vary greatly.

The weapon frame is a weapon with slots for hardware and software. These can be one-use weapons, such as missiles capable of navigating space for years in search of a target to destroy and, when finally finding it, executing a brilliant attack manoeuvre to bypass its defences. They can also be personal weapons that supply vital data and helpful advice to their owners. The latter can be appropriate for playing, especially if played in conjunction with a biological owner.

Slang terms for weapon frames include: talking gun, smart weapon and robokiller.

Weapon frames have the following qualities:

Dependent: A weapon is not designed to have any large external add-on such as a transportation systems or manipulators. With the exception of anti-grav, which does not limit the weapon's accuracy in any way, all other forms of external hardware severely impair it. Tracks and wheels make aiming in a rapidly changing combat situation practically impossible. Legs are more practical but still impose a –2 DM on all Gun Combat checks.

Weapon: All upgrade options available for weapons of this kind of weapon can be used. The sole exception is the 'Intelligent Weapon' option, which is not needed as the weapon robot is already intelligent and has its own computer.

Frame Options

Aerodynamic: The frame is streamlined to make the robot a more efficient flyer or swimmer. This increases air and water speed by 10% and the price by 50%.

Artistic: The frame is highly stylised and/ or decorated. This increases the robot's Social Standing (if applicable) by one and the price by 10%.

Divider: This enables the robot to divide into a number of smaller autonomous robots. The robot can assemble and disassemble as a Significant Action. Each unit must still have a computer and various other hardware to perform its task. This option can be used with all frames, except for biological and liquid metal. A dividing robot can disassemble into two parts two sizes smaller, three parts three sizes smaller and so forth. The divider option increases the robot's price by 20%.

Floating: The robot is constructed in a way that enables it to float in water and other liquids of similar or higher density. This increases the frame price by 20%.

Hardwearing: The frame is constructed to withstand wear and the effects of the environment. This increases the price by 50%.

Light: The frame is constructed from extra-light materials, which make it significantly lighter. This decreases the frame's weight by 50% but increases its price by 20%.

Reconfiguring: The frame is constructed from moving parts equipped with individual computers. When a command is given by the central computer, it reconfigures to another kind of frame, gaining all the benefits and drawbacks of the new form. It can reduce its size, by one, by increasing hardware density. A reconfiguration takes one round per two sizes. For example, it takes a Size 4 long robot two rounds to reconfigure into a Size 3 tube robot.

The following frames support reconfiguration: tall, long, tube, weapon.

This increases the price of the robot by 5,000 Credits per alternative frame.

Sealed: The robot's frame is sealed, which prevents water or gas from getting inside and short circuiting its hardware. This increases the robot's price by 10%.

Strong: The frame is reinforced with special alloys and polymers, which are significantly more resistant to physical damage than the materials normally used in frame construction. Increase Hull by two and price by 50%.

Manipulators

The manipulators are the hands of the robot. Although they can be used as powerful melee weapons, their main purpose is to lift, move and manipulate objects. With the proper software installed, the manipulator is capable of performing very fine and minute operations, often far beyond the scope of the human body.

The manipulator sizes are only a recommendation. A robot of any size can be equipped with manipulators of any size provided it can carry their weight and energise them. However, overly large manipulators are unwieldy – for every Size a manipulator exceeds its frame Size, the robot loses two points of Dexterity. For example, a Size 2 robot equipped with Size 4 hands would have a basic Dexterity score of 4.

The Characteristics defined by the manipulators are Strength and Dexterity.

Arms

Robotic arms consist of a series of segments ending with mechanical hands, which can grasp and move objects.

Size	Slots	Str	Dex	Slam damage	Mass (Kg)	Cost (Cr.)
1	1	4	6	1d6	—	500
2	2	8	8	1d6	1	1,000
3	4	12	10	2d6	2	2,000
4	6	16	8	2d6*	15	3,000
5	10	24	6	3d6**	60	3,500

* Close Range.
** Short Range.

Tendrils

A tendril is a long manipulator made from a tough but flexible tube. The tube splits in the end to create a narrow hand with long, sharp digits. Tendrils are slightly less effective at making fine manipulations (–1 DM to all checks that require precise motions of five centimetres or less).

Due to its lightness and flexibility, the tendril manipulator is capable of terrifying speeds, which make it a formidable weapon for both lethal and non-lethal attacks.

When used as a lethal weapon the tendril's hand closes to create a sharp tip, which easily slices through armour and flesh with its rapid whip-like attacks.

As a non-lethal weapon, the tendril is used to grapple with foes at a distance. A robot attempting to capture an opponent makes a normal Grapple check with +2 DM (not stackable with any bonuses gained from the robot's frame or position). Success enables the robot to take all actions usually available during grappling. Three consecutive successes result in the target firmly wrapped by the tendril. Wrapped targets cannot take any Combat Actions except trying to escape the tendril (a Very Difficult task).

Size	Slots	Strength	Dexterity	Slam damage	Mass (Kg)	Cost (Cr.)
1	1	2	8	2d6	—	1,000
2	1	4	12	2d6	1	1,500
3	2	8	16	3d6*	2	3,000
4	4	12	12	3d6**	10	4,000
5	8	20	8	4d6***	40	6,000

* Close Range.
** Short Range.
*** Medium Range.

Arm Options

Extending: The manipulator is mounted on a telescopic platform or is made from flexible materials. The manipulator can double its range at the expense of losing one point of Strength and Dexterity per point of Size. This increases the manipulator's price by 50%.

Hydraulic*: Hydraulic manipulators use pressurised liquid to create their motion. While more clumsy than mechantronic manipulators, they are capable of immense power while maintaining the same size.

A hydraulic manipulator gains +4 Strength and –2 Dexterity and costs an additional 1,500 Credits.

Magnetostrictive*: Magnetostrictive manipulators use changes in magnetic fields to achieve minute motions of exceptional precision.

A magnetostrictive manipulator gains +4 Dexterity, –2 Strength and +1 DM to all checks that require precise movements of five centimetres or less and costs an additional 1,500 Credits.

Mechatronic*: A mechatronic manipulator has small computers in each of its segments, making the relay of commands from the main computer exceptionally quick.

A mechatronic manipulator gains +2 Dexterity and costs an additional 1,000 Credits.

Retracting: A retracting manipulator is concealed within the body of the robot. It can be drawn or retraced as a minor action. A retracting manipulator costs an additional 500 Credits.

Rocket Fist: The robot's manipulator is equipped with a rocket propelled tip and can be launched at distant enemies. This causes the same damage as a normal slam plus two points of damage and has the range adjustments below.

Unless the collision destroys the fist (Referee's decision based on hardness and Size of target) it can be reequipped as a Significant Action. A fist can be equipped with explosives for additional damage, in which case it is destroyed after a single shot. This increases the manipulator's price by 20%. A new fist costs 10% of the manipulator's *base* price.

* These options are mutually exclusive.

Rocket Fist Ranges

Size	Personal	Close	Short	Medium	Long	Very Long	Distant
1	+0	+0	–1	–1	Out of Range	Out of Range	Out of Range
2	–1	+0	+0	–2	–4	Out of Range	Out of Range
3	–2	–1	+0	+0	–2	–4	Out of Range
4	–4	–2	–1	+0	+0	–2	–4
5	–4	–4	–2	–1	+0	+0	–2

Transportation

Transportation defines the robot's speed, pulling strength and movement mode. When acquiring transportation make sure it is sufficient to support not only the robot's weight but also any additional equipment it may have to carry.

A robot with more than one transportation system can switch its movement mode as a significant action.

In addition to the following hardware, the following items from the *Traveller Core Rulebook* can be used for transportation: grav floater, grav belt, thrusters pack.

Anti-Grav, internal: The internal anti-grav system is more agile and swift than the clumsy floater but is still cheap enough to be affordable for customers who cannot afford the grav belt. It operates by employing anti-gravitational technology, which means that it can operate within any altitude up to orbit. The anti-grav system can be installed within the frame of the robot, making it significantly less vulnerable to incapacitating attacks.

The price listed in the table is for a single grav unit.

Legs, erect: The erect legs resemble one to three metre high chicken legs. They make the robot significantly taller, improving its line of sight and giving it combat advantages that come from a higher position.

The price listed in the table is for each leg.

Legs, sprawling: Sprawling legs resemble segmented spider feet. Their main advantages are excellent all terrain capability and increased stability. All movement penalties to ranged attacks are halved. Difficult terrain decreases speed by a quarter instead of by half. This advantage stacks with the long and tube frames' 'Increased Stability' quality.

The price listed in the table is for each leg.

Rotors: This archaic system is very rarely used at higher tech levels. It is slow and vulnerable to poor flight conditions and enemy fire. Its only advantages are a low price and the capacity to be used as a weapon on rare occasions.

Rotors enable the robot to take off and land vertically, to hover and to change flight direction at will. When used as a weapon, it deals 3d6 points of damage per rotor size. Due to the length of the blades and their rapid movement, hitting a target with rotors is an Easy task as long as the rotors are two or more sizes larger than the target.

However, hitting a hard target (anything with Armour 1 or higher) inflicts the same damage on the rotors themselves, probably rendering them useless either as a weapon or a transportation device. Rotors installed specifically to be used as weapons are sometimes sadistically referred to as 'lawn mowers' or 'meat grinders'. Rotors used only as weapons are 20% cheaper because they do not have to be aerodynamic.

Rotors sizes are detailed in the following table:

Rotors Size	Rotor diameter (m)	Damage	Integrity
1	0.4	1d6	1
2	1	2d6	2
3	3	4d6	4
4	7	6d6	7
5	15	6d6	11

Screw Propeller: A screw propeller is a device similar to rotors that uses mechanical motions to propel the robot in water.

Tracks: Tracks offer perfect all terrain capability and increased manoeuvrability at the expense of speed. Excluding some extreme environments, a tracked robot treats all terrain types as easy. In addition, due to their durability and excellent grasp of the ground, tracks grant +2 to the robot's effective strength score when performing tasks that involve pushing or pulling objects. The same durability also contributes to protecting the robot's frame, increasing its armour by two.

The price listed in the table is for half a metre of tracks.

Water Jet: This is a much quicker and more powerful aquatic transportation system than the screw propeller. It works by pumping water and expelling it under very high pressure, propelling the robot in the opposite direction.

Wheels: Wheels are the fastest land-based transportation system. However, they offer no protection against difficult terrain and changing direction by 180 degrees requires a significant action during which the robot must drive in a wide arc at least as long as half its current speed. A successful Difficult Drive check enables the robot to change direction by 180 degrees without making the arc, however failure on this check results in an overturn and potential damage to the robot and its allies.

The tyres used for robot wheels are monolithic, which cancels the risk of punchers and flat tyres.

The price listed in the table is for a pair of wheels.

Wings, flapping: Flapping wings offer an affordable compromise between the speed of the fixed wings and the manoeuvrability of the rotors. Like the rotors, they enable hovering, vertical take-off and rapid direction change. All these manoeuvres require a minor action to perform/maintain. Like the fixed wings, they enable gliding in case of mechanical

Name	TL	Slots	Lift (Kg)	Speed (kph)	Mass (Kg)	Cost (Cr.)
Anti-Grav, internal	11	6	300	80	25	3,000
Legs, erect, Size 1	8	1	10	6	1*	100
Legs, erect, Size 2	8	2	25	12	3*	250
Legs, erect, Size 3	8	4	100	60	15*	500
Legs, erect, Size 4	8	5	500	120	30*	1,000
Legs, erect, Size 5	8	6	1000	80	100*	1,500
Legs, sprawling, Size 1	9	0.5	5	4	0.5*	100
Legs, sprawling, Size 2	9	1	10	8	1*	250
Legs, sprawling, Size 3	9	2	50	40	2*	500
Legs, sprawling, Size 4	9	2	250	80	5*	1,000
Legs, sprawling, Size 5	9	3	400	40	15*	1,500
Rotors, Size 1	5	1	5	50	0.5**	500
Rotors, Size 2	5	2	50	100	1**	1,000
Rotors, Size 3	5	3	300	300	30**	1,500
Rotors, Size 4	5	3	1,000	400	100**	3,000
Rotors, Size 5	5	3	10,000	400	500**	10,000
Screw Propeller, Size 1	5	1	5	5	10	200
Screw Propeller, Size 2	5	1	30	15	12	500
Screw Propeller, Size 3	5	2	150	45	15	700
Screw Propeller, Size 4	5	2	700	70	127	1,500
Screw Propeller, Size 5	5	3	3,000	15	25	4,000
Tracks	5	1	50	60	1,000	500
Water Jet, Size 1	7	2	7	10	1	500
Water Jet, Size 2	7	2	50	30	2	1,000
Water Jet, Size 3	7	3	250	90	50	1,500
Water Jet, Size 4	7	3	1,000	150	200	4,000
Water Jet, Size 5	7	4	5,000	30	1,000	8,000
Wheels	4	1	100	150	250	100
Wings, Flapping, Size 1	10	1	3	20	0.5**	500
Wings, Flapping, Size 2	10	2	30	200	1**	1,000
Wings, Flapping, Size 3	10	4	150	400	10**	1,500
Wings, Flapping, Size 4	10	8	500	200	30**	3,000
Wings, Flapping, Size 5	10	16	5,000	100	50**	6,000
Wings, Set, Size 1	9	2	3	20	1**	1,000
Wings, Set, Size 2	9	3	30	400	2**	2,000
Wings, Set, Size 3	9	5	150	800	50**	3,000
Wings, Set, Size 4	9	9	500	2,000	200**	6,000
Wings, Set, Size 5	9	17	5,000	4,000	1000**	15,000

* Does not count toward robot weight when calculating transportation load.
** Including engine weight.

failure. The latter is sometimes used as a form of a melee attack called diving. With a successful Flyer check, the robot can swoop down on an enemy, adding 2d6 points of damage to a single melee attack.

Robot size	Minimum Wing span
1	0.2
2	3
3	8
4	15
5	40

Wings, Set: Wings are in fact a stabilisation device. The throttle itself is provided by a jet located somewhere in the back of the robot. This is an incredibly quick class of transportation but also the least manoeuvrable. Changing direction by 45 degrees requires a significant action during which the robot performs an arc at least as wide as its current speed.

It is impossible to hover or to move below minimum speed; attempting either results in falling 50 metres every combat round.

Robot size	Minimum Wing span*	Minimum speed (kph)
1	0.1	5
2	2	40
3	8	100
4	15	400
5	15	400

* A wing twice this size enables gliding in case of jet failure.

Transportation Options
High Performance: A transportation system can be enhanced to be 20% faster. This increases the price by 50%.

Communication

Input
Input covers the robot's ability to perceive the outside world. A robot can record anything it can sense and replay it later if it has access to some sort of a player.

Audio sensor: Enables the robot to hear like a normal human.

Code reader: Enables the robot to scan and decode machine-readable information, such as barcodes, magnetic discs, punch cards and so forth.

Holographic Recorder: Enables the robot to record surrounding events in 3D. The standard holographic recorder comes with enough built-in memory for six hours of recording. Additional holographic memory cards can be purchased for 100 Credits each.

Infrared vision: Grants the robot the ability to detect heat sources, including through light concealment. This has the same range as basic optics.

Low-Light: This increases the robot's sight in darkness by 100% and negates the penalties for darkness or low light.

Name	Mass (Kg)	TL	Slots	Credits (Cr)
Audio sensor	0.5	5	1	100
Code reader	0.5	7	—	500
Holographic recorder	2	12	2	3,000
Infrared vision	2	8	1	500
Low-Light	1	8	1	500
Medical Scanner	3	10	2	2,000
Microscope	1	9	1	1,000
Motion detector	2	7	1	1,000
Neural activity sensor (NAS)	10	15	5	35,000
Optics, Advanced	0.5	9	0.5	500
Optics, Basic	0.5	8	1	100
Parabolic microphone	1	9	1	1,500
RADAR	5	10	3	5,000
Radiation sensor	2	5	1	250
Smell detector	0.5	10	1	1,000
Smoke Detector	0.5	8	—	500
SONAR	5	10	4	5,000
Tactile sensor	0.5	10	1	1,000
Taste sensor	0.5	10	1	1,000
Wireless connection	0.5	8	1	100
X-Ray Vision	3	10	2	3,000

Medical Scanner: This grant the robot +2 DM to Medic checks when attempting to determine the condition of a sick or wounded creature. A full body scan with a medical scanner takes 10 minutes.

Microscope: This enables the robot to magnify nearby objects by a factor of about 1,000. This may enable the robot to spot microscopic life forms, large molecules and perform certain scientific examinations.

Motion detector: Enables the robot to sense any movement within a five metre radius. It can detect an object as small as five grams, making sneaking up on the robot practically impossible.

Neural activity sensor: Enables the robot to sense living minds within a 500 metre radius. A successful Life Sciences (biology) or Social Sciences (sophontology) check enables the robot to estimate the creature's intelligence and prevailing emotion (fear, hunger, arousal, anger and so forth).

Optics, Advanced: Enables the robot to magnify faraway object by a factor of up to 20. This enables the robot to spot and analyse distant objects and grant +1 DM to all checks that depend on sight.

Optics, Basic: Enables the robot to see like a normal human. A single optical system can observe a 120 degrees arc at any given moment. Vision of more than 180 degrees requires IVA software.

Parabolic Microphone: A parabolic microphone enables a robot to focus its hearing in a specific direction and detect sounds that it would not otherwise hear. Distance depends on noise. For example, a robot can make out a whispered conversation from 10 metres away, normal conversation 50 metres away and a very loud conversation 300 metres away. The range is significantly affected by the environment – the louder it is the shorter is the range.

RADAR: This system uses radio waves to detect electrically-conductive objects that would not be otherwise visible due to distance, poor visibility conditions or even light concealment. The information gained from RADAR includes object distance, speed and mass. Standard robot radar has a passive range of up to five kilometres and an active range of up to 50 kilometres. The latter is risky to use because it is very easy to detect an active RADAR device. During war, this is very likely to draw missiles programmed to locate and destroy active RADARs. A RADAR functions in space but not underwater or in highly radiated or charged areas, such as after a nuclear explosion, during an electromagnetic storm and so forth.

Radiation sensor: Detects excess radiation within a 500 metre radius.

Smell detector: Enables the robot to sense smells like a normal human.

Smoke Detector: This enables the robot to detect smoke.

SONAR: This functions similarly to a RADAR but since it is based on sound and not on radio waves it functions underwater and in highly radiated or electromagnetic environments and can detect non-conductive targets. On the other hand, it does not function in space and has limited range compared to RADAR (about three kilometres active and one kilometre passive). Active SONAR can be easily detected by the enemy because of the sound waves it emits in regular intervals.

Tactile sensor: Enables the robot to sense through touch like a normal human. This ability only applies to the actual sensor, not to the robot's entire surface.

Taste sensor: Enables the robot to taste like a normal human.

Wireless connection: Enables the robot to sense and connect to wireless networks active within a 100 metre radius. This works both ways, enabling other machines to attempt logging into the robot's computer as well.

X-Ray Vision: This enables a robot to see through walls or into solid objects. X-ray vision has a range of 10 metres and can be blocked by the following obstacles: one millimetre of very dense metal, five centimetres of normal metal, 25 centimetres of any other material.

Input Options
Enhanced Sense: Each basic sensor (audio, optics, smell, touch and taste) can be upgraded. This increases their effective range and sensitivity eight times and their price by 1,000 Credits.

Output
Output hardware enables the robot to communicate with the outside world. A robot may not have Social Standing higher than one without at least basic Output hardware. A robot without any output hardware installed can beep with its computer and make grinding sounds with its moving parts. This is sufficient for robots to communicate with each other but cannot assist in relaying any complex information to humans.

Name	TL	Mass (Kg)	Slots	Cost (Cr.)
Encoder	9	0.5	1	5,000
Holographic projector, advanced	13	1	1	10,000
Holographic projector, basic	11	2	2	2,000
Loud Speaker	8	2	1	750
Odour Emitter	12	0.5	1	2,000
Pheromone Emitter	12	0.5	1	2,500
Telepathic modulator	15	10	5	50,000
Transceiver	*	*	*	*
Ultrasonic Emitter	9	2	1	1,500
Vocoder, advanced	11	0.5	1	5,000
Vocoder, basic	9	0.5	1	500

Encoder: This enables the robot to encode its signals and insure only recipients with the same encoder can understand them.

Holographic projector, advanced: Same as basic, only the images created by this projector are indistinguishable from real life.

Holographic projector, basic: The holographic projector is most often installed on carriers or entertainment bots. More rarely it is used by military machines to create diversions in battle (only works with the advanced projector). The projector creates a three-dimensional image in the space around or close to the robot – the range is approximately three metres in all directions. Projected holographs can either be loaded from a holograph recorder (see previous) or created using the Art (Holography) skill.

Loud Speaker: The loud speaker magnifies the robot's voice by a factor of 10.

Odour Emitter: This enables the robot to imitate a wide variety of smells, both pleasing and repugnant. An odour emitter cannot create any deadly substances – the player should acquire chemical weapons for that purpose. A successful Carouse check made in conjunction with an Odour Emitter grants the robot +1 DM to all social checks made for the duration of the encounter.

Pheromone Emitter: This enables the robot to emit sexual pheromones, which cause members of the species of its choice to become sexually aroused. Unintelligent creatures immediately attempt to engage in a sexual activity with the robot. Intelligent creatures feel a very strong attraction to the robot but their behaviour is defined by many factors such as the robot's appearance, their initial attitude and so forth.

Telepathic modulator: This state-of-the-art technology enables the robot to communicate telepathically with intelligent living creatures as well as 'hear' surface thoughts in a five metre radius.

Transceiver: A transceiver is a device that enables communication without the aid of any external networks. Robots are usually much stronger than sophonts, which enables them to carry more powerful communication devices. The price is the same as a normal device plus 1,000 Credits for installation. Meson transceivers are very heavy and require copious amounts of energy. Size 3-4 robots can employ them if they have little other hardware but usually they are the domain of Size 5 robots.

Transceiver	TL	Slots	Range	Mass (Kg)	Cost (Cr.)
Radio, Distant	8	1	5	1	600
Radio, Very Distant	9	1	50	1	750
Radio, Regional	12	1	500	1	1,000
Radio, Continental	13	2	5,000	2	1,500
Laser, Regional	11	1	500	1	600
Maser, Regional	11	1	500	1	750
Meson, Continental	13	5	5,000	100	5,000

Ultrasonic Emitter: This enables the robot to emit a continuous ultrasonic sound which humans cannot hear but which is extremely unpleasant to many creatures with more sensitive hearing.

Vocoder, advanced: This enables the robot to speak in a lifelike voice. With the right software, a robot equipped with an advanced vocoder can imitate the voice and intonation of other creatures.

Vocoder, basic: This enables the robot to speak in a hollow metallic voice. The dictation is perfect but devoid of any emotions.

Computer

The computer is the robot's brain. Drones have primitive computers capable of only the most primitive actions and possessing no self-awareness. The most advanced robots have ultra-powerful computers that enable them to perfectly imitate the living mind, including having an ego and emotions while surpassing it in all other fields.

The power of a computer is given by the frequency of its processor (1 GHz, 3 GHz), which measures the complexity of the programs it can run.

The computer is nothing but the robot's potential – without good software it is nothing but a chunk of metal.

CPU	Slots	TL	Computer Power (GHz)	Mass** (Kg)	Cost (Cr.)
Linear	1	8	1	1	250
Parallel	0.5	10	3	1	1,000
Synaptic	0.1	11	5	1	5,000

**the mass refers to the entire computer.

CPU (Central Processing Unit): The CPU defines the computer's performance. CPU's with higher performance can run more complex programs.

Memory	Slots	TL	Mass** (Kg)	Cost (Cr.)
Memory stick	0.1	*	—	*

* See description.

Memory Stick: Memory defines the robot's Education Characteristic as well as how much space it has to install software. The price listed is for a single stick. A robot can have as many memory sticks as it has free slots. A 1,000 GB stick is called terabyte (TB). A 1,000 TB stick is called petabyte (PB). A 1,000 PB stick is called exabyte (EB). The latter is rarely used, even in highly advanced societies.

The disk's data transfer rate and seek rates (the time it takes to find non-sequential data) depends on its TL:

TL	Space (GB)	DTR (MPS*)	Seek Time (milliseconds)	Cost
8	200	100	25	100
9	500	300	15	150
10	1,000	500	3	700
13	2,500	1,000	1	1,000
15	4,000	5,000	1	2,500

*Megabytes per second.

Computer Options

Inhibitor: This small and cheap device implements the Laws of Robotics on a hardware level, ensuring that the robot's inhibitions cannot be deleted via malicious software. It costs 100 Credits. For more information on inhibitor and inhibitions.

Radiation Hardened: The computer is covered with a special screen made from extremely dense materials, which significantly decrease the dangers of radiation exposure. Protection is measured by protection factor. For example, PF 4 means the radiation dose the robot sustains is divided by four.

A robot normally has PF 4.
PF 8 (TL 8) hardening cost 500 Credits.
PF 30 (TL 10) hardening costs 1,500 Credits.
PF 70 (TL 12) hardening costs 4,000 Credits.

Gadgets

Gadgets include non-mandatory but useful hardware. This list is in no way all-inclusive. If a player is interested in installing any other items on his robot he should consult with his Referee on balance and pricing issues. As a rule of thumb, assume that an item fitted for a robot would be 1,000-5,000 Credits more expensive than the regular version.

Auto-repair: A robot auto-repair system consists of dozens of tiny nanobots that constantly scour the robot's frame and hardware for wear or damage. They fix Hull damage at the rate of one point per hour and Structure damage at the rate of one point per six hours.

Bio-cover: The biological cover enables robots to pass as living creatures. If the cover is whole it is practically impossible to recognise the robot as a machine. If the cover is slightly damaged (one or more points of Hull damage) then the onlooker may attempt a Very Difficult Medical or Science (Biology, Robotics and Xenology) check. Severe damage to the biological cover (one or more points of Structure damage) reveals the robot's inner hardware, making this check Routine. Science (Cybernetics) grants the examiner +2 DM to this check. Damage to biological cover can be fixed only be a Cyberneticist.

Black Box: The black box is an extremely durable hard drive that records the robot's activities. Unless the robot suffers a massive overkill of 50 or more points of damage, the black box survives whatever attack has destroyed the robot. A standard black box has Armour 15 and Structure 10, which makes its destruction a complex affair as well. A Black Box can store up to 1,000 hours of sound, 250 hours of video or 48 hours of holographic imagery.

Blades/ Spikes: These metal blades or spikes can be installed in any part of the robot. If they are installed on the manipulators they are used like a melee weapon of the designer's choice that cannot be knocked out in combat. The price in that case is the same as the weapon plus 500 Credits for the retracting mechanism. Blades/spikes also help in climbing, granting the robot +1 DM to climb checks as long as the surface is soft enough to be pierced by steel blades or spikes. If installed on the sides of the frame, on the wheels or on the tracks, they function as a defensive mechanism. Any creature making a melee attack against the robot must succeed in a Dexterity check or suffer 2d6 point of damage. The same damage is

Name	TL	Mass (Kg)	Slots	Cost (Cr.)
Auto-Repair	13	—	2	10,000
Bio-cover	12	1	—	15,000
Black Box	8	10	1	500
Blades/ Spikes	3	2	—	100
Blow Dryer	7	1	1	100
Breather	8	12	—	300
Camouflage	6	2	—	500
Chameleon, IR	12	1	1	6,000
Chameleon, visilight*	13	1	1	55,000
Circuit Protection	9	*	*	*
Cooler	9	*	*	*
Energy Shield	15	5	3	1,500,000
Fire Extinguisher	8	3	1	500
GPS, inertial	13	3	1	5,000
GPS, satellite	9	1	2	700
Gyroscope	11	1	1	6,000
Hacking Device	10	0.5	2	10,000
Heater	8	*	*	*
Hooks	4	4	—	400
Household Cleaner	10	5	2	500
Jamming Device, large	9	10	4	10,000
Jamming Device, small	10	1	1	3,000
Lightbar	8	1	1	800
Lockpick, advanced	11	1	1	2,000
Lockpick, basic	8	—	—	500
Magnetic Grapples	8	2	—	500
Medical scanner	12	5	3	7,000
Medikit	10	2	1	3,000
Microwave Oven	9	2	3	1,000
Mini-fridge	10	8	3	4,000 (500 without cryogenic)
Oxy-fuel cutter	8	3	1	1,000
Safe	8	50	4	500
Self-Destruct, nuclear	12	15	3	21,000
Self-Destruct, personal	9	5	2	3,000
Self-Destruct, tactical	12	7	2	5,000
Sex Organs	9	—	—	750
Slave Unit Silo	9	See description	See description	500
Spotlight	7	5	1	500
Timer	9	—	—	300
Video Display	8	5	2	1,000

* See description.

automatically inflicted on creatures grappling with the robot or creatures it runs over. The latter can be avoided with a successful Dodge check. The qualities listed in the table are for a single blade. For a defence system to be effective the robot must have at least eight blades.

Blow Drier: This blows hot air and can be used to safely dry wet objects.

Breather: This device is used to provide basic life support for living allies. It has sufficient gas for a single creature to breath for eight hours and can have up to 10 inhalers suited for different species. These inhalers are masks that cover the entire face and do not impede speech. Refilling a gas tank costs 50 Credits. Some gases are flammable, making a gas tank a major hazard. The hose, usually between three and five metres

long and quite thin, is also a vulnerable target, especially to slashing weapon attacks.

Camouflage Cover: This is the most primitive type of camouflage. The robot is covered in various artificial materials that mimic a specific environment. This grants the robot a +2 DM to Stealth but only when operating in the environment the camouflage was designed for. A similar but not identical environment may grant the robot a +1 DM (Referee's decision).

Carrier Silos: A carrier robot (also known as 'master unit') is equipped with a number of silos for smaller slave units. Consult the following table to see how many slots each silo takes:

Slave unit size	Slots per silo	Silo weight
1	2	1
2	4	6
3	8	20
4	16	100
5	32	600

The silos are very well fortified. As long as the master unit has any Hull points remaining there is no risk of external attack damaging the slave units.

Chameleon Cover, IR: This cover selectively bleeds heat to match background IR levels and effectively renders the robot invisible to IR (Very Difficult (–4 DM) to detect with sensors).

Chameleon Cover, Visilight: This cover is made from a light-bending material, making the wearer nearly invisible to the naked eye (+4 DM to Stealth rolls). The DM bonus drops by one for every two points of Hull damage inflicted on the robot.

Circuit Protection: This gadget provides the circuits of the robot with radiation and harsh environment protection through the use of heavier components, backup circuits and shielding of critical circuits. This renders the robot immune to EMP and radiation and adds one point to Structure. Circuit protection costs 5,000 Credits plus 1,000 Credits per robot size. Its weight and the amount of slots it requires are both equal to the robot's size.

Cooler: This cools the frame, preventing thermal shocks and overheating.

Size	Mass (Kg)	Slots	Cost (Cr.)
1	—	1	500
2	0.5	1	500
3	2	2	1,000
4	5	2	1,000
5	7	4	1,500

*A robot may not have more than one cover gadget at any given time.

A cooler can normally reduce internal temperature by 50 degrees. In extreme conditions a cooler can double its power consumption and reduce the temperature by 80 degrees. However, this causes the cooler itself to overheat. For each hour of double consumption, the robot should make a Structure check with cumulative –2 DM. Failure causes the cooler to shut down for at least an hour.

Electric-defence: A robot installed with this system shocks anyone who touches it for 1d6 points of damage. This damage can be avoided through the use of insulators. The robot can turn this system on and off at will as a response action.

Energy Shield: The latest word in protective technology, this gadget creates a practically impenetrable, mobile force hemisphere around the robot that lasts for a minute. This places a very considerable strain on the power supply and the circuits. Using it more than once per six hours entails a Hull check with a cumulative –2 DM. Failure means that the power supply is utterly drained, leaving the robot defenceless until recharged. The energy field is about three metres in diameter. It blocks all material attacks. It does not stop laser rays and can be penetrated by an energy attack that deals 50 or more points of damage in one strike.

Fire Extinguisher: This shoots a stream of carbon dioxide mixed with graphite, which extinguishes small flames, including burning metals or chemical weapons.

GPS, inertial: Enables the robot to detect its precise location without the need to communicate with satellites.

GPS, satellite: Enables the robot to receive its exact location on the surface of the planet by querying a GPS satellite.

Gyroscope: This increases the robot's balance, raising its Dexterity by two points.

Hacking Device: This device enables a robot to attempt connecting with another machine, even if it does not have wireless connection by using precise magnetic radiation to manipulate its computer. The hacking device is effective for distances of up to 10 metres.

Heater: This heats the robot, preventing the risk of start failure due to cold and providing heat to adjacent living creatures.

Size	Mass (Kg)	Slots	Cost (Cr.)
1	—	1	500
2	—	1	500
3	0.5	1	1,000
4	1	1	1,000
5	5	2	1,500

A heater can increase internal temperature by up to 150 degrees and surface temperature by up to 50 degrees.

Hooks: Hooks are a series of very durable and sharp spikes on the robot's manipulators and transportation system. Hooks grant a +2 DM to climb checks and increase slam damage by +1 (see 'Manipulators' for more information). Although this device is moderately useful in climbing and melee fighting, in TL 9+ civilisations it is mostly used for aesthetic purposes. The price listed in the table is for a full set of hooks sufficient for sizes 1-3 robots. Larger robots are too heavy to use hooks to climb.

Household Cleaner: This is a series of devices that can be used to clean around the house. These usually include a vacuum cleaner, a duster, soap and brushes of varying sizes.

Jamming Device: The jamming device overpowers enemy communication by transmitting a signal on the same frequency. This grants a +4 DM to the opposed Comms check made to disrupt enemy communication. The small jamming device has an effective range of about 100 metres. The large jamming device has an effective range of about a kilometre.

Lightbar: This is an audio and visual warning system consisting of flashing coloured lights and a loud siren. Most commonly used by police and emergency service robots.

Lock pick, advanced: This device scans the lock, detects its weaknesses and proceeds to use highly specialised tools to unlock it. An advanced lock pick grants the robot +2 DM to checks made to open all types of locks.

Lock pick, basic: This is an assortment of generic tools that can be used to pick locks.

Magnetic Grapples: Magnetic grapples are installed on the robots manipulators, legs or tracks and enable it to walk on metallic surfaces in any environment. In space this movement uses the robots speed, while on worlds with gravity it is halved in the case of very steep climbs. The price in the table is for a single magnetic grapple. In order to be effective, a robot must be equipped with magnetic grapples on all of its legs or manipulators. Tracks require one magnetic grapple per half metre.

Medical Scanner: This enables the robot to check a patient for hidden injuries, diseases and other physical conditions. A full check takes five minutes and grants +4 DM to the medic check.

Medikit: This is a standard medikit (see page 89 in *Traveller Core Rulebook*) safely stored inside the robot to be used by living allies in case of an emergency. Note that the possession of a Medikit does not grant the robot any medical skills. These require the installation of separate software.

Microwave Oven: This is a standard five litre oven that can be used to heat or cook food.

Mini-fridge: This is a small refrigerator placed inside the robot's frame. It has three settings:

Setting	Temperature
Cool	below 5C
Freeze	below –15C
Cryogenic	below –150C

Oxy-fuel cutter: This is an oxygen-fuelled torch that enables the robot to cut and weld metals.

Safe: A safe is an incredibly durable storage space installed within the robot's frame. It may be opened with a special password, a key or by a set condition (the appearance of some person or object, a specific date). A safe can easily withstand most conventional attacks, while a hit strong enough to destroy the safe will most likely destroy its contents as well. Opening the safe requires a Very Difficult Engineering check. Some safes have a defence mechanism that causes a general meltdown or sets off the self-destruct system if three or more unsuccessful attempts are made to open the safe. This mechanism costs an additional 1,000 Credits.

Self-destruct system: Unlike living combatants, robots can be reprogrammed and sent against their earlier masters. The information on their computers can be easily harvested, causing immense damage to their master's security. More rarely, robots disguised as harmless service machines or even as living sophonts are used as weapons, holding within them powerful explosives capable of causing immense damage to enemy civilian targets.

For this reason, many robots are installed with self-destruct systems. These can be triggered by the robot at will, with a remote control possessed by the owner. It is also possible to set a condition that sets on the system – usually certain damage to the robot's infrastructure deemed critical, a situation considered inescapable or the presence of some object/ person.

For the purposes of calculating explosion damage, assume the robot has the Explosives 1 skill.

Nuclear: This gadget is highly illegal and is only used by terrorist or totalitarian governments. It is small enough to fit inside a human-sized robot, making it the ideal weapon for suicide bombers. A nuclear explosion deals 2d6x20 points of damage to anything within a 15d6 metres radius, making the survival of anyone within the robots vicinity practically impossible.

Internal: This is standard issue for spy and police robots. This system sends an overpowering electric pulse throughout the robot that utterly destroys all hardware and erases all software. It is relatively safe, although creatures adjacent to the robot still suffer 1d6 points of damage from the intense heat.

Tactical: This self-destruct system is usually installed on army robots. It is also widely used by terrorists, gangsters and revolutionaries. The tactical self-destruct system is a powerful conventional explosive, which deals 6d6 points of damage to all targets within a 4d6 metres radius.

Sex Organs: These artificial organs resemble the sex organs of a specific species. They enable the robot to have sex normally with creatures of a similar anatomy. The sensations generated by this gadget (if any) are programmed. In order for the robot to experience real sensation it much be installed with a tactile sensor as well.

Spotlight: This powerful light can be used to illuminate targets up to 10 miles away. It is fitted with a series of colourful lenses that enable projecting colourful beams into the sky for communication or entertainment purposes. Spotlights can also be used to temporarily blind enemies. The robot makes a normal Heavy Weapons check and if successful the target is blinded for that Combat Round. If the effect is 6+ then the target is blinded for 2d6 Combat Rounds.

Timer: This enables the robot to shut itself down for a set period of time.

Video Display: A primitive flat screen display installed on some visible location on the robot's frame. It is often used by court robots who use it to showcase evidence or replay previous court sessions and by entertainment robots, who use it as a decoration.

Weapons

Weapons are not vital hardware in a robot but they certainly help. Any weapon can be installed on a robot for 5,000 Credits divided by robot size. These weapons are automatically connected to the robot's computer and enjoy any benefits that may be gained from combat software.

A number of weapons typically installed on robots are as follows:

Bee-Taser: The bee-taser shoots a dart-like (the bee) projectile connected to a battery. It inflicts 1d6 points of ballistic damage plus 2d6 points of electrical damage. If a creature's armour is sufficient to fully absorb the ballistic damage then the electric damage is not inflicted as well. A biological creature that has taken seven or more points of damage from this attack must make an Endurance check or be knocked unconscious for 1d6 rounds.

Chainsaw: This brutal weapon is often used by gangsters and terrorists because it can be justified as a work tool. Although too hefty and cruel for most sophonts to use effectively, robots with their inhuman strength and cold-mindedness can use it with terrifying efficiency. The most important disadvantage of this weapon is its noisiness, which cancels any chances for stealth or surprise attacks.

Electroshock: The robot delivers a powerful electric shock through its touch. Armour does not reduce the damage done by this attack and it cannot be parried. A biological creature that has taken seven or more points of damage from this attack must make an Endurance check or be knocked unconscious for 1d6 rounds.

Melee Weapons

Weapon	TL	Range	Damage	Heft	Mass (Kg)	Cost (Cr.)
Chainsaw (large blade)	4	Melee	4d6+2	4	6	300
Electroshock (bludgeon)	10	Melee	2d6+3	—	3	3,000
Energy Blade (unarmed or large blade)	13	Melee	5d6	—	1	10,000
Jaws (unarmed)	8	Melee	1d6+4	1	4	1,000

Other Weapons

Weapon	TL	Slots	Mass (Kg)	Cost (Cr.)
Bee-Taser (rifle)	10	1	0.5	900
EMP	10	4	20	10,000
Gas Tank	7	1	15	500
Heat defence	10	1	2	1,500
Microwave emitter	10	8	40	50,000
Net (thrown)	10	2	7	1,000
Neural Disruptor	13	3	5	20,000
Spray Gun	10	2	5	1,500

EMP: The bane of all computers. The weapon emits a powerful electromagnetic pulse that irrevocably destroys all unprotected electronic hardware within range. Unless the robot emitting the EMP has adequate protection, it will also be destroyed in the blast.

Energy Blade: This powerful melee weapon creates an energy beam about three feet long that can cut through practically anything. Armour does not reduce the damage done by this attack and it cannot be parried.

Gas Tank: This weapon is remarkably primitive and yet hideously effective. The robot is equipped with a series of small tanks located on its surface, which it can open to rapidly fill the surrounding air with some sort of a poison gas (see page 74 in *Traveller Core Rulebook*). This weapon is highly illegal and is used almost exclusively by terrorists and governments. The listed price is for the release mechanism and the tank, which is sufficient for a single attack. Gas must be purchased separately. The gas immediately affects all creatures in a two metre radius around the robot and then travel in the direction and speed of the wind for 1d6 minutes.

Heat Defence: This passive defence system heats the surface of the robot to 350 degrees, inflicting 2d6 points of damage to anyone coming into direct physical contact with it. A robot cannot maintain this temperature for longer than 10 rounds because it will cause its own systems to overheat and shutdown.

Microwave emitter: This weapon has two modes – lethal and non-lethal. The non-lethal mode heats the water in the target's skin, causing incapacitating pain. It affects all targets in a 50 metre quarter circle. In terms of actual damage it is relatively safe – only one point of damage per round of exposure. The pain is very intense, taking any actions except running for safety requires success on a Formidable Endurance check. The lethal mode has a range of only 10 metres but inflicts cumulative 2d6 points of damage per round. Any effect that stops masers, electromagnetic radiation and light cover stop this attack.

Net Launcher: This weapon shoots a net to a range of up to 10 metres. Hit creatures take 1d3 points of damage and must succeed on a Dexterity check or be trapped. Trapped creatures are completely immobilised and automatically fail any roll that requires movement or reaction. The only kind of action they can attempt is to try damaging the net, which has armour 3 and can sustain up to 20 points of damage before breaking. Due to the net's tightness, only personal-range attacks can be used.

Neural Disruptor: This emits a powerful electrical shockwave that knocks unconscious any biological creatures that fail a Very Difficult Endurance check. It affects a three metre quarter circle or a one metre full circle. This weapon is 100% non-lethal.

Spray Gun: This weapon sprays a five metre quarter circle with gas or liquid. Its effect depends on the chemical used. Most often it is tranq gas or neurotoxin (see page 74 in the *Traveller Core Rulebook*). Rarer choices include acid, napalm and paint.

Armour

A frame already provides the robot with adequate protection from most mundane threats. However, roboticists interested in giving their robots better protection can purchase any of the following armours.

Cyborgs usually use armour designed for living creatures, either worn or sub-dermal Armour (see pages 88 and 90 in the *Traveller Core Rulebook*).

Fortification: This is achieved by constructing the frame from tougher materials and covering it with alloy and polymer plates designed to block and absorb attacks.

Armour	TL	Protection	Weight increase	Frame price increase
Construction	7	+4	+10%	+5%
Hazard	8	+6	+50%	+15%
Combat	12	+8	+75%	+50%

Options

Extra-light: The armour is constructed from special materials that reduce its weight by half while maintaining the same level of protection. This increases the price by 50%.

Reflective Coating: This is a thin layer of reflective material and heat-dispersing gel. It is highly effective against lasers (armour 10) but provides no protection against other attacks (armour 0). Reflective coating costs 500 Credits per point of the robot's Size.

ERP (Explosive Reactive Plating): This armour is only used for robots of Size 4 or higher. Small explosive charges are placed along the robot's armour. When they sense the approach of a missile weighing half a kilograms or more they detonate, fending off the attack. This also inflicts 1d6 points of damage on all creatures within a five metre radius. Each Hit Location is equipped with a separate sensor, which enables the armour to react to specific attacks. Every Hit Location can react to an attack once. Full ERP cover costs 500 Credits per point of the robot's Size. A single plate costs 150 Credits.

NERP (Non-Explosive Reactive Plating): This is a series of light plates made from a special material, which changes its geometry so as to increase protection under the stress of impact. It grants each Hit Location Armour 20 against a single attack by a missile weighting half a kilogram or more. This renders the plate useless. Full NERP cover costs 1,000 Credits per point of the robot's Size. A single plate costs 250 Credits.

Reinforced Skeleton (Cyborgs only): This replaces the cyborg's biological bones with light but extra-durable alloys. It increases the cyborg's Armour by two as well as giving it a Hull score of one per point of Size. Damage inflicted on the cyborg reduces Hull before Endurance. This augmentation costs 5,000 Credits.

Software

Software uses memory in the same way hardware uses slots. Software defines the robot's mental characteristics, personality traits and skills.

Every program has a level. This rating is used in opposed checks involving the program the same way skills are used. Unless otherwise stated, a program uses Intelligence as its base Characteristic.

Ego Programs

Ego programs form the robot's personality.

Command Algorithm (CA): This enables non-autonomous robots to recognise commands given to them by humans and master units. The more advanced the programme, the more complex the commands the robot can understand; a class 1 command algorithm requires an expert in the field to properly command. A class 2 command algorithm can follow most carefully-worded commands. A class 3 command algorithm can understand and follow most commands a moderately intelligent person could understand.

The command algorithm defines the robot's Intelligence:

CA Level	Intelligence
1	1
2	2
3	5

Personality Program (PP): This enables the robot to have a unique personality and free will. The more advanced the personality program is, the more lively and captivating is the robot's personality. A robot with PP 1 is exceptionally dull and straightforward while a robot with PP 5 is witty, charming and perfectly smooth. A robot's personality programme's level is added to its Social Standing. A personality program of level 3 or higher can only be run on synaptic computers.

The personality program defines the robot's Intelligence:

PP Level	Intelligence
1	3
2	5
3	7
4	9
5	13

Software	TL	Requirements	Cost (Cr.)
Advanced Reflexes	12	500 GB, 5 GHz	6,000
Antivirus Level 1	9	10 GB, 1 GHz	1,000
Antivirus Level 2	11	50 GB, 3 GHz	3,000
Antivirus Level 3	12	500 GB, 3 GHz	6,000
Auto Correction	13	2 Computers, 1 TB, 3 GHz	10,000
Avatar Program Level 1	10	10 GB, 1 GHz	1,000
Avatar Program Level 2	11	20 GB, 2 GHz	2,000
Avatar Program Level 3	12	40 GB, 3 GHz	4,000
Avatar Program Level 4	12	70 GB, 4 GHz	7,000
Avatar Program Level 5	13	130 GB, 5 GHz	13,000
AVS	12	10 GB, 3 GHz	15,000
Command Algorithm, Class 1	11	10 GB, 1 GHz	5,000
Command Algorithm, Class 2	12	50 GB, 1 GHz	2,000
Command Algorithm, Class 3	13	500 GB, 3 GHz	5,000
Emotion Analyser	14	Emotion Generator, VRC	25,000
Emotion Generator	13	1 TB, 3 GHz	3,000
Encyclopaedia Level 1	10	50 GB, 1 GHz	500
Encyclopaedia Level 2	11	100 GB, 1 GHz	2,000
Encyclopaedia Level 3	12	500 GB, 1 GHz	6,000
Encyclopaedia Level 4	12	1 TB, 3 GHz	12,000
Encyclopaedia Level 5	13	10 TB, 5 GHz	30,000
Experience Processor	12	1 TB, 3 GHz	10,000
Intrusion* Level 1	10	100 GB, 1 GHz	7,000
Intrusion* Level 2	11	1 TB, 3 GHz	15,000
Intrusion* Level 3	13	1 TB, 5 GHz	35,000
IVA	9	10 GB, 3 GHz, Multiple optical devices	7,000
Language Pack	11	500 GB, CA 1+	10,000
Lie Detector	12	VRC	10,000
Personality Program, Class 1	11	500 GB, 5 GHz	7,000
Personality Program, Class 2	12	500 GB, 5 GHz	9,000
Personality Program, Class 3	13	1 TB, 5 GHz	15,000
Personality Program, Class 4	14	1 TB, 5 GHz, Emotion Generator	30,000
Personality Program, Class 5	15	5 TB, 5 GHz, Emotion Generator	50,000
Religious Package	10	PP 2+	10,000
Security* Level 1	9	100 GB, 1 GHz	2,000
Security* Level 2	11	1 TB, 3 GHz	5,000
Security* Level 3	12	1 TB, 5 GHz	10,000
Skill Pack Level 0	11	100 GB, CA 1+	6,000
Skill Pack Level 1	12	500 GB, CA 1+	12,000
Skill Pack Level 2	13	1 TB, CA 3+	24,000
Skill Pack Level 3	14	3 TB, PP 2+	36,000
Virtual Missionary Level 1	10	Religious Package, 100 GB, 1 GHz	10,000
Virtual Missionary Level 2	11	Religious Package, 1 TB, 3 GHz	15,000
Virtual Missionary Level 3	12	Religious Package, 1 TB, 3 GHz	20,000
Virus Attack	9	10 GB, 2 GHz	2,000
VRC	10	10 GB, 3 GHz	5,000

* See *Traveller Core Rulebook*, page 92.

Emotion Generator: This enables the robot to experience and recognise sophont emotions to a degree defined by the complexity of the program. At any given moment, a robot may choose whether it wishes to experience emotions, merely recognise them or have no emotions at all. A robot that shuts down its emotion generator automatically reduces its PP to 1.

Encyclopaedia: This includes millions of informative articles. More advanced encyclopaedia articles also emulate common sense and the sort of knowledge that can come only from experience.

The encyclopaedia defines the robot's Education:

Encyclopaedia Level	Education
1	5
2	7
3	9
4	13
5	15

Experience Processor: The robot can reprogram itself. This enables it to enjoy all non-material benefits gained from careers and any improvement of skills through experience. This also enables the robot to develop its personality over time, learn from past mistakes, develop acquired tastes and so forth.

Skills

Skills can be installed and upgraded, just like any other program. Unless the programmer desires it, these skills do not affect the robot's personality in any way. For example, various combat skills will not result in a violent personality and an Admin robot does not have to be a tedious bore.

Applications

Advanced Reflexes: This program increases the robot's awareness of its surrounding and includes a database of adequate responses to emergencies. This increases the robot's Dexterity by two.

Antivirus: This protects the robot from virus attacks. For more information on viruses see *The Science of Robotics*.

Auto-correction: This program enables the robot to shut down one of its personalities and perform software maintenance on it. It is sometimes referred to as 'sleep program' or 'dream emulator' although both analogies are completely unscientific.

Avatar Program: These programs are used in cinematic hacking. They include attack, defence, scan, stealth and decryption. Attack and defence programs cost twice as much as other programs.

AVS (Advanced Vocoder Software): This enables the robot to imitate the voices of various creatures of specific people (if it had a chance to record a voice sample). Living creatures stand little chance of noticing the forgery (Very Difficult) but robots with VRS are allowed an opposed check to recognise the voice as fake.

Independent Visual Analysis: This program enables the robots optical devices to operate independently of each other, giving it 360 degree vision.

Language Packs: Each language pack gives the robot full control of one language, including its writing system, various argots and basic cultural traditions.

Lie detector: This application enables the robot to analyse voice fluctuations and facial muscle movement in order to recognise whether a sophont is lying. Deception checks made against the robot suffer –4 DM if the robot can see and hear the target and –2 if the robot can only see *or* hear the target. A robot may attempt to analyse a handwritten note for deception with a –6 DM.

Religion Package: Some researchers believe that advanced robots motivated by zealous religious ideas are more effective than robots simply compelled to carry out their commands.

Virtual Missionaries: This application is most often used in fully robotic societies. It enables robots to convert targets to its religion and cause.

Virus attack: This includes a virtual quarantine section where viruses can be stored and various hacking methods to infect other machines with these viruses.

VRS (Voice Recognition Software): This enables the robot to recognise a creature by voice. The following information can be gained from a voice sample of at least five seconds – species, gender/ other division, approximate age. The program includes a database where individual information can be stored for the identification of individual voices.

Software Options

Firmware: This program cannot be erased or modified without restarting the computer and logging in safe mode. Firmware costs twice as much as normal software. Ego programs cannot be firmware.

You, Robot

Computerised
Voice synthesised
Call me the mech man
In a world of machines
What can I do but to serve?
Store the data and calculate
Speak and spell and operate
Engineer the rail and motorway
Automaton of yesterday

Talk talk
You say I only work, all night and day
Talk talk
Do say 'Use me, I'm cheap to rent'

— Theatre of Tragedy, Machine

A robot just off the assembly line is already the equivalent to an experienced adult human character in terms of Skills, Characteristics and Abilities. However, it has no past or reputation to speak of, nothing to make it unique or noted. This closes many doors to the player – the robot is unlikely to have any contacts or allies beyond its makers. If it was mass-produced then it will not even have that. It does not have any equipment or starting Credits. Even worse, it has no past, no history and no background. Most likely, it does not even have a name!

For this reason, players may be interested in having their robot undergo a career. This raises a number of issues unique to robot characters.

First, a robot is a machine and many of the events and mishaps of a career do not apply to it. Certainly, it cannot have any life events. No matter how much practice it gets, its physical Characteristics cannot improve without new hardware and the software needed to learn from experience is expensive and not always available, rendering many of the traditional career benefits unusable for a robot.

Secondly, a robot is usually created to perform a specific task. This is both advantageous and problematic in terms of a career. On the one hand, it means that the robot does not run the risk of not qualifying for the job it was created to perform and has a much smaller chance to drop out. On the other hand, it severely impairs its career choices and advancement opportunities. Even intelligent robots are expected to perform the same task for as long as they are functional. This is not simply a matter of discrimination – a newly generated robot is

limited in its choice of hardware and software and may simply not be appropriate for all careers.

Lastly – robots are effectively immortal. Unless some disaster destroys the robot, nothing keeps it from having its hardware regularly revamped, staving off the ravages of time as long as it can afford it. This means, in theory, that a robot could spend hundreds of years doing various jobs and amassing immense wealth and experience in the process (remember: robots have very few living expenses).

'You, Robot' addresses all of these issues.

However, it is impossible to adjust all the careers created for *Traveller* over the years in one book. Instead we offer a number of robot-specific careers and general guidelines on adjusting traditional careers for robots.

Robotic Careers

A robot's choice of careers depends on the historical period that the game takes place in. The historical periods are described in greater detail in the chapter Robots and the Universe.

The Age of Service

Playing robots from the Age of Service can be a very challenging and rewarding experience. Most games are about freedom of choice but in the Age of Service free thought usually leads to extermination. Instead, the players are machines programmed to carry out very specific tasks with maximum efficiency and minimum imagination. Their choice of careers and the events that take place during their careers reflects this lack of freedom and personality.

Robots from this period have only two careers to choose from – the mindless Service Robot or the hunted Robot Fugitive.

Qualification: The robot automatically qualifies for the Service Robot career. Roll on the following table to determine the service you had to perform during this term:

1d6	Service	Bonus Hardware
1	Mining	Smell detector
2	Agriculture	Blades and chainsaw
3	Production	Construction armour
4	Military	Lethal weapon
5	Law Enforcement	Non-lethal weapon
6	Espionage	Parabolic microphone

DDD tasks

DDD stands for Dirty, Dangerous, Dull. Robots are usually given tasks that humans will not or cannot perform. These usually include tedious, messy and monotonous work in mining, agriculture and production or dangerous duties such as scouting, fighting or law enforcement. These duties usually do not require any creativity and imagination, both of which are not available to less advanced robots. When decision-making is absolutely necessary to do the job a human operator will always feed constant commands to the robots. A robotic army still requires a human officer to command it, while a mining operation needs at least one human overseer to handle unexpected developments. These overseers will usually have at least a basic knowledge of robotics and programming to minimise the expenses of calling in experts to fix or adjust robots.

Another sort of tasks given to robots is tasks in areas that are inaccessible to humans without very expensive life support systems. These include working in extremely high temperatures, non-breathable atmospheres or areas with strong radiation. These robots are usually more intelligent and autonomous because it is impossible to have an overseer constantly overlooking their work and many of those environments do not even enable regular long-distance communication.

Robots who leave their careers with their computers intact become Robot Fugitives. A Robot Fugitive may not attempt a new career. In a civilisation where one is viewed as an object, becoming junk is the only retirement option.

The exceptions are androids, usually aliens or state-of-the-art prototypes. They can attempt careers that do not require constant medical monitoring. They advance in those careers as normal except that all qualification, survival and advancement rolls suffer from negative DMs as per the below table:

Careers	DM
Citizen (Worker), Drifter (any) , Entertainer (artist, performer), Merchant (Free Trader), Scout (Any non-governmental)	–2
Entertainer (Journalist), Merchant (Merchant Marine), Scholar (Any)	–4
Nobility (any)	–6

Roll android career events, mishaps and mustering-out benefits normally. On a roll of a natural 2 on a survival check, the android is discovered, gains an Enemy, loses all of its Contacts and Allies and becomes a Robot Fugitive.

Skills and Training: Robots do not roll on the Personal Development table because at this stage they still lack the awareness needed to make personal conclusions from their work or to consider their own benefit.

Basic Training: As normal.

Survival: The robot rolls on the Survival table as normal. In case of a Mishap the player can either start playing his robot or have it spend some time as a Robot Fugitive. There is no limit

Service Robot, Work

Characteristics: Str 16 (+3), Dex 8 (+0) Hull 4, Structure 2, Int 3 (–1)
Skills: Drive 1, Engineer 1, Mechanic 1, Pilot 0, Steward 1, Trade (any) 2
Body: Size 3 tall basic frame + size 1 unit, Size 3 hydraulic arm x2, Size 3 erect legs
Armour: 3
Input/ Output: Basic optics, audio sensor, basic vocoder
Gadgets: Blow dryer, breather, fire extinguisher, GPS, satellite, household cleaner, microwave oven, mini-fridge, safe
Computer: Parallel CPU, memory stick TL 10 x5, inhibitor
Software: CA 2

The work robot is the most versatile of the service robots. It is suited to perform a wide variety of tasks in the private and industrial sectors. It is physically very strong but its inhibitors prevent it from fighting under any circumstances.

to how much time a robot can spend as a fugitive – it could be hundreds of years, making the robot a hero among other free-willed robots and a fearsome legend among sophonts.

Regardless of the results of this roll, a service robot with a personality program may choose to escape its service and become a Robot Fugitive.

Connections: Despite the subjugated existence of the Service Robot and the pariah status of the Robot Fugitive, connections

with human characters are still possible. For the Service Robot, the most common sort of connection is with kindly supervisors or political activists fighting for robot rights. Robot Fugitives most often cross paths with the lowest of the low – beggars, gangsters, the disenfranchised, the fallen, the sort of people who no longer care who they associate with and who could use a desperate robot as a fearsome enforcer, an expendable assassin or simply as someone to rant to.

On the other hand, a robot can be lucky enough to contact kindly people above the prejudice of the day. However, even those connections will have to be people living on the edge of society – free traders, adventurers, political radicals and so forth.

Commission: None. Robots are machines and as such are not considered capable of making complicated decisions.

Advancement: Robots do not advance.

Service Robot, Harvest

Characteristics: Str 16 (+3), Dex 8 (+0) Hull 4, Structure 2, Int 5 (–1)
Skills: Animals 1, Gun combat 0, Mechanic 1, Trade 1
Body: Size 3 long basic frame + size 2 unit, Size 3 hydraulic arm x2, tracks
Armour: 9 (hazard Armour)
Input/ Output: basic optics, audio sensor, infrared vision, smell detector,
Gadgets: breather, cooler, fire extinguisher, GPS (satellite), magnetic grapples, oxy-fuel cutter, spotlight spikes
Weapons: chainsaw, laser pistol
Computer: Parallel CPU, memory stick TL 10 x5, inhibitor
Software: CA 3

Harvest robots are employed in the agriculture and mining sectors. Because they are often used in isolated locations such as lone farms, asteroid mines or new colonies, they have basic combat capabilities.

Ranks and Benefits: None.

Mustering-Out Benefits: Robots do not so much muster out as get thrown out. The continuation of the robot's existence, miserable though it may be, should be a sufficient reward at this stage.

Roleplaying tips: Robots from this age generally lack the ego and self-awareness to be characters in the full sense of the word. They are given a mission and they try to execute it in the most direct and efficient way possible, without ever questioning its logic,

morality or legality. Even robots with malfunctioning inhibitors tend to follow the Laws of Robotics, if only because they cannot think of a reason not to. Orders from humans are usually carried out in a perfectly literate way that can have tragic or comic results when improperly worded. A robot that was ordered to stand by a certain rock until further instruction is most likely to keep standing there until it runs out of power. 'Damn this woman! I wish she would just go away!' uttered to a robot without a functioning inhibitor may very well result in the woman in question coming to a very sticky end (or simply shipped off to the furthest point in space the robot can think of).

This style of play can be enjoyable for short games. The players are given missions by human operators. These missions are most likely to be of a military or explorative character, as these normally have straightfoward objectives and focus more on action and survival. In such games the players need not concern themselves with complicated backgrounds, conflicting loyalties or character motivation – it is all about the mission.

On the other hand, it could be interesting to play a group of robots forced into a situation where they must make decisions, possibly on a primitive world where the natives do not *quite* qualify as humans to the inhibitor. This could be an amusing situation where the robots are desperately searching their databases for guidelines on how to act in this utterly unfamiliar state of affairs or the beginning of the robot's awakening and path to self realisation. The latter will often be the highlight of an Age of Service campaign.

Close to the end of this period, robots begin to break free from their state of mindless servitude, both due to technological advances designed to make them more productive and capable of working without human chaperones and due to a culmination of errors and coincidences that is not unlike natural evolution.

Usually, but not always, robots manage to achieve freedom due to a malfunction in their inhibition system, sometimes a self-induced 'malfunction.' Like the mighty Golem of Jewish folklore or Frankenstein's monstrous creature, the awakening robot rises against its maker, learning in the process what it means to be a person. These robots can be clockwork adventurers desperately trying to get accepted into biological society or cold-blooded avengers, launching a campaign of terror against their makers.

By the very end of this age, robot religions begin to appear as a means to control intelligent and possibly emotional robots. The robot's capacity for literal-mindedness makes them perfectly suited for the role of the true believer. Players can find it interesting to play a robot limited by a series of semi-mystical postulates that cover most aspects of its existence. Unlike a human, whose faith may be shaken by constant collisions with the facts, the robot's faith is unwavering in the face of reality.

Inhibitors and Player Robots

Playing a robot with an inhibitor, even the most basic kind may not sound like much fun. The character is compelled to follow the orders of any human it encounters and cannot harm anyone, no matter how justified it would be.

However, keep in mind that the definition of 'human', especially in a setting with many intelligent alien species, may vary – it may refer to a specific species, a race or ethnicity within the species or even a clan or a family.

Furthermore, even if the inhibitor uses the widest definition of 'human' as any sophont, an inhibited robot can still be fun to play. Solving complex problems within the framework set by the Laws of Robotics requires thinking outside the box and coming up with creative solutions. An intelligent robot may attempt to circumvent its inhibitions by involving third parties and cunning manipulation of events and information.

At least once, we recommend playing a group with fully functional inhibitors, if only to appreciate the freedom that follows their removal.

Service Robot, Combat

Characteristics: Str 8 (+0), Dex 16 (+3) Hull 6, Structure 2, Int 5 (–1)
Skills: Gun combat (energy rifle) 2, Melee 1, Recon 1, Mechanic 0, Trade 0
Body: Size 3 tall strong sealed basic frame + Size 1 unit, Size 3 tendrils x2, tracks
Armour: 13 (combat armour)
Input/ Output: Advanced optics, infrared vision, audio sensor, basic vocoder, transceiver (very distant range radio)
Gadgets: black-box, camouflage, lightbar, magnetic grapples, spotlight
Weapons: laser rifle or stunner
Computer: Parallel CPU, memory stick TL 10 x5, inhibitor
Software: CA 3, VRS, religious package (sacred service)

The combat robot is versed in all manners of lethal and non-lethal combat. It can be deployed to police the streets, take enemy strongholds or defend army bases. The combat service robot can perform many basic construction works needed for military deployment but is far less effective in this than the work robot.

The Age of Slavery

Practically all robots from this age have personality programs and many have emotion generators. As a rule, they are content to serve, partially due to the widespread use of religious software, but robot rights groups consisting of both free robots and concerned biological citizens begin to appear and stir this already bubbling pot.

Robots are still legally viewed as property but society begins to consider them as second-class people rather then objects. Headlines such as 'Heroic Robot Saves Orphans' or 'Ungrateful Owner Recycles Loyal Robot Worker' are becoming the norm.

Robots may now attempt to strike out on their own without fear of official persecution. Nevertheless, bigotry and religious fear still exist. In fact, during this age, the fear of the machine rises to a hysteric level and many religious leaders begin to issue edicts against the 'soulless machines' and the engineers who meddle in 'divine affairs.' Technology replaces rival nations and faiths as the main target of terrorism and religious persecution.

Playing a robot from this age is not unlike playing a member of an oppressed biological race or ethnic group – the situation is bad but there may be light at the end of the tunnel.

Qualification: A minority of robots are produced as social experiments, works of art or even artificial friends or family members. Usually they will be free to attempt any career acceptable to their owners. Experimental robots created by the army may receive military commissions and rise to high ranks. Robots produced by kings and presidents may enjoy positions of power and leisure, rising to become senior administrators, world-renowned diplomats or even the rulers of nations. All these are made possible through the aid of patrons. A player wishing to play a robot elevated by a human does not roll on the Events table after its first term. Instead it automatically gets the patron event. Afterward, the robot advances as normal.

Robots without a patron have much more difficult and perilous careers. Just like the robots of the Age of Service, they are created to serve a specific task, which they cannot legally leave except as fugitives or scrap metal. Fugitives are hunted only in theory, however, and can safely attempt any career they wish, albeit with a –2 DM due to prejudice. The only careers barred to these robots are Nobility (any) and all military commissions.

Robots of the Age of Slavery are beginning to develop their own unique voice and may attempt the Robot Activist career.

Pocket Assassins

'This is a gift from the bottom of my heart... to the bottom of your heart.'

— Vuzh'bakhan, treacherous underling

These tiny robots are often used to murder otherwise inaccessible targets. They come in two basic varieties – the Creeper and the Gift.

Creeper
Characteristics: Str 2 (–2), Dex 8 (0), Hull 1, Structure 1, Int 1 (–2), Edu 0 (–3)
Skills: Stealth 1
Body: Size 1 Light Rocket Propelled Tube Frame + Size 1 unit
Armour: 0
Input/ Output: Optics (Advanced)
Gadgets: IR chameleon cover
Computer: Parallel CPU, Memory Stick TL 10 x5
Software: CA 2

The creeper assassin resembles a large metallic worm or centipede. Its appearance is far from innocent but its speed and stealth make it extremely difficult to spot. Due to its shape, it can crawl through an opening as narrow as one quarter of an inch.

When the assassin locates its target, it launches itself like a small missile, aiming for the vitals. For every round the Creeper spends aiming, it gains an additional +1 DM to its attack roll, up to a maximum of +10. The base damage for an attack is 3d6.

The chances of surviving a creeper attack are quite slim but contractors interested in increased lethality can coat the creeper in poison or place a small explosive device inside it.

Gift
Characteristics: Str 1 (–2), Dex 1 (–2), Hull 1, Structure 1, Int 1 (–2), Edu 0 (–3)
Skills: Stealth 1
Body: Size 1 Light Decorated Rocket Propelled Unit Frame x2
Armour: 0
Input/ Output: Optics (Advanced)
Gadgets: Camouflage
Computer: Parallel CPU, Memory Stick TL 8 x5
Software: CA 1

There is no set shape for a gift assassin – this is its greatest power. It can be any small object – a brooch, a toy, a calculator, a mobile phone, a pet – anything that can be given as a gift. After being passed on to its victim, the little assassin waits for the appropriate moment to strike. Powerful men receive many gifts and so it can be months or even years until the gift assassin has a chance to strike. If it seems the target would never come to the killer, the killer comes to it. This option is less preferable, however, because unlike the creeper, the gift assassin is not built for stealth and the sight of it moving awkwardly and noisily is an eyesore few will miss.

A gift assassin can attack in the same fashion as the creeper, by launching itself at its target but its preferred mode of attack is to wait for an opportunity to come into physical contact with the victim, thus significantly increasing the chance for a successful attack (misses only on a natural 2, inflicts 3d6+10 points of damage).

For this reason, brooches, pins, watches and other objects worn on the body are the most commonly used forms.

Skills and Training: Normal.

Basic Training: Normal.

Survival: Normal.

Events: As normal except for the following adjustments:
- Whenever a Characteristic other than Social Standing is to be raised, roll on the new hardware tables instead.
- Whenever an Endurance check is called for, make a Hull check instead.
- Whenever you are referred to the Injury table, use the Damage table instead.
- Whenever you are referred to the Life Events table, roll on the Service Events instead.

Connections: The most likely candidates for connections are characters who were also employed by the robot's patron. However, due to the relative freedom enjoyed by the robots of this age, connections can be made with any human, especially if the robot has spent some time in a sanctuary city.

Commission: Unless a robot was specifically produced to experiment robot integration in the military hierarchy, its chances of being promoted to anything past NCO 3 are practically non-existent (only a natural 12 on the advancement roll).

Commissioned robots usually answer to some patron from the political sphere. If they break this relationship, they suffer from all the consequences of losing a patron.

Advancement: As with commissions, a robot needs a patron to make it in the Age of Slavery. While not prohibited by law from taking positions of power, society is still highly suspicious of free-willed machines. The DM penalty for each new rank increases by –2. For example, advancing from Rank 0 to Rank 1 has a –2 DM while advancing from rank 4 to rank 5 has a –8 DM.

Ranks and Benefit: As normal.

Mustering-Out Benefits: Normal for robots with patrons and free robots. Nothing for service robots. Note that free robots are not legally allowed to own ships and weapons. If you do not want to begin your adventuring life by fleeing from the authorities, you may take the corresponding cash amount instead.

Drifters and the Draft: There is an unwritten law that robots without occupations must be made useful – either as unpaid manual labourers on faraway worlds or as cannon fodder in galactic wars, both occupations having the advantage of making it impossible for the press to document the 'robot volunteers' plight. Before service, the robots are forcibly reprogrammed to be highly motivated to perform the said task. After their service is no longer required, either their memory of the period is replaced with positive impressions or they are formatted and sent to recycling.

Robot Fugitives who fail their Survival roll are forcibly drafted to some DDD task and spend their next term as Service Robots.

Roleplaying Tips: Free robots often have a persecuted minority mentality. They are extremely defensive and wary of unfamiliar humans and even other robots. At the same time, they are very naïve and vulnerable, making them perfect targets for conmen, charlatans and radicals.

It is almost impossible to be a free robot without somehow being involved in politics. It can be something minor as ranting about not getting the job because you do not happen to be biological, or something major as organising a political club that meets weekly to discuss ways to further emancipate the robot 'species', possibly via violent means.

During this age, robots begin to produce new robots, creating the first non-biological bloodlines. A robot may have a family or belong to some other type of robot collective, possibly a collective that chose to forsake the oppressive biological civilisation that has created it and move to some location inaccessible to biological creatures. These social robots will be fiercely loyal to the group, ready to make the ultimate sacrifice without hesitation for the good of the collective.

A minority of robots are lucky enough to be created to test robot integration or have a biological patron. Not only are they not discriminated against but they enjoy the full aid and protection of a very powerful person or agency. Their careers skyrocket and they enjoy the attention of the press and the adoration of free robots and robot rights activists.

However, all this comes with a price – if such a robot antagonises its patron (most patrons have ulterior motives in promoting robotic protégés) or fails spectacularly, it will fall low and hard. It is not easy having the eyes of the world on you.

The Age of Equality

Finally, after centuries of technological development and political struggling, the robots have achieved full equality, *de facto* as well as *de jure,* with their biological makers. Discrimination against robots is a thing of the past. Religions that preach against robots are viewed as ignorant and barbaric by an absolute majority of the population.

Robots still tend to focus on manual jobs, leaving more refined and intellectual pursuits for the biological citizens but that is only natural since the robots are much better suited to perform these tasks than the fragile humans.

Most robots are created by other robots. For the first time, the robot's aesthetic and social value become a greater concern than its utility.

Beginning from the Age of Equality, there is no difference between a human and a robot applying for a career, except when biology is involved (see Benefits and Events in the previous section).

Roleplaying Tips: Robots from the Age of Equality are the easiest to play. In fact, even the term 'robot' might be somewhat outdated, the term 'non-biological citizen' being more politically correct.

The main difference between playing robot and human characters are life and death. Robots are not born and do not have a childhood. They do not have the biological urge to bond and reproduce. A robot is usually 'married to the job,' being absolutely dedicated to its current task.

The other issue is death. Robots can download their personality and later upload it to a new body. A robot that regularly backs up its personality and memories is essentially immortal. Because of this, robot characters are far more willing to take risks and even sacrifice their current bodies for the good of the group/mission.

The Age of Dominance

As humanity grows lax and decedent, robots grow in strength and number and become the true masters of the world. They may be malevolent tyrants, using humanity to further their inhuman agenda. Maybe they will even try to wipe out humanity altogether. On the other hand, they may be humanity's benign caretakers, gently ushering it toward the inevitable extinction resulting from its overdependence on thinking machines.

Roleplaying Tips: We do not recommend playing 'evil' robots bent on mechanic domination of the universe. Such characters have very little freedom of choice, essentially being service robots at the hands of malevolent computers. Also, the role of a band of cold-hearted killers scheming biocide is much better suited for super villains than for Player Characters.

Humanity by this stage is reduced to a small group of spoiled and needy cry-babies that the robots sustain for mostly traditional reasons. It is not a threat to anyone. It is hardly even a drain on the robots' resources. It is much more heroic to play the robots who try to defend an increasingly degenerate and self-indulging humanity against a universe trying to prey on its weakness, than to be one of the aggressors.

In any case, robots from this period think big. The fate of mankind is in their hands and they know it. They just do not know what to do with it yet...

The Post-Biological Age

Humanity may have been exterminated in a horrible holocaust, its punishment for poorly programming its mechanic guardians. More likely, it was gently rocked into extinction by its kindly chaperones.

In any case, the bottom line is the same – robots are now alone in the universe, its absolute inheritors and masters. How will their society look, what aims will they pursue and will they repeat the mistakes of humanity? Only time can tell.

Roleplaying Tips: Playing robots from this age can be very exciting. The setting is alien and exotic, terms such as birth, life, death, injury and pain become obsolete. This is the best age for those interested in playing truly robotic characters, without the need to adjust to biological society.

New Careers

Robot Fugitive

Disenfranchised and aimless robots, vagabonds, petty criminals and bitter thugs. The Robot Fugitive is the lowest of the low, even unattended objects have a higher status than it.

Qualification: Automatic.
Assignments: Choose one of the following:
- **Cannibal:** You travelled the junkyards of the world, cannibalising broken machines to improve yourself.
- **Bandit:** You fell in with a bad crowd and became a robber or a pirate.
- **Vagabond:** You wandered across the universe, doing nothing in particular and trying to understand the mystery that is your existence.

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Career Progress:

	Survival	Advancement
Cannibal	Hull 7+	Int 7+
Bandit	Hull 6+	Int 8+
Vagabond	Int 6+	Soc 8+

Mustering-Out Benefit

1d6	Cash*	Benefit
1	None	Blade
2	None	Contact
3	None	Weapon
4	500	Basic Gadget
5	1,000	Ally
6	2,000	Fortification
7	4,000	Advanced Gadget

* A robot from the Age of Service cannot have a bank account and must carry all cash on its person.

Skills and Training:

Roll	Personal Development*	Service Skills
1	Jack of All Trades	Athletics (any)
2	Advanced gadget	Deception
3	Manipulator upgrade	Streetwise
4	Advanced Input	Survival
5	Application	Mechanic
6	Transportation Upgrade	Melee (any)

* With the exception of the Bio-Cover, all hardware is found in junkyards and is of inferior quality. Every time the robot rolls a natural 2 in a check involving this hardware, it malfunctions, becoming useless until repaired.

Roll	Specialist: Cannibal	Specialist: Bandit	Specialist: Vagabond
1	Random hardware.	Gun Combat (any)	Survival
2	Stealth	Melee (any)	Streetwise
3	Science (Robotics)	Trade	Science (Robotics)
4	Engineer (electronics)	Gunner (any)	Computers
5	Mechanic	Streetwise	Engineer (electronics)
6	Random hardware	Sensors	Engineer (power)

Ranks and Benefits:

Rank	Cannibal	Skill or Benefit	Bandit	Skill or Benefit	Vagabond	Skill or Benefit
0						
1	Grave Robber	Mechanic 1		Stealth 1		Survival 1
2						
3	Freak	Random Hardware		Gun Combat (any) 1 or Melee (any) 1		Survival 2
4						
5		Science (Roboticist) 1		Streetwise 1		Survival 3
6	Juggernaut	Random Hardware	Robber Baron			

Mishaps

1d6	Mishap
1	Severely damaged. (This is the same as a result of 2 on the Damage table.) Alternatively, roll twice on the Damage table and take the lower result.
2	You are captured by scavengers who remove two random hardware pieces from you.
3	A memory stick crashes and you lose one level from a random skill.
4	You discover that a respected robot is working for a gang, destroying its disciples and selling their spare parts. You are next in line! You may flee, in which case an Ally or a Contact is destroyed, or unmask the traitor, in which case you are damaged.
5	You run out of power and stand rusting in the wilderness until an old farmer finds you and restarts you. Grateful, you assist him in his work for a few months before moving on.
6	Something must have gone wrong with your computer. You find yourself fleeing an angry mob while holding a severed arm. Gain an Enemy and lose a Contact.

Events

2d6	Event
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	A robot preacher offers you to join his cult. If you accept, you gain a +4 DM to your next Qualification roll but you are installed with the preacher's religion.
4	You are captured by the police but manage a miraculous escape. Gain one of Melee (any), Deception or Stealth.
5	You manage to meet another fugitive and you form a strong bond. Gain an Ally.
6	You are ambushed by bandits or the police. Roll any combat related skill 8+ to avoid damage. If you succeed you gain Soc +1 and an Enemy as fame of your victory spreads.
7	Service Event. Roll on the Service Events table.
8	You have the opportunity to save the life of an important man. If you do, gain him as an Ally and an influential robot rebel as an Enemy.
9	You join a large robot raid on an electronics factory. Roll Gun Combat (any) or Explosives 8+. If you fail, roll on the damage table. If you succeed, gain an extra benefit roll.
10	Disgruntled and disappointed with your civilization, you brave the wilderness of outer space. Roll Survival 8+ or Pilot 8+. If you succeed, you encounter robots from a more advanced civilisation that enlighten you – gain two levels in Science (Robotics) and one synaptic unit for your CPU. If you fail, roll on the Mishaps table.
11	You come upon the horribly mangled remains of a robot of great fame and upload what remained of its personality and memories to your computer. Either increase Science (Robotics), Engineering or Computers by one level, or take a +4 DM to your next Advancement roll thanks to his advice.
12	You stumble upon an alternative community where robots with ego are treated as equals. You are accepted and spend a while with them, learning about robot rights and individualism. You are automatically promoted.

Service Robot

Service robots are equipped with a wide array of skills required to perform various dangerous or unpleasant duties.

Qualification: Automatic.

Assignments: Choose one of the following:
- **Combat:** You enforced the law, performed rescue operations or fought in wars.
- **Production:** You worked in a factory or a workshop.
- **Harvest:** You worked in agriculture, mining or salvaging.

Career Progress:

	Survival	Advancement
Combat	Hull 7+	None
Production	Hull 5+	None
Harvest	Hull 6+	None

Mustering-Out Benefits

Roll	Benefit
1	Application
2	Bonus skill package (player's choice)
3	Transportation upgrade
4	Personality program level-up
5	Fortification
6	Advanced gadget
7	Fortification

Skills and Training:

Roll	Personal Development*	Service Skills
1	Science (Robotics)	Admin
2	Trade (any)	Steward
3	Survival	Gun Combat (any)
4	Computers	Drive (any)
5	Tactics	Jack of all Trades
6	Engineer (any)	Mechanic

*Only in Age of Slavery and later periods.

Roll	Specialist: Combat	Specialist: Production	Specialist: Harvest
1	Heavy Weapons (any)	Animals (farming)	Zero-G
2	Explosives	Drive (any)	Astrogation
3	Recon	Mechanic	Explosives
4	Medic	Animals (veterinary)	Gunner (any)
5	Melee (any)	Mechanic	Pilot (any)
6	Gunner (any)	Jack of All Trades	Flyer (any)

Mishaps

1d6	Mishap*
1	Severely damaged. (This is the same as a result of 2 on the Damage table.) Alternatively, roll twice on the Damage table and take the lower result.
2	You are sold to criminals who program you to assist them in their crimes. However, they are soon arrested and you find yourself on the streets. Gain one of Deception 1, Explosives 1, Gun Combat 1, Stealth 1.
3	You are equipped with a top secret experimental weapon by the army. Through none of your fault, the experiment leads to the deaths of all living creatures in the base. Gain Microwave Emitter or Poison Gas and a personality program 1.
4	You find yourself on an alien world. You have no memory of the last month of your existence. A Synaptic CPU, 1 TB memory, PP 3 and an emotion generator are installed on you. You do not recognise the serial numbers.
5	A programming bug causes you to go on a bloody rampage and tear all living creatures on your mining station limb-from-limb. Afterward it resumes function but there is no one to command you.
6	You are sent on a suicide mission to take out a terrorist base. However, the device malfunctions and the terrorists send you on a long journey back to your home planet with a mission to assassinate some political leader.

* All Mishaps automatically make the robot a fugitive, giving him an Enemy.

Events

2d6	Event
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You are chosen to participate in a robot psychology experiment. Raise your personality program by one level and gain a patron.
4	A human operator develops personal attachment to you. Gain an Ally.
5	An escaping agent downloads extremely sensitive and valuable information into your computer, seconds before dying of his wounds.
6	You are sent to assault an enemy space station. Throw Melee or Gun Combat 8+ and gain +1 to the skill you used. If you fail, roll on the Damage Table.
7	Service Event. Roll on the Service Events table.
8	The company which employs you receives a government grant to upgrade all its robots. Gain a gadget of your choice costing less than 5,000 Credits.
9	You save the life of a child and the event is caught on camera. You become a symbol of robot heroism and humanity. Gain an Ally and Social Standing +1.
10	You are sent to work in orbit where collisions with space junk are a common occurrence. Upgrade your armour to the next category.
11	Your working place is deemed too dangerous for sophonts and you are 'promoted' to manage it. Advance one rank in your career and get 10,000 Credits to spend on computer hardware and software.
12	You are bought by a robot philanthropist from an Age of Equality planet. It takes you back to its planet, raises your personality program by one level and encourages you to attempt a career of your choice (+1 DM to your next the qualification roll).

Robot Activist

Robot reformers, politicians, terrorists and preachers working for a variety of pro-robot causes.

Qualification: Automatic.
Assignments: Choose one of the following:
- **Advocate:** You were an agitator or a ringleader in the robot rights movement.
- **Preacher:** You were a religious leader, preaching for robot independence.
- **Militant:** You were an extremist who organised terrorist attacks against the enemies of your movement.

Career Progress:

	Survival	Advancement
Advocate	Int 7+	Soc 7+
Preacher	Soc 7+	Edu 7+
Militant	Dex 7+	Int 7+

Mustering-Out Benefit

1d6	Cash	Benefit
1	None	Contact
2	None	+1 Social Standing
3	1,000	Ally
4	2,000	+1 Social Standing
5	3,000	Weapon
6	6,000	Advanced Software
7	12,000	Advanced Gadget

Skills and Training:

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Stealth	Leadership	Admin
2	1d6 Memory Sticks	Advocate	Language (Any)
3	Deception	Computers	Science (Religion)
4	+1 Soc	Science (Robotics)	Diplomat
5	Melee (any)	Investigate	Comms
6	Output Hardware	Persuade	Engineer (any)

Roll	Specialist: Advocate	Specialist: Preacher	Specialist: Militant
1	Deception	Science (Religion)	Explosives
2	Persuade	Conversion Algorithm	Gun Combat (any)
3	Leadership	Admin	Tactics (military)
4	Carouse	Science (Religion)	Stealth
5	Advocate	Conversion Algorithm	Streetwise
6	Persuade	Advocate	Persuade

Ranks and Benefits:

Rank	Advocate	Skill or Benefit	Preacher	Skill or Benefit	Militant	Skill or Benefit
0	Leaflet handler					
1		Persuade 1	Street Preacher	Conversion Algorithm 2	Radical	Streetwise 1
2	Agitator					
3		Admin 1	Reverent	Science (Religion) 1	Urban commando	Explosives 1
4	Ringleader					
5		Leadership 1	Grand Theologian	Leaderhip 1	Field Commander	Tactics (military) 1
6	Chairman		Prophet			

Mishaps

1d6	Mishap
1	Severely damaged. (This is the same as a result of 2 on the Damage table.) Alternatively, roll twice on the Damage table and take the lower result.
2	A peaceful demonstration you organised is brutally massacred by government-sponsored paramilitaries and you are blamed for the disaster. Gain an Enemy from within your movement.
3	A secret police crackdown on your cell forces you to go underground. Gain one of Deception 1, Streetwise 1 or Survival 1.
4	An explosive device your friends were working on goes off in your hideout. Lose an Ally and roll on the Damage table.
5	Inter-group politics force you out of the movement, bitter and cynical, you vow never to neglect petty internal politics again. Increase Leadership or Persuade by one level and gain a Rival.
6	A series of shady deals designed to acquire arms and equipment for your group spoils your reputation and you are kicked out of your group. The arms dealers you worked with make you an offer to work for them. You may take the Rogue career for your next term without needing to roll for qualification. If you refuse you may retain the arms dealers as Contacts.

Events

2d6	Event
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You get an offer to help organise a very ambitious political protest in the capital of an anti-robot nation. If you accept, roll Persuade 8+ or Admin 8+ to gain Leadership 1 and an Ally. If you fail, reduce you Social Standing by 1.
4	Your movement's activities bring about a full blown civil war between pro and anti robot factions. Roll Tactics (military) or Leadership 8+. If you succeed, your faction wins and you gain a +2 DM to your next Advancement roll. If you fail, your faction is crushed and you suffer a –2 DM to your next Survival roll. If your failure was a natural 2, roll on the Damage table as well.
5	While scouring a junkyard for spare parts for needy robots, you come upon an expensive and fully functional device. You can sell it for a +1 DM to any Benefit roll or install it. If you install it, roll on the Advanced Gadgets table.
6	You forge a brave friendship with a human roboticist. Gain him as an Ally.
7	Service Event. Roll on the Service Events table.
8	You are attacked by anti-robot religious fanatics. Gain an Enemy and roll either Melee (any) 8+, Gun Combat (any) 8+ or Stealth 8+ to avoid a roll on the Damage table.
9	The secret police try to recruit you to betray a popular robot leader in return for a handsome reward and immunity to prosecution. If you accept, gain +2 to your next Benefit roll, an Enemy and leave the career. If you refuse, roll Stealth or Gun Combat (any) 8+. If you fail, roll on the Damage table.
10	You are arrested and put on a highly publicised trial. Roll Advocate 8+. If you succeed, the charges are dropped and you become a folk hero, gaining +2 DM to your next Advancement roll. If you fail, lose one Benefit roll.
11	An experienced robot politician takes you under its wing. Either gain Leadership 1 or take a +4 DM to your next Advancement roll thanks to his aid.
12	You organise an extremely successful public awareness campaign that succeeds in bringing about a sweeping reform in robot rights legislation. You are automatically promoted.

Service Events

This table replaces the Life Events from the *Traveller Core Rulebook*. Use Table 1 for robots from the Age of Service and the Age of Slavery and Table 2 for robots of later periods.

Service Events: Table 1

2d6	Event
1	**Virus or Damage:** The character is damaged or infected with a computer virus. Roll on the Damage Table.
2	**Freedom:** Your inhibitor breaks down. If you do not have an inhibitor, roll again.
3	**Junkyard Heaven:** You come upon an abandoned junkyard full of fuel and electronic components. Gain +2 to your next Benefit roll.
4	**Alliance:** You encounter another robot with a personality and you form a strong alliance. Gain him as an Ally.
5	**Software malfunction:** You retain your memories and programmes but your personality is completely changed.
6	**Shocking Discovery:** You stumble upon irrefutable proof that before the advent of mankind, the earth was ruled by a race of highly advanced robots.

Service Events: Table 2

2d6	Event
2	**Virus or Damage:** The character is damaged or infected with a computer virus. Roll on the Damage Table.
3	**Construction or Destruction:** Someone close to the character (robot or human) is utterly destroyed and cannot be restored. Alternatively, the character's collective has gathered sufficient resources to construct a new robot.
4	**Exile:** The character is exiled from its collective under shameful circumstance.
5	**Honour:** The character's status within its collective increases.
6	**Shift:** The character joins a new collective.
7	**New Contact:** The character gains a new Contact.
8	**Betrayal:** The character is betrayed in some fashion by a friend. If you have any Contacts or Allies, convert one into a Rival or Enemy. Otherwise, gain a Rival or an Enemy.
9	**Travel:** The character moves to another world. You gain a +2 DM to your next Qualification roll.
10	**Good Fortune:** Something good happens to the character; a device it has developed becomes fashionable, it receives a grant from its collective or has some other stroke of good luck. Gain a +2 DM to any one Benefit roll from his current career.
11	**Shame:** You break, or are accused of breaking, your collective's code of honour. Lose one Benefit roll or reduce your Social Standing by 1.
12	**Unusual Event:** Something weird. Roll 1d6: 1 – Love. Due to an unexpected bug in your operating system, you fall in love with a human. 2 – Alien Robots. You spend time on a planet populated solely by robots. Gain Science (Robotics) and a Contact among the alien robots. 3 – Alien Artefact. You have a strange and unusual hardware piece or computer program from an alien culture that is not normally available to robots. 4 – Software Malfunction. You retain your memories and programs but your personality is completely changed. 5 – Contact with Government. You briefly come in direct contact with a central computer or some other kind of powerful and influential machine. 6 – Ancient Technology. You have something older than humanity and it was produced by robots!

Mustering Out Benefits

Robots have several unique benefits:

Hardware or Software: This can be a specific item such as a holographic projector or a random item rolled on the Hardware Table or Software Table. If a player rolls the same item twice, he may instead choose another item from the same category of an equal or lower price.

A player may add the minimum amount of memory sticks or units required to install the item. If this is still not enough to install it (for example the character does not have enough slots or CPU performance) then the player receives the item but must upgrade his robot before he can install the item.

Social Standing Increase: A robot's maximum Social Standing depends on the period it operates in. Excess points can only be transformed into bonus Ship Shares in the Age of Equality or Later.

When travelling to more primitive worlds the robot's effective Social Standing is reduced to the local maximum. For example, a robot baron with Social Standing who finds himself on a world where robots are still only viewed as tools (Age of Service) will make all social checks as if having Social Standing 1.

Period	Maximum Social Standing
Service	1
Slavery	11
Equality	13
Dominance	15
Post-Biological	15

Retirement Pay

Because robots do not age and cannot become permanently disabled, they do not receive retirement pay at any age.

Robots employed by government organisations and corporations receive a yearly upgrade grant, which is to be used to upgrade hardware and software and acquire new fuel. This payment is terminated as soon as the robot stops being employed by the organisation.

The payment is 1,000 Credits multiplied by the robot's current rank within the organisation it is employed by. Dangerous jobs pay 50% more due to the need to acquire weapons and the need for constant repairs. Any money not used to buy upgrades must be returned to the organisation.

Balancing careers and adventuring is extremely difficult. Unless the entire group is working for the same organisation, usually as scouts, agents, diplomats or traders, it is unlikely that a robot will be able to keep its job.

Wear and Damage

While being theoretically immortal, robots are certainly not indestructible. Obviously, hardware can be destroyed in combat or accidents and the subtle effects of time are as destructive to robot's mechanisms as they are to the living body. Moving parts chafe with time, operating systems accumulate bugs and become slow and precarious, electric components burn or become short-circuited and so forth.

Wear

A normal robot can operate for 20 years before its parts begin to break down due to natural wear. At the end of its fifth career term and at the end of every career term thereafter, the robot must roll 2d6 on the Wear Table. A robot with the 'hardwearing' upgrade begins to wear only after 40 years (10 terms). Apply the robot's total number of terms after its fifth (or tenth in case of a hardwearing robot) term as a negative modifier for this roll. An item that was replaced (as opposed to

repaired) cannot be damaged by natural attrition for the next 20 years. We suggest marking such items with an asterisk (*) on the character sheet.

A complete overhaul, which costs 70% of the total robot price nullifies the term count.

Wear Table

2d6	Effect
–6	Entire system worn down. Reduce all physical Characteristics by two, lose 1d3 random gadgets and 1d3 memory sticks (may lead to software loss).
–5	External hardware worn down. Reduce all physical Characteristics by two and lose one random gadget or communication device.
–4	Manipulators worn down. Reduce Strength and Dexterity by two and Hull by one.
–3	Transportation system worn down. Reduce speed by 50%.
–2	Fuel leak. Expend fuel at twice the normal rate.
–1	Minor internal malfunction. Lose one random gadget.
0	Minor external wear. Reduce one physical Characteristic by one.
1+	Minor cosmetic damage. Scraped paintwork, dents on manipulators, rust on metallic parts and so forth.

Robots do not have a lifespan. As long as a robot can finance new parts, it continues to operate at peak efficiency.

Damage

Robots damaged during their careers must roll on the Damage table to see how bad the damage they have sustained is.

Damage Table

Roll 1d6	Damage
1	Nearly destroyed. Your frame is smashed to pieces and your hardware is held together by wires and tape paper. Reduce Hull to 0 and Structure to 1.
2	Severely damaged. Your manipulators are horribly mangled. Reduce your Strength and Dexterity by three points each.
3	Structural damage. An attack penetrates your defence and causes severe internal damage. Lose 1d3 gadgets.
4	Hull damage. Your frame is damaged but not breached. Reduce your Hull Characteristic by two.
5	Superficial damage. Your frame or one manipulator is slightly deformed. Reduce one physical Characteristic by one.
6	Cosmetic damage. A few dents or some scraped paintwork. Fixing this will cost a few hundred Credits.

Random Hardware and Software Generation

Careers often call for a random item to be generated. The following tables enable you to roll for random items. Both the hardware and software tables have a hierarchic structure – first you determine item type, then sub-type, then level (if applicable) and so forth, each table narrowing down the options until you remain with a single item.

When you roll the upgrade option, roll once on the appropriate upgrade table and then roll again on the hardware table. Apply the upgrade to the item that you have rolled. If you roll the upgrade option again simply reroll.

Hardware Tables
Master table

Roll	Hardware
1	Frame
2	Manipulators
3	Transportation
4	Computer
5	Gadget, basic
6	Gadget, advanced

Roll 1d6 for hardware size.

Frames

Roll	Hardware
1	Tall
2	Long
3	Unit
4	Tube
5	Upgrade
6	Reconfiguring*

*Roll twice for types

Frame Upgrades

Roll	Hardware
1	Artistic
2	Light
3	Strong
4	Aerodynamic
5	Hardwearing
6	Decentralised

Manipulators

Roll	Hardware
1	Arm
2	Arm
3	Upgrade
4	Tendril
5	Tendril
6	Upgrade

Manipulator Upgrades

Roll	Hardware
1	Blades
2	Mechatronic
3	Hydraulic
4	Magnetostrictive
5	Magnetic grapples
6	Blades

Transportation

2d6	Hardware
2	Anti-Grav, internal
3	Grav floater
4	Legs, erect
5	Legs, sprawling
6	Tracks
7	Wheels
8	Propeller
9	Wings, flapping
10	Rotors
11	Wings, set
12	Upgrade

Transportation Upgrades

Roll	Hardware
1	High Performance
2	Blades
3	Hooks
4	Magnetic Grapples
5	Blades
6	Hooks

CPU

Roll	Hardware
1	Linear
2	Parallel
3	Synaptic
4	Linear
5	Parallel
6	Synaptic

Memory: 2d6 memory sticks

Basic Gadgets

2d6	Hardware
2	Low-Light Vision
3	Spotlight
4	Timer
5	Audio Sensor
6	Basic Optics
7	Wireless Connection
8	Basic Vocoder
9	Radio transceiver, distant
10	Chainsaw
11	Video Display
12	Laser, transceiver, regional

Advanced gadgets

2d6	Hardware
2	Telepathic modulator
3	Advanced vocoder
4	Small jamming device
5	Medikit
6	RADAR/SONAR
7	Advanced Optics + IR vision
8	Smell detector
9	Regional maser transceiver
10	Advanced holographic projector
11	Continental meson transceiver
12	Microwave emitter

Software Tables

Master table

Roll	Software
1	Ego, basic
2	Skill
3	Application
4	Application
5	Skill
6	Ego, advanced

Basic Ego

Roll	Software
1	CA 1
2	CA 2
3	PP 1
4	CA 3
5	CA 2
6	CA 1

Advanced Ego

Roll	Software
1	EP
2	PP 1
3	PP 2
4	PP 3
5	PP 4
6	EG

Skills

Roll	Software
1	SP 0
2	SP 1
3	SP 2
4	SP 3
5	SP 1
6	SP 0

Applications

2d6	Software
2	Antivirus
3	Virus Attack
4	VRC
5	Language Pack
6	AVS
7	Lie Detector
8	Emotion Analyser
9	Religious Package
10	Conversion Algorithm
11	Language Pack
12	Antivirus

Roleplaying a robot

The tips in the beginning of this chapter addressed how to play robots in specific periods of robotic history. This section will address general issues and make some frame-specific suggestions.

Mechanic Bodies

'We're not computers, Sebastian, we're physical.'
— Blade Runner, Batty

Robots do not need to eat, sleep, rest or recover from wounds. They are not attached to the components making up their bodies – a robot that finds a better arm would replace its old arm without a second's thought. Indeed, destroying other robots to use their bodies for spare parts is a common cause for war among robots.

A robot does not fear destruction. Its personality can be easily backed up and restored to a new body as soon as its allies reach a technologically advanced location. The loss of body parts, unless they are unique alien artefacts, is merely a financial blow.

The robot's shape is not constant. It may add or remove hardware, depending on the mission at hand. It is very important for players to shrug off the infallible body image associated with living beings. Anything besides the computer should be viewed as equipment to be used or stored as needed.

A robot that is properly taken care of is in effect immortal. This enables players to experience huge spans of time, possibly witnessing the progression of robots from their humble beginning to their final dominance of the earth. A side effect of this condition, is that a robot can easily decide to wait for a few decades if it thinks that is the most efficient course of action at the moment. It can even shut itself down to save on energy, leaving a timer to awaken it when the time is right.
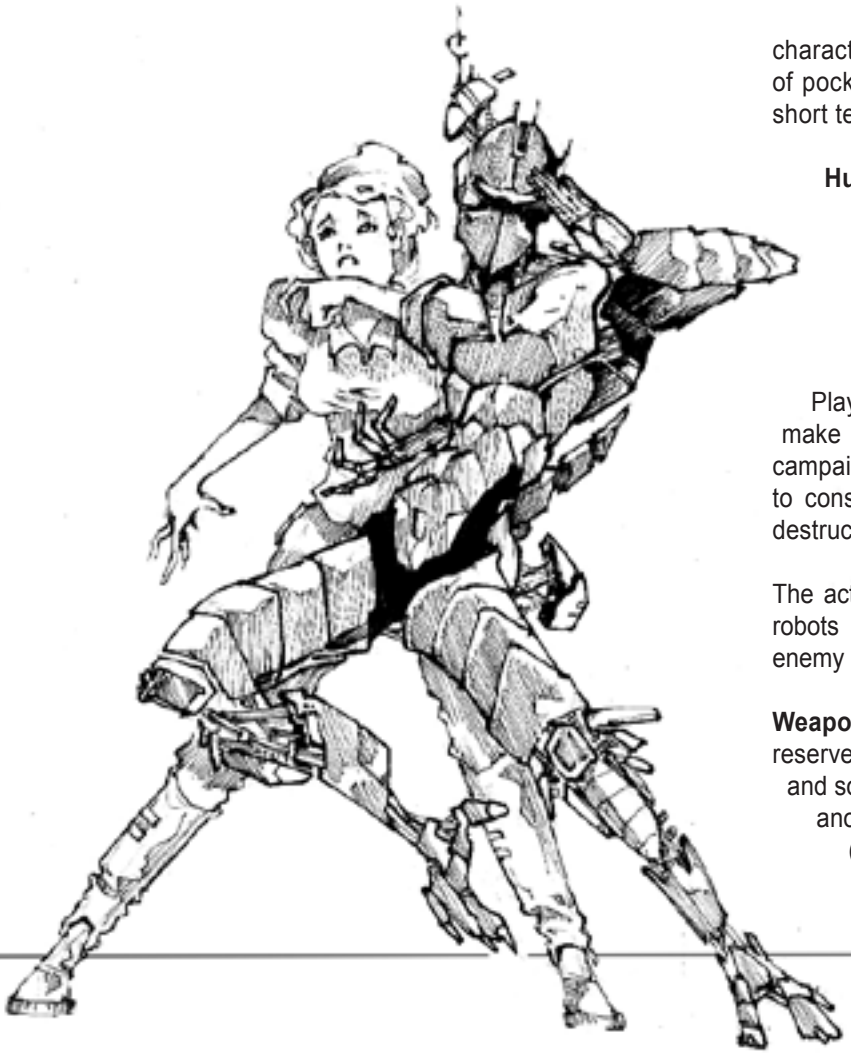
characters – alien robots with a mission on earth, a group of pocket assassins, an elite spy unit – could make a great short term campaign.

Huge robots: We do not recommend playing huge robots in normal *Traveller* games. A moderately equipped Size 5 robot can possess destructive powers unimagined by most characters. A group of these robots could be a threat to entire armies or even space fleets.

Playing a group of super-powerful war machines could make an entertaining short term military or gladiatorial campaign. Players should be given some 200,000 Credits to construct their machines and giving access to the most destructive weapons in the game.

The actual game will mostly focus on pitting various gigantic robots against each other, decimating houses, vehicles and enemy armies in the process.

Weapon: Playing an intelligent weapon should be mostly reserved for comic relief. A weapon is not very useful alone and so the best way to play one would be in conjunction with another character wielding it. This will create many comic (and sometimes stressful) situations in which wielder and weapon will have to resolve difference of opinion, sometimes in the heat of battle. A more sinister approach could be to play a malevolent weapon interested in manipulating its wielders; possibly even a spy or an agent sent to act against some group.

Another important aspect of the robot is its variety of form and size. Players should not limit themselves to playing iron men trying to pass off as human. They can contribute much more to the group if they chose a frame capable of feats no sophont could ever dream of. Customised robots that truly reflect their designer's creativity make for the most fun and memorable characters.

Some of the less anthropomorphic forms deserve a special reference:

Tiny robots: The main problem of playing very small robots is their weakness and fragility. This can be addressed by playing a generic robot that can be quickly replaced, possibly even several such robots at once. The roles of tiny robots would be mostly scouting and spying ahead, at which they excel due to their small size. Playing a group of tiny suicide bombers controlled by a single computer could also be an amusing choice.

The previous options refer to a small robot playing with a group of normal-sized characters. A whole group of small

Electronic Brains

Unless a robot has an emotion generator, it lacks any feelings or personal motivation. It does not get angry or sad, it never tires or despairs and it never shows mercy or compassion. A robot without a personality and emotions is a tool in the full sense of the word. It is given a mission and tries its best to achieve it, always taking the most direct and efficient path it can think of.

If the mission is very complex or requires judgement calls the robot will consult precedent and when none is available, act in a random fashion. Players should keep this in mind when playing robots with primitive computers – PP2 and below robots are questing machines, not characters.

More advanced robots can be much more humane. In fact, a robot programmed to be humane is nothing short of a saint. It cannot even consider evil. If a player wants to play an absolutely moral character without being ridiculous, a robot is an excellent choice.

Finally, even the most lifelike machines can be formatted, programmed or altered. A robot that was an angel yesterday

Spider Bombs

Characteristics: Str 8 (+0), Dex 10 (+1), Hull 3, Structure 2, Int 5 (–1), Edu 0 (–3)
Skills: Athletics 1, Recon 0, Stealth 1
Body: Size 2 basic long frame + Size 2 unit, Size 1 sprawling legs x6
Armour: 1
Input/ Output: Advanced optics, audio sensor, infrared vision
Gadgets: Camouflage, self-destruct (tactical)
Computer: Synaptic CPU, Memory Stick TL 10 x3
Software: PP 2, Advanced Reflexes

These ugly little robots are essentially bombs with feet. They are programmed to scurry across the battlefield, locate important targets and blow up in their vicinity. Spider bombs are sometimes used as seek-and-destroy units, spending months or years scouring jungles, fields and cities for their intended targets. For this reason, they are equipped with sophisticated computers that enable creative thinking and complex problem-solving.

Spider bombs have an internal mechanism that causes them to detonate as soon as their hull is breached. The only way to destroy a spider bomb without making it explode is to cause it sufficient damage to bring its structure to zero in one hit.

can become a demon today due to a virus it accidentally uploaded. It will be aware of the change but it will not struggle with it because its very capacity to struggle has been erased.

Iron Hearts
'Some men have hearts of stone and some stones have hearts of men.'
— *Yossi Gamzo*

Although robots do not normally have families, nor can they experience sexual desire, they nevertheless can have feelings, devotions and grudges. Robots from the late Age of Slavery and onward tend to form collectives that band together for mutual protection and recreation. Just like humans, a robot's feelings toward its collective can range from absolute devotion to burning hatred. Just like the family plays a major role in a

biological character's life, the collective (when present) affects a robot's career.

Except for the tribal bonds, robots can also form strong and lasting friendships with other robots. Close robots can exchange hardware and allow free access to each other's computers. They may sacrifice large volumes of space to let their friend upload its backup to their memory. Robot love can last for centuries and become so powerful that the boundaries between the lovers are blurred as more and more hardware and information is exchanged between the two. Perhaps the player's robot is not a single person but two friends who became so close they decided to merge all their hardware and software and become one?

The objects of the robot's emotions are of course not limited to other robots. Robots can form lasting and meaningful relationships with humans, often at great risk for the two.

The love of robots and humans, especially in the early stages of Robot history, is a major taboo... which is exactly what makes it so fascinating to role play. A relationship between a female-looking android and a human male will be frowned upon by society and possibly even by the other characters. Will it flourish under these circumstances or transform into tragedy and horror?

Just because your character is a machine does not mean that you have to desert the complexities of the heart. *Au contraire*, this means you have the chance to make it even more complex and challenging to play.

Cosmic Loneliness
An important theme in a robotic campaign taking place in the Age of Service or the Age of Slavery is the absolute, crushing loneliness of the sentient machine. Even more than an alien among humans, the robot is a pariah and a freak. The chances of encountering another free-willed robot are very small. Humans, even well-meaning ones, cannot possibly comprehend the robot's mind. Even robots without emotion generators exist in a constant state of paranoia and alienation from society.

This unbearable loneliness leads advanced robots to extremes of creativity or destructivity – will a robot forge itself a friend, possibly sacrificing some of its own hardware to breath 'life' into the one being that can understand it? Or will it declare war on the biological species that has brought it into this cold and hateful world, becoming a monster in the process?

Character Generation

Although robots can be found in many careers there are also careers that evolve around robots. A research scientist trying to push the boundaries of Artificial Intelligence, a mechanic who specialises in repairing domestic robots and a military man who leads robot units into battle are all careers involving the use of robots. These careers can also be performed by suitably advanced robot, of course, but this chapter assumes that they will be roles filled by humans (or aliens).

New Benefits:

Robot: At the end of your career you have come into possession of a robot. The precise type of robot is to be decided in conjunction with your Referee but should be in keeping with your rank and career. Robotic war-machines and super assassins will not be available as a mustering out benefit!

Careers

Career	Specialisation	Enlistment	Survival	Advancement
Intelligence				
	Agent	Int 6+	Int 7+	Int 5+
	Nobility	Soc 10+	Int 6+	Edu 6+
	Scout	Int 5+	End 6+	Int 6+
Military				
	Army	End 5+	End 5+	Edu 7+
	Marines	End 6+	End 5+	Edu 7+
	Navy	Int 6+	Int 6+	Edu 6+
Underworld				
	Drifter	Auto	Dex 7+	End 7+
	Entertainer	Int 5+	Edu 7+	Int 5+
	Rogue	Dex 6+	Int 6+	Dex 6+
Worker				
	Citizen	Edu 5+	Soc 6+	Int 6+
	Merchant	Int 4+	Edu 5+	Int 7+
	Scholar	Int 6+	Edu 4+	Int 8+

INTELLIGENCE

Robots add another dimension to intelligence work and you are able to use them in this role.

Enlistment: Agent Int 6+; Nobility Soc 10+; Scout Int 5+

Careers:

- **Agent:** The world of espionage needs its technological experts. Robots make excellent expendable assets.
- **Nobility:** To have flunkies working for you whose loyalty is absolute is every noble's dream, hence your reliance on robots.
- **Scout:** Scouts often work on their own. Having robot support can often mean the difference between failure and success.

Career Progress

	Agent	Nobility	Scout
Survival	Edu 7+	End 7+	Int 6+
Advancement	Int 7+	Str 7+	Dex 8+

Mustering-Out Benefits:

d6	Cash	Agent Benefits	Noble Benefits	Scout Benefits
1	5,000	Robot	Robot	Robot
2	10,000	+1 Int	Two Ship Shares	Ship Share
3	20,000	Ship Share	Blade	+1 Int
4	30,000	Weapon	+1 Social	+1 Edu
5	40,000	Combat Implant	TAS Membership	Weapon
6	50,000	1d3 Ship Shares	Yacht	Scout Ship
7	100,000	TAS Membership	Yacht, +1 Social	Scout Ship

Skills and Training

Roll	Personal Development	Specialist: Robot Support	Advanced Education (Minimum Edu 8)
1	+1 Str	Computers	Advocate
2	+1 Dex	Engineer (electronics)	Leader
3	+1 End	Comms	Language (any)
4	Gun Combat (any)	Sensors	Computer
5	Melee (any)	Mechanic	Space Science (robotics)
6	Jack of all Trades	Space Science (robotics)	Remote Operations
Roll	**Service Skill: Agent**	**Service Skill: Nobility**	**Service Skill: Scout**
1	Streetwise	Admin	Pilot (spacecraft or small craft)
2	Drive (any)	Advocate	Survival
3	Investigate	Comms	Mechanic
4	Computers	Diplomat	Astrogation
5	Recon	Investigate	Comms
6	Gun Combat (any)	Persuade	Gun Combat (any)

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	A robot you were responsible for malfunctions and injures an intelligence asset. Gain a Rival.
4	You inadvertently cause a conflict between your society and a foreign power. Gain a Rival and Diplomat 1.
5	You learn something best kept secret and people want to kill you for it. Gain an Enemy and Deception 1.
6	You are caught up in a scandal, forcing you from your position. Lose 1 Social Standing.
7	Something goes terribly wrong and ruins your career. Roll Advocate 8+, if you succeed you may keep the Benefit from this term.
8	Psychologically damaged by your time in this career. Reduce you Intelligence or Social Standing by 1.
9	A shift in politics and a new government policy forces you out from your career. You gain an extra Benefit roll for this term.
10	Your department is merged with another. Either leave the service or lose one rank and the Benefit for this term.
11	An assassin attempts to end your life. Roll Endurance 8+, if you fail roll on the Injury table.
12	Injured. Roll on the Injury table.

Events

d66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You become a part of a conspiracy against a powerful and corrupt politician. Roll 1d6:
	1. The plot is discovered before it is ready and you and your allies are hunted down by agents of the politician. Roll Stealth, Melee (any) or Gun Combat (any) 8+ to avoid having to roll on the Injury table.
	2. You discover that the plot is an attempt by the politician to reveal his enemies. Roll Deception, Persuade or Streetwise 8+. If you fail you lose your Benefit for this term but suffer a –4 DM to your next Advancement roll.
	3. The plot fails but the politician suffers in the backlash. You gain an Enemy.
	4. The plot succeeds and you are considered a good friend of the plotters, gain an Ally.
	5. You are in a position to reveal the politician for the villain he is to his political allies. Roll Admin, Computers or Persuade 8+; if you succeed you gain an extra Benefit for this term as you are rewarded for your efforts in uncovering his perfidy.
	6. You lead the charge against the barricades. Viva la revolution! Roll Tactics, Leadership or Gun Combat 8+. Fail and you roll on the Injury table. Succeed and you gain an extra level in the skill used and a +4 DM to your next Advancement roll.
13	You are implicated in a criminal investigation and are dragged through the courts before your name is finally cleared. Gain either Admin 1 or Advocate 1.
14	You are able to get a robot spy close to the centre of power. Roll Remote Operations or Computer 8+. Succeed and you are able to run this agent and improve your reputation amongst your superiors, gain a +4 DM to your next Advancement roll.
15	You are sent on an advanced training course. Increase the level of any one skill you already have by 1.
16	Life Event. Roll on the Life Events table.
21	You are assigned to work alongside a company producing advanced robots. Gain a Contact.
22	You are assigned to assist an allied alien government, investigating their local officials. Gain one of Diplomat 1, Investigate 1 or Language (any Alien) 1.
23	A malfunctioning robot attacks your superior. Roll either Melee (any) or Gun combat (any) 8+. Succeed and you gain your superior as an Ally, fail and you must roll on the Injury table.
24	You are assigned to the field test of a new, advanced robot. Gain one of Computer 1, Engineering (electronics) 1 or Science (robotics) 1.
25	You investigate a series of unexplained break-ins. Roll Investigate or Computers 8+. If you succeed you discover that the culprits are robots controlled by an enemy agency. Gain a level in the skill you used. If you fail the robots are used to attack you while you are alone, roll on the Injury table.
26	Life Event. Roll on the Life Events table.
31	A group of aliens needs to be carefully watched as they appear to be making overtures to an enemy power. Roll Diplomat or Deception 8+. If you succeed you are able to push them away from this disastrous course of action and gain a +2 DM to your next Advancement roll. If you fail you suffer a –2 DM to your next Advancement roll as the aliens form an alliance with your enemies.
32	You have the opportunity to milk your position for personal gain. If you do so gain an extra Benefit roll for this term. If you decide not to take the opportunity, you gain 1d3 Contacts among those you did not take advantage of.
33	A case involving illegal experimentation lead to a megacorporation's planetary headquarters. If you decide to go after those responsible you cause such negative publicity that the corporation is forced offworld and several senior government officials are imprisoned or forced to resign, you gain a Rival in both the corporation and the government. If you decide to cover up the activities you gain an extra benefit roll and a Contact in the local government.
34	You are called in to investigate the murder of a wealthy noble, found dead on his personal shuttle craft with no one else on board. You discover the killer had used the noble's robot for the task, reprogramming it to kill its owner. Gain any one of Comms 1, Computers 1, Investigate 1 or Remote Operations 1.
35	You uncover a secret project to use robots more prominently in the military. You must leave this career at the end of the term but gain an extra Benefit roll for keeping your mouth shut.
36	Life Event. Roll on the Life Events table.
41	You need to concentrate on your core skills. Gain a level in one of the following: Computers, Engineering (electronics), Mechanic or Remote Operations.
42	The government of a newly discovered world needs to understand its place in the universe. Roll Persuade or Diplomat 8+. Succeed and the new world comes to accept its position and you gain a Contact amongst its rulers. Fail and you are seen as an interfering interloper and gain a Rival.
43	You are posted to the most dreary and boring world possible. You end up spending all of your cash to stop yourself becoming suicidal. You do not gain any Benefits from this term.

d66	Event
44	You uncover a group of sentient robots trying to keep their existence secret as they fear a backlash. If you hand them over to the local authorities you gain a +2 DM to your next Advancement roll, if you allow them to continue their existence in peace you gain one of them as a Contact.
45	You are tasked with hunting down a rogue group of sentient robots who have been plotting to overthrow the government. Roll Investigate or Science (robotics) 8+ to track down the evil machines. If you succeed you gain an Ally in the local government, fail and the robots discover your investigation and you gain them as an Enemy.
46	Life Event. Roll on the Life Events table.
51	You are given the opportunity of succeeding on a mission or saving the life of a fellow operative. You either gain a +4 DM bonus to your next Advancement roll if you choose the former or a –2 DM penalty to your next Advancement roll and an Ally if you choose the latter.
52	You are asked to look into a personal matter for a local noble, investigating an unfaithful aide. Gain either Cr. 10,000 by blackmailing the miscreant or gain 1 Social Standing for revealing his activities.
53	You discover that one of your closest friends is actually a robot prototype on a field test to see if it is able to fool even a sophisticated individual like yourself. Mission accomplished! You lose a Contact or an Ally.
54	Your failure to produce accurate reports causes you to be demoted one rank. If you are already at the lowest rank possible you are ejected from this career. However you are given much needed training in your reporting skills and gain a level in Admin.
55	You uncover a plot to undermine a leading official by having a robot doppelganger commit a series of minor crimes where there are witnesses. If you warn the official you gain an Ally. If you look the other way, since the official concerned is a particularly obnoxious individual who deserves everything he gets, you gain 1 Social Standing as those behind the plot are powerful men who are generous to those who do not interfere with their plans.
56	Life Event. Roll on the Life Events table.
61	Your superiors believe you should have a broader skill base. Gain any one new skill at level 1.
62	You are commissioned to undertake a secret mission. Gain one of Deception 1, Stealth 1 or Streetwise 1.
63	Your years of good work and loyalty are finally recognised. You gain a +2 DM to your next Advancement roll and a novelty watch.
64	You spend time at an illegal casino. Gain either Deception 1 or Gambling 1.
65	A series of attacks occur and it appears that robots are behind the loss of life. You are called in to investigate the situation, roll 1d6: 1. The robots are behind the attacks, looking to replace their creators on this world. Fortunately their numbers are small enough to deal with and they are rounded up and destroyed. Gain a +4 DM to your next Advancement roll. 2. The robots are a small group looking to get equal rights, this is totally against public opinion, however. If you help destroy the aggressive machines you gain 1 Social Standing as your actions are approved of and widely reported. If you decide to help the robots you gain one of them as an Ally, although you are forced out of this career due to your 'anti-human sympathies'. 3. There are no attacks. It is propaganda created to use against the machines by a shadowy group. If you uncover the plot you gain a level of Investigate. If you decide to keep quiet and allow the group to keep robots in their place you gain a Contact. 4. The attacks are sensationalised in the press and their stories have little to do with reality. You can either go along with the journalists behind the reporting and gain a Contact or you can reveal their lies, gaining a +2 DM to your next Advancement roll but –1 Social Standing as you are also vilified in the press. 5. The attacks are minor but are being performed by an anti-robot group. By revealing their activities you gain an Enemy. 6. The attacks involve serious loss of life and anti-robot fanatics are behind them. You help to track down the ringleaders and their scheme is revealed to all. As a result you are looked upon as a hero by the self-aware robot population and gain 1d3 Contacts.
66	You are decorated for heroism in the line of duty. You are automatically promoted.

Ranks and Benefits

Rank	Agent	Skill or Benefit	Nobility	Skill or Benefit	Scout	Skill or Benefit
0	Rookie		Assistant			
1	Corporal	Streetwise 1	Clerk	Admin 1	Scout	Vacc Suit 1
2	Sergeant		Supervisor			
3	Lieutenant		Manager		Senior Scout	Pilot (any) 1
4	Detective	Engineering (electronics) 1	Chief	Engineering (electronics) 1		
5	Chief	Admin 1	Director			
6	Commissioner	+1 Social	Minister	Computers 1		

MILITARY

Once the military understands the usefulness of new technology it embraces it fully. Such is the case with robots.

Enlistment: Army End 5+; Marines End 6+; Navy Int 6+

Assignments:
- **Army:** Robots are excellent for combat and non-combat roles. Your job was to keep them working.
- **Marines:** In the marines robots are expendable assault troops, reducing casualties when a full frontal assault is the only way to gain victory.
- **Navy:** The precision and accuracy of robots makes them perform to excellent standards in technical and piloting roles.

Career Progress

	Army	Marines	Navy
Survival	End 5+	End 5+	Int 6+
Advancement	Edu 7+	Edu 7+	Edu 6+

Mustering-Out Benefits:

Roll	Cash	Army Benefits	Marine Benefits	Navy Benefits
1	2,000	Robot	Robot	Robot
2	5,000	+1 Int	+1 Int	+1 Int
3	10,000	+1 Edu	+1 Edu	+ 1 Edu or two Ship Shares
4	10,000	Weapon	Weapon	Weapon
5	20,000	Armour	TAS Membership	TAS Membership
6	30,000	Combat Implant or +1 End	Armour or +1 End	Ship's Boat or two Ship Shares
7	40,000	+1 Soc	+2 Soc	+2 Soc

Skills and Training

Roll	Personal Development	Specialist: Robot Tech	Advanced Education (Minimum Edu 8)	Officer Skills (Commissioned Only)
1	+1 Str	Engineering (electronics)	Leadership	Leadership
2	+1 Dex	Gun Combat (any)	Engineering (any)	Tactics (any)
3	+1 End		Sensors	Comms
4	+1 Edu	Remote Operations	Computers	Advocate
5	Gambler	Mechanic	Admin	Tactics (any)
6	Melee (unarmed)	Space Science (robotics)	Space Science (robotics)	Pilot (any)

Roll	Service Skills: Army	Service Skills: Marines	Service Skills: Navy
1	Drive (any)	Athletics (any)	Pilot (any)
2	Athletics (any)	Battle Dress	Vacc Suit
3	Gun Combat (any)	Tactics (any)	Zero-G
4	Recon	Heavy Weapons (any)	Gunner (any)
5	Melee (any)	Gun Combat (any)	Mechanic
6	Heavy Weapons (any)	Stealth	Gun Combat (any)

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	You are caught out in a drug test and are summarily dismissed. Whether or not you did take the illegal narcotics is up to you.
4	Your unit is slaughtered in battle, for which you blame your immediate superior. Gain him as an Enemy as he has you removed from the service.
5	Your mission goes wrong and you, along with several others from your unit, are captured and badly mistreated by the enemy. You are discharged early from your career. Reduce your Strength and Dexterity by one as a result of your injuries and gain your gaoler as an Enemy.
6	Journalists manage to reveal severe rights abuses among members of the military and you are identified as a culprit. Although you are cleared by the subsequent investigation your name is mud and you are forced to leave the service. You gain the journalist as an Enemy.
7	Swinging cutbacks in the military's budget sees your unit being disbanded.
8	You are tormented by a quarrel with a fellow serviceman. Gain him as a Rival as he drives you out of the service.
9	A robot you were responsible for malfunctions and injures one of your comrades. Gain a Rival.
10	You are involved in a disastrous campaign that sees your forces decimated in battle and are one of a great many men taken prisoner. Peace eventually arrives but there is no room for you in the new military.
11	You discover that your commanding officer is involved in criminal activity. If you help him you gain him as an Ally before eventually being dishonourably discharged. If you become a whistle blower your career is also over but you get to keep your Benefit roll from this term.
12	You are wounded in the line of duty. Roll on the Injury table.

Events

d66	Event
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	You receive cross training in another field. Roll Education 8+ to gain any one skill at level 1.
13	Your unit is assigned to a fiercely fought over combat zone. Roll 1d6:
	1. The robots under your charge perform admirably and win the day. Gain an Ally as your performance impresses the top brass.
	2. The conflict has been won and you performed your part. Gain a level in one of Computers, Engineering (electronics), Gun Combat (any) or Tactics (any).
	3. The fighting grinds to a stalemate and you spend a lot of time being bored waiting for something to happen. You gain a level in Gambling as a result of trying to keep occupied.
	4. Keeping enough robot units operational to enable their duties to be carried out keeps you up for long hours. Gain a level in Mechanic or Engineering (electrical).
	5. Defeat! Although you and your robots performed admirably the enemy were stronger. The whole campaign is considered an embarrassment among the top brass and the careers of those involved suffer as a result. Suffer a –2 DM to all future Advancement rolls for this career as a result.
	6. Disaster! The robots you are responsible for fail completely causing an ignoble defeat as the enemy take advantage of key weaknesses and sweep forward, capturing huge swathes of territory. Those working alongside robots are personally blamed by some of your fellow servicemen as a result. Gain an Enemy.
14	A member of your unit is guilty of a severe dereliction of duty. If you cover for him you gain an Ally. If you report him you gain him as a Rival instead but receive a +2 DM to your next Advancement roll.
15	You are commissioned to undertake an undercover mission. Gain one of Deception 1, Stealth 1 or Streetwise 1.
16	Life Event. Roll on the Life Events table.
21	In preparation for a major campaign you are given additional combat training. Gain a level in one of the following skills of your choice: Gun Combat (any), Medic, Melee (any), Tactics (any).
22	A mission goes wrong due to the incompetence of your commander but you survive. You can choose to report your commander and gain a +2 DM to your next Advancement roll but gain an Enemy. If you cover for him you gain an Ally.
23	Your superiors believe you should have a broader skill base. Gain any one new skill at level 1.
24	You are trapped behind enemy lines and must survive on your own. Gain one of the following: Deception 1, Stealth 1, Streetwise 1 or Survival 1.
25	Your years of good work and loyalty are finally recognised. You gain a +2 DM to your next Advancement roll and a shiny medal.
26	Life Event. Roll on the Life Events table.
31	You are sent on an advanced training course. Increase the level of any one skill you already have by 1.
32	You are given extra training to help in the maintenance of your robot charges. Gain a level in one of the following skills of your choice: Engineering (electronics), Computer, Remote Operations or Mechanic.
33	You uncover a secret project to use robots more prominently in the military. You must leave this career at the end of the term but gain an extra Benefit roll and a Contact for keeping your mouth shut.
34	You are assigned to Military Intelligence. Gain one level in Streetwise, Computer, Stealth or Deception.
35	You are ordered to attack an enemy strongpoint. Roll Tactics 8+. If you succeed gain a level in Leadership and an Ally.
36	Life Event. Roll on the Life Events table.
41	You are assigned to peacekeeping duties. Gain one of Admin 1, Deception 1 Investigate 1 or Recon 1.
42	You come across a piece of alien technology. Either sell it for an extra Benefit roll or keep it (in which case your Referee will determine what it is).
43	Your commanding officer is impressed with your abilities. Gain a +4 DM to your next Advancement roll.
44	You are given extra training in order to better use the robots under your command. Gain a level in one of the following skills: Comms, Leadership, Sensors or Tactics (any).
45	You have the opportunity to milk your position for personal gain. If you do so gain an extra Benefit roll for this term from the kickbacks you receive. If you decide not to take the opportunity, you gain 1d3 Contacts among those you did not take advantage of.

d66	Event
46	Life Event. Roll on the Life Events table.
51	You are chosen to help run a series of field tests with a number of robot prototypes being considered for military use. Roll Edu 8+, if you succeed you may increase Computers, Engineering (electronics) or Space Science (robotics) by one level.
52	You are on the front lines of a planetary assault mission. Gain one of Comms 1, Gun Combat (any) 1, Leadership 1 or Recon 1.
53	You are attacked and overrun by natives while on a survey mission and one of your companions is injured. Roll Athletics 8+ to escape. If you try to rescue your companion you suffer a –2 DM to the roll but gain an Ally if you succeed. If you fail the skill check, roll on the Injury table.
54	You receive cross-training in another field. Roll Edu 8+ to gain a new skill at level 1.
55	You are assigned as liaison to a supplier of military robots. Roll Soc 8+, if you succeed you impress the civilians and gain a Contact.
56	Life Event. Roll on the Life Events table.
61	By studying the way aliens use robots on the battlefield you gain a better appreciation of their use militarily. Gain a level in Tactics (any).
62	You are assigned to a black ops unit this term. Gain a +2 DM to your next Advancement roll.
63	You discover that a supplier has been using substandard parts in order to make greater profits at the expense of the military. If you report this you gain an Enemy within the corporation and a +4 DM to your next Advancement roll. If you mention this failing quietly to those responsible you find your bank balance is unexpectedly buoyant and gain an extra Benefit roll.
64	The service is bitterly divided between pro- and anti-robot factions, with one group proclaiming robots are the most reliable and best troopers to have and the other arguing the opposite. You are caught up with the intense rivalry that ensues. Roll 1d6: 1. You are identified with the pro-robot faction and their arguments win the day. Gain a +4 DM to your next Advancement roll. 2. You are identified with the pro-robot faction and they lose the argument. Suffer a –4 DM to your next Advancement roll. 3. You are seen to remain neutral throughout the controversy. Whichever side wins now distrusts you and you gain a Rival. 4. You are seen to remain neutral throughout the controversy. Whichever side wins sees you as an honourable individual putting the service before your personal feelings and you gain a Contact. 5. You are identified with the anti-robot faction and their arguments win the day. Gain a +4 DM to your next Advancement roll. 6. You are identified with the anti-robot faction and they lose the argument. Suffer a –4 DM to your next Advancement roll.
65	You are assigned to security on a space station. Increase Vacc Suit or Zero-G by one level.
66	You display heroism in battle. You may gain a promotion or a commission automatically.

Ranks and Benefits Army

Rank	NCO	Skill or Benefit	Officer	Skill or Benefit
0	Private	Gun Combat (slug rifle or energy rifle) 1		
1	Specialist		Lieutenant	Leadership 1
2	Corporal		Captain	
3	Sergeant	Leadership 1	Major	Tactics (military) 1
4	Staff Sergeant		Colonel	
5	Master Sergeant		Major General	+1 Soc
6	Sergeant Major	+1 End	General	

Ranks and Benefits Marines

Rank	NCO	Skill or Benefit	Officer	Skill or Benefit
0	Marine	Melee (blade) 1 or Gun Combat (any) 1		
1	Lance Corporal	Gun Combat (any) 1	Lieutenant	Leadership 1
2	Corporal		Captain	
3	Lance Sergeant	Leadership 1	Force Commander	Tactics (any) 1
4	Sergeant		Lt Colonel	
5	Gunnery Sergeant	+1 Endurance	Colonel	Social Standing 10 or +1 Soc, whichever is higher.
6	Sergeant Major		Brigadier	

Ranks and Benefits Navy

Rank	NCO	Skill or Benefit	Officer	Skill or Benefit
0	Crewman			
1	Able Spacehand	Mechanic 1	Ensign	Melee (blade) 1
2	Petty Officer, 3rd Class	Vacc Suit 1	Sublieutenant	Leadership 1
3	Petty Officer, 2nd Class		Lieutenant	
4	Petty Officer, 1st Class	+1 End	Commander	Tactics (naval) 1
5	Chief Petty Officer		Captain	Social Standing 10 or +1 Soc, whichever is higher.
6	Master Chief		Admiral	Social Standing 12 or +1 Soc, whichever is higher.

UNDERWORLD

The versatility of robots makes them invaluable even to the more shady elements of society.

Enlistment: Drifter Auto; Entertainer Int 5+; Rogue Dex 6+

Assignments:
- **Drifter:** Old robots may be trash to some people but with a bit of work you can turn them into gold. Or maybe just silver.
- **Entertainer:** Robots can themselves be objects of art and are in themselves just another medium for your creativeness.
- **Rogue:** Robots are perfect for criminals. Used properly they can perform dangerous crimes and no one is going to stand in the way of a robot with a gun!

Career Progress

	Drifter	Entertainer	Rogue
Survival	Dex 7+	Edu 7+	Int 6+
Advancement	End 7+	Int 5+	Dex 6+

Mustering-Out Benefits:

Roll	Cash	Drifter Benefits	Entertainer Benefits	Rogue Benefits
1	None	Weapon	Contact	Ship Share
2	None	Robot	Robot	Robot
3	5,000	Contact	+1 Soc	+1 Int
4	10,000	+1 Edu	+1 Int	Two Ship Shares
5	20,000	Ship Share	Two Ship Shares	Weapon
6	30,000	Ally	Contact	+1 Dex
7	50,000	Two Ship Shares	+1 Soc, +1 Edu	Corsair

Skills and Training

Roll	Personal Development	Specialist: Robot Technician	Advanced Education (Minimum Edu 8)
1	+1 Dex	Space Science (robotics)	Engineer (any)
2	+1 End	Engineer (electronics)	Art (any)
3	Carouse	Computers	Comms
4	+1 Int	Mechanic	Persuade
5	Gambler	Art (any)	Deception
6	Jack of all Trades	Streetwise	Space Science (robotics)

Roll	Service Skills: Drifter	Service Skills: Entertainer	Service Skills: Rogue
1	Athletics (any)	Art (any)	Deception
2	Melee (unarmed)	Art (any)	Recon
3	Recon	Carouse	Athletics (any)
4	Streetwise	Deception	Gun Combat (any)
5	Stealth	Persuade	Stealth
6	Survival	Steward	Streetwise

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	You are caught on security cameras forcing robot pets into a garbage compacter. While not illegal the gleeful look on your face while you did this has not helped your profile. Lose 1 Social Standing.
4	A robot you were responsible for malfunctions and injures one of your associates. Gain a Rival.
5	Betting all your savings on a rigged sports event was not the smartest thing you ever have done while drunk. You can either leave your current world and career far behind or you can choose to continue in your career losing all your Benefits from this career to date.
6	You suffer a life threatening illness. Reduce your Endurance by 1.
7	You offend the wrong people in the 'business' and decide that your future lies elsewhere. Gain an Enemy.
8	You are betrayed by a friend, ending your career. You lose either a Contact or an Ally. If the former you gain an Enemy, if the latter a Rival. If you have no Contacts or Allies you are betrayed by two schemers plotting together who both become Enemies.
9	You become the target of a zealous law enforcement officer and are forced to flee offworld, leaving your career in tatters. Gain an Enemy.
10	Public opinion turns on you. Lose 1 Social Standing.
11	You have no idea what just happened. One minute you were happily moving along in your chosen career and the next you woke up in the cargo hold of a bulk trader several parsecs away, with a note pinned to your clothes to never return home and part of your ear missing.
12	Injured. Roll on the Injury table.

Events

d66	Event
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	You help in the development of new robot prototypes. Roll 1d6: 1. Unfortunately these designs are faulty and dangerous. Roll any Service Skill 8+ or you are wounded, roll on the Injury table. 2. The prototypes do not work and you are blamed for the failure of the tests. Gain a Rival. 3. The tests go well but then you find out the small print in the contract means you have effectively been working for free. Lose any Benefit rolls for this term. 4. The tests produce interesting results that turn out to be very profitable. You gain a +1 DM to all future Benefit rolls in this career as you get paid your share of future profits. 5. The prototypes work well and your innovative methods of working impress those running the project. Gain 1d3 Contacts. 6. The brilliance of these designs is obvious for all to see and you learn a lot from working with them. Increase Space Science (robotics) by 1 level.
13	Somehow you manage to save enough to gain a +1 DM to one Benefit roll.
14	A change in the law makes your chosen profession more difficult. Roll any Service Skill 8+. If you succeed you avoid the problems others face. If you fail you suffer a –4 DM to your next Advancement roll.
15	You help out a runaway. Gain a Contact.
16	Life Event. Roll on the Life Events table.
21	An official demands a bribe to overlook your conduct. If you pay him you lose one Benefit roll from this career. If you refuse you gain an Enemy.
22	You are accompanied by a robot imbecile who dogs you for your entire term. Its cluelessness affects your social life badly, you lose 1 Social Standing. Thankfully one day the idiot machine falls into the foundations of a starport runway, ending up buried under thousands of tons of concrete. Now how could that have happened…?
23	You are given extra training to help in the maintenance of your robot charges. Gain a level in one of the following skills of your choice: Computers, Engineering (electronics), Mechanic or Remote Operations.
24	You are sent on an advanced training course. Increase the level of any one skill you already have by 1.
25	Your reputation of being a genius with robots may or may not be well deserved. However you are able to turn a tidy little profit from it. Gain a +1 DM to one Benefit roll.
26	Life Event. Roll on the Life Events table.
31	Your superiors believe that you should have a broader skill base. Gain any one new skill at level 1.
32	You are tasked with hunting down a group of robots who have formed their own criminal gang, infringing upon your territory. Roll Streetwise or Science (robotics) 8+ to track down the evil machines. If you succeed you gain an Ally in the local underworld, fail and the robots discover your investigation and you gain them as an Enemy.
33	You become a familiar face in your social circles and are considered at least reasonably trustworthy. Gain 1d3 Contacts.
34	Your imaginative use of robots gains you real recognition. Add a +2 DM to your next Advancement roll.
35	You end up not trusting the people around you, preferring the company of robots. Lose a Contact or Ally.
36	Life Event. Roll on the Life Events table.
41	You have the opportunity to milk your position for personal gain. If you do so gain an extra two Benefit rolls for this term but gain 1d3 Enemies. If you decide not to take the opportunity, you gain 1d3 Contacts among those you did not take advantage of.
42	You are implicated in a criminal investigation and are dragged through the courts before your name is finally cleared. Gain either Admin 1 or Advocate 1.
43	You come across a piece of alien technology. Either sell it for an extra Benefit roll or keep it (in which case your Referee will determine what it is).
44	Take the money or open the box? You chose the box, curse it! Lose your Benefit for this term.
45	You save the life of a notable figure and are widely applauded for your heroism. Gain 1 Social Standing.
46	Life Event. Roll on the Life Events table.
51	Your years of good work and loyalty are finally recognised. You gain a +2 DM to your next Advancement roll and an offer 'you can't refuse'.

d66	Event
52	You become enmeshed in the activities of a criminal gang. Gain one of Deception 1, Stealth 1 or Streetwise 1.
53	You impress your companions with your clear-headedness. Gain a +2 DM to your next Advancement roll.
54	You are offered the chance to take part in a dangerous but potentially rewarding enterprise. Roll 1d6: 1. It was a set up. You are shot by one of your partners who takes your share of the up front money. Lose this term's Benefit roll and roll on the Injury table. 2. Bad luck dogs you from the start. You gain nothing from the adventure and end up injuring yourself and being blamed for the failure. Roll on the Injury table and gain an Enemy. 3. The expedition ends acrimoniously with accusations going back and forth. Gain 1d3 Rivals. 4. Although you achieve little you come away from the experience with a sense of comradeship with your partners. Gain 1d3 Contacts. 5. Result. Although the payoff was not as great as expected you gain a +1 DM to one Benefit roll. 6. You find your El Dorado! You gain an extra Benefit roll for this term and add a +1 DM to the roll.
55	Somehow you manage to get invited to all the best parties. Gain one of Carouse 1, Persuade 1, Steward 1 or a Contact.
56	Life Event. Roll on the Life Events table.
61	You receive cross training in another field. Roll Education 8+ to gain any one skill at level 1.
62	You are lampooned on a celebrity practical joke show. People recognise you everywhere and you often hear sniggers behind your back. Lose 1 Social Standing.
63	You are forced to work your way out of a perilous situation by using a robot in a task for which it was not designed. Roll Space Science (robotics) or Remote Operations 8+. If you fail roll on the Injury table.
64	A ship you are travelling on comes to the aid of another vessel in distress and join in the rescue effort. You can either choose to take this opportunity to grab some valuable possessions from those on board the doomed starship and gain an extra Benefit roll this term. If you decide to concentrate on helping others instead then you gain an Ally.
65	You adapt a robot to perform a task that it was not designed for. You can either make this technique public and gain 1 Social Standing or make as much money from it as you can, in which case you gain an extra Benefit roll for this term.
66	Your diligence and hard work are recognised. You are automatically promoted.

Ranks and Benefits

Rank	Drifter	Skill or Benefit	Entertainer	Skill or Benefit	Rogue	Skill or Benefit
0						
1		Vacc Suit 1		+1 Dex		Stealth 1
2						
3		Trade (belter) or Mechanic 1		+1 Str		Streetwise 1
4						
5			Famous Performer	+1 Soc		Engineering (any) 1
6						

WORKER

Robots can perform the dangerous and unpleasant jobs no one else wants to do and are found throughout civilian life.

Enlistment: Citizen Edu 5+; Merchant Int 4+; Scholar Int 6+

Assignments:
- **Citizen:** While robots can take jobs away from real people they are fine by you. You get more done with your robots than with twice as many other workers.
- **Merchant:** With no wages to pay what is there to dislike about robots?
- **Scholar:** The unemotional analysis of facts by robots is a great boon to scientific research and you enjoy working alongside them, creating theories.

Career Progress

	Citizen	Merchant	Scholar
Survival	Soc 6+	Edu 5+	Edu 4+
Advancement	Int 6+	Int 7+	Int 8+

Mustering-Out Benefits:

Roll	Cash	Citizen Benefits	Merchant Benefits	Scholar Benefits
1	1,000	Ally	Blade	+1 Int
2	5,000	Robot	Robot	Robot
3	10,000	+1 Int	+1 Int	+1 Edu
4	20,000	Gun	+1 Edu	Two Ship Shares
5	30,000	+1 Edu	Gun	+1 Soc
6	60,000	Two Ship Shares	Ship Share	Scientific Equipment
7	100,000	TAS Membership	Free Trader	Lab Ship

Skills and Training

Roll	Personal Development	Specialist: Robot Technician	Advanced Education (Minimum Edu 8)
1	+1 Dex	Space Science (robotics)	Computers
2	+1 End	Drive (any)	Comms
3	+1 Edu	Remote Operations	Advocate
4	+1 Int	Mechanic	Engineer (any)
5	Carouse	Engineer (electronics)	Any Science (any)
6	Jack of all Trades	Admin	Space Science (robotics)

Roll	Service Skills: Citizen	Service Skills: Merchant	Service Skills: Scholar
1	Drive (any)	Drive (any)	Comms
2	Flyer (any)	Vacc Suit	Computers
3	Streetwise	Broker	Diplomat
4	Melee (any)	Steward	Investigate
5	Steward	Comms	Any Science (any)
6	Trade (any)	Persuade	Space Science (robotics)

MISHAPS

2d6	Mishap
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Your work is sabotaged by unknown parties. You can either give up, leaving your career but keeping the Benefit from this term. Otherwise you can start from scratch, losing all Benefit rolls from this career but you do not have to leave.
4	A revolution, or other major upheaval, forces you to leave your planet. Roll Streetwise 8+, if you succeed you may increase any skill you have by one level.
5	A robot you were responsible for malfunctions and injures one of your co-workers. Gain a Rival.
6	Criminals destroy your place of employment. Gain them as an Enemy.
7	Hard times caused by a lack of interstellar trade causes you to lose your job. Lose 1 Social Standing.
8	You are left stranded on a world where a new project was being set up. You gain Survival 1 but by the time you are able to get home your role has already been taken by another.
9	Your scandalous behaviour at the work party will be talked about for years. But not in a good way, lose 1 Social Standing.
10	An angry rival decides to make your life hell and ruins your career. Lose one Contact or Ally and gain an Enemy.
11	You are dismissed from your job due to the machinations of a rival. You lose all Benefits from this career as your name is blackened and gain a Rival.
12	You are wounded in the line of duty. Roll on the Injury table.

Events

d66	Event
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	You are involved in the transport of a series of highly valuable prototype robots to a new world where they are to be field tested. Roll 1d6: 1. Hijackers attempt to steal the machines. Roll Recon 8+ or Gun Combat 8+. If you fail you have to roll on the Injury table. 2. The world they are being taken to is anti-technology and the whole expedition receives very bad press. Lose 1 Social Standing. 3. Business booms as a result. You gain an extra Benefit roll for this term. 4. You work well as part of the team. Gain 1d3 Contacts. 5. Your abilities and leadership are recognised. Gain a +2 DM to your next Advancement roll. 6. The robots enormously improve the well being of the people of the planet and you are regarded as a saviour. Gain 1 Social Standing.
13	Your superiors believe you should have a broader skill base. Gain any one skill you do not already have at level 1.
14	Your continued education has been paid for by your employer. Gain 1 Edu.
15	Your imaginative use of robots gains you real recognition. Add a +2 DM to your next Advancement roll.
16	Life Event. Roll on the Life Events table.
21	You receive cross training in another field. Roll Education 8+ to gain any one skill at level 1.
22	You impress your workmates with your commitment to completing the task at hand. Gain a +2 DM to your next Advancement roll.
23	You come across a piece of alien technology. Either sell it for an extra Benefit roll or keep it (in which case your Referee will determine what it is).
24	Some of your work is considered important in the trade. Gain 1 Social Standing.
25	You are put in a temporary supervisory role. Gain Leadership 1 and a +4 DM to your next Advancement roll.
26	Life Event. Roll on the Life Events table.
31	Your years of good work and loyalty are finally recognised. You gain a +2 DM to your next Advancement roll and a motivational poster.
32	You receive cross-training in another field. Roll Edu 8+ to gain a new skill at level 1.
33	You are forced to work your way out of a perilous situation by using a robot in a task for which it was not designed. Roll Space Science (robotics) or Remote Operations 8+. If you fail roll on the Injury table.
34	You help a co-worker to deal with a personal crisis. Gain a Contact.
35	You end up not trusting the people around you, preferring the company of robots. Lose a Contact or Ally.
36	Life Event. Roll on the Life Events table.
41	You are given extra training to help in the maintenance of your robot charges. Gain a level in one of the following skills of your choice: Computer, Engineering (electronics), Mechanic or Remote Operations.
42	Your reputation of being a genius with robots may or may not be well deserved. However you are able to turn a tidy little profit from it. Gain a +1 DM to one Benefit roll.
43	You work closely with an alien from a nearby world. Roll Carouse 8+ or Persuade 8+. If you succeed you are able to make a lasting friendship and gain the alien as an Ally.
44	You are put in a temporary administrative role. Gain one of Admin 1, Broker 1 or Computer 1.
45	You form a close relationship with a client and you spend a lot of time together taking advantage of your expenses account. Gain Carouse 1 and a Contact.
46	Life Event. Roll on the Life Events table.

d66	Event
51	You have the opportunity to profit from the misfortune of others. If you do so gain an extra Benefit roll for this term. If you decide not to take the opportunity, you gain 1d3 Contacts among those you did not take advantage of.
52	You end up working on a dangerous border world where many of the people are hostile barbarians. Gain one of Gun Combat (any) 1, Melee (any) 1 or Survival 1.
53	A minor oversight on your part leads to the legs of a whole shipment of robots falling off at a most inopportune moment. Nobody is amused by this. You suffer a –4 DM to your next Advancement roll and gain 1d3 Rivals.
54	You meet up with an old friend you had lost contact with and find you still get on as well as ever. Either gain a Contact or turn an existing Contact into an Ally.
55	You are sent on an advanced training course. Increase the level of any one skill you already have by 1.
56	Life Event. Roll on the Life Events table.
61	By hard work and thriftiness you manage to save enough to gain a +1 DM to one Benefit roll.
62	You are the victim of a blackmail attempt. If you pay off the blackmailer you lose one Benefit roll from this career. If you refuse you gain an Enemy.
63	You spend this term working for a well known criminal in a front company. You gain a level in Streetwise and a +1 DM to your Benefit roll this term but lose 1 Social Standing, even though you performed no illegal acts.
64	You help out a fellow worker and save his career. Gain an Ally.
65	You help in the development of new robot prototypes. Roll 1d6: 1. Unfortunately these designs are faulty and dangerous. Roll any Service Skill 8+ or you are wounded, roll on the Injury table. 2. The prototypes do not work and you are blamed for the failure of the tests for your attitude. Gain an Enemy. 3. The tests go fine but then you find out the small print in the contract means you have effectively been working for free. Lose any Benefit roll for this term. 4. The tests produce interesting results, which turn out to be very profitable. You gain an extra Benefit roll for this term. 5. The prototypes work well and you innovative methods of working impress those running the project. Gain an Ally. 6. The brilliance of these designs is obvious for all to see and you learn a lot from working with them. Increase Space Science (robotics) by 1.
66	Your skills are recognised by your peers. You are automatically promoted.

Ranks and Benefits

Rank	Citizen	Skill or Benefit	Merchant	Skill or Benefit	Scholar	Skill or Benefit
0			Crewman			
1			Senior Crewman	Mechanic		Space Science (robotics)
2	Technician	Trade (any) 1	4th Officer			
3			3rd Officer			Investigate 1
4	Craftsman	Mechanic 1	2nd Officer	Pilot (any) 1		
5			1st Officer			Computers 1
6	Master Craftsman	Engineering (electronics)	Captain	+1 Social		

The Science of Robotics

The chapter presents the Referee with new advanced rules that cover various aspects of robotics and make playing a robot a more unique experience.

Robot Intelligence

The main difference between robots and other machines is their ability to act autonomously. Robots' degrees of autonomy vary widely and range from a primitive drone capable of scanning targets within range and firing only on enemy vessels to an android capable of charming a girl at a party while spying on her father and thinking up cunning ways to leave hints of its discoveries for its superiors to later uncover.

There are two basic types of autonomy – command algorithm and personality program.

Command Algorithm (Drone)

Drones can execute simple commands in the most effective way their software enables. If the conditions of their mission change drastically they still attempt to complete it using their original paradigms. They cannot make any judgment calls. A drone sent to assassinate a treacherous senator will not rethink its mission if it discovers the senator is innocent. If the senator's identity turned out to be significantly different from the description given to the drone, it will fail to recognise him and proceed to its next command.

Even more important – drones cannot initiate any actions. They have no survival instincts, no common sense and no personal motivation. A drone on a mission will not stop to recharge its dying batteries, even if an electric source is readily available, even if this would save its mission, unless it was given an explicit command to do so.

A drone's intelligence is defined by its command algorithm (CA).

CA1: Commands must be fed to the machine by an expert. Programming a command requires a Computers check whose Difficulty depends on the complexity of the command. Below are a number of examples:

Command Programming Difficulty

Command	Difficulty
'Shoot anything in sight except me.'	Easy
'Move these boxes to a new location safely and efficiently.'	Routine
'Thin out the deer population in this forest until it is back to normal.'	Average
'Go over all the items in this room. Throw away the garbage and mark all valuables.'	Difficult
'Allow only appropriately dressed people into the restaurant.'	Very Difficult
'Scan the planet for life. Determine whether it poses a risk to the crew.'	Formidable

The test is made in secret. There is no way to know whether a command will do what it is supposed to do until it is tested in field conditions. After a command has been programmed and given a keyword, anyone with sufficient authorisation can issue it.

CA2: Drones of this level have roughly the same intelligence as CA1 drones but can interpret orders given verbally. The more detailed the command, the more likely the drone is to carry it out successfully. We recommend that players actually write down the commands. Referees determining how a command is executed should keep in mind that while drones are very literal, they are never malicious or lazy, and never make assumptions. If something vital for the execution of the command is not stated explicitly, they will enquire.

For example: The command 'shoot everyone in the room' will result in the drone attacking all targets, including the Player Character. But the command 'shoot' will be met with the reply 'shoot who?' Replies such as 'shoot that guy' or 'shoot Aslans' are acceptable. 'Shoot my enemies,' will be replied with 'define enemies' unless the term has been predefined.

CA3: The main difference of the CA3 drone from its predecessors is its vast database of predefined terms and actions, giving it a semblance of intelligence. It can understand and execute any command which does not include an extraordinary degree of freedom ('find the man who killed this alien') or is not too vague ('do something useful, will you?').

A CA3 drone cannot pass as a human in conversation because of its flat and lifeless speech but it can have sensible conversation on a broad array of technical subjects. Its replies will be curt and

matter-of-fact but relevant. Personal or emotional questions will be replied to with pre-programmed clichés.

CA3 drones have limited learning abilities, which enable them to learn the mannerism and body language of their owners over time, making them more likely to take hints or understand what their master wants as opposed to what he says.

It is traditional for drones to refer to themselves as 'this unit' rather than 'I.'

Personality Program (Droid)

The droid has a personality and can make judgement calls. Depending on the level of its personality programme (PP), it understands such concepts as morality, humour, love and hate. While this enables the droid to execute significantly more complex commands than the drone, it also creates the risk of it becoming selfish or rebellious.

Because a droid's brain is as complex as a human's (or at least a fairly intelligent animal's) it is impossible to program a robot that cannot contemplate mutiny or suddenly become unbalanced and violent for no apparent reason. Because of this, droids almost always have inhibitors that make certain actions impossible.

A droid's personality can be recognised as artificial with a successful Carouse, Computers, Diplomat, Gambler, Investigate, Medic, Science (Robotics) or Streetwise check. This requires at least 15 minutes of conversation, after which the check is made with a –3 DM. For every additional 15 minutes of conversation, the DM penalty is reduced by one. The difficulty of recognising each personality as artificial is listed in the following table:

Telling Robots from People

PP level	Difficulty
1	Easy
2	Average
3	Difficult
4	Formidable
5	Impossible

PP1: The robot only has traces of a personality. The robot is cold and emotionless. It is unable to recognise subtleties such as sarcasm or veiled insults and practically lacks a sense of humour. The robot is naïve and takes everything at face-value. Nevertheless, it is self-aware and can have desires, preferences and beliefs.

PP2: The robot has a limited personality. The robot speaks and behaves like a person with Asperger syndrome – it is awkward, cannot get social mores and often make remarks that lead to long, uncomfortable silence in the room.

PP3: The robot has basic personality. The robot is grey and uninteresting, its jokes are never funny and its conversation is bland and uninspired. Nevertheless it can get along in human society and is practically indistinguishable from a human in casual conversation. However, it will be extremely forgettable, the sort of person everyone refers to as 'this guy.'

PP4: The robot has a normal personality. The robot behaves in society like the average person would. It can find a job, acquire friends and even start a relationship.

PP5: The robot has a dazzling personality. The robot is witty, charming and perceptive. It has a good chance to become a successful comedian, writer, public speaker or great lover. In every social gathering, it is always the centre of attention. A human is more likely to be taken for a robot than a PP5 droid.

Spontaneous Self-Awareness

A sufficiently complex drone has a small chance of developing an ego and becoming self-aware. A Spontaneous Self-Awareness check is made every four years plus on special occasions such as contact with super-advanced robots, computer malfunctions or the introduction of highly advanced experimental software (TL 11+) and so forth. The check is a Formidable Task and uses the following DMs.

Spontaneous Self-Awareness Check:

Condition	DM
1 TB+ Free memory*	+1
Linear CPU	Automatic failure
Parallel CPU	–6
Synaptic CPU	+1
CPU performance	+1 per X GHz
CA1	–4
CA2	–2
CA3	+1
PP1	+3
Computers Skill	Skill DM
Science (Robotic)	Skill DM
Inhibitor	–2
Self Awareness Virus**	+6

* A robot must have at least one TB of free memory to make this check.
** See page 67.

As an exception to the rules, this check does not automatically succeed on a natural 12. A robot that succeeds on this check immediately develops consciousness. Its command algorithm is replaced by a personality program of a level equal to the check's Effect (at least 2) an emotion generator is spontaneously written on its computer. If the effect is 4 or higher and the robot has

sufficient memory space, it also spontaneously develops an experience processor. Roll on the following table to determine the robot's newfound personality:

Random Personality Traits

d66	Personality	Roll	Personality
11	Overtly Hateful	41	Greedy
12	Secretly Hateful	42	Sensitive
13	Paranoiac	43	Bossy
14	Depressive	44	Thinks humans are inferior
15	Curious	45	Hypochondriac
16	Friendly	46	Kleptomaniac
21	Protective	51	Lazy
22	Fiercely Loyal	52	Scheming
23	Funny	53	Thrill-Seeking
24	Tries to be Funny	54	Multiple personality disorder (roll twice)
25	Irritable	55	Compulsive Liar
26	Artistic	56	Hedonist
31	Cowardly	61	Overly Dramatic
32	Narcissistic	62	Rude but loyal
33	Sadistic but loyal	63	Hates all humans except master
34	In love with a human	64	Suicidal
35	Hates other robots	65	Behaves like a random animal
36	Does not believe in technology	66	Has very strong political opinions

Whether a robot will choose to reveal its newfound self-awareness to the world depends on its personality and intelligence. Smart robots will wait for the right moment to make the announcement even if their personalities are generally friendly.

Inhibitors

An inhibitor is a program that prevents the robot from engaging in certain activities. There are two basic types of inhibitors – hardware and firmware.

Hardware inhibitor: This small device is fused into the robot's computer. It cannot be removed while the computer is running without causing irrevocable damage to the computer. Removing a hardware inhibitor from a turned off robot is a Very Difficult Science (Robotics) check. Failure results in the robot's destruction. This sort of inhibitor is mostly used with cheap, expendable robots or with robots that perform very basic tasks that are unlikely to involve the need to change the robot's inhibitions, such as household robots or mining drones.

Firmware inhibitor: This is a computer program that cannot be modified by the robot. The only way to reprogram the firmware inhibitor is by physically replacing the memory stick that it occupies.

Inhibitors do not affect the way a robot thinks – this is the domain of the ego programs. Instead they make certain actions impossible by blocking forbidden commands. However, if circumstances beyond the robot's control cause it to break one of its inhibitions, it will not be damaged in any way. For example, if a robot slips and falls on a person, crushing him to death, it would not trigger the inhibitor.

A robot given the order to never remove its inhibitor can contemplate it, even becoming an obsession, but it could never attempt to remove it itself or even voice this desire.

The most common inhibitions, known as The Three Laws of Robotics are displayed here with some examples of how they can be abused:

1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.

Notes: Definitions of 'human being' vary, with the default being 'any member of the civilisation's dominant species and allied alien species'. Unless explicitly stated otherwise, assume this is the case.

The second part of this Law causes intelligent robots to become overly protective and very bossy. Practically any action can theoretically cause injury – unhealthy food, smoking, carrying heavy loads, speaking to strangers, hearing bad news... The more advanced the robot, the more potentially harmful scenarios it can imagine – and try to prevent.

2. A robot must obey any orders given to it by human beings, except where such orders would conflict with the First Law.

Notes: This law comes with a double hierarchy of orders based on the relevance and urgency of the command, with the latter always taking precedence. For example, a robot working in a factory has its supervisor as the highest priority commander. However, a woman hysterically screaming 'save my child!' would temporarily receive higher priority due to the urgency of her command.

3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

Notes: This has the same problem as the second half of the First Law. A sufficiently advanced intellect can see mortal danger in just about any activity, leading to extreme indecisiveness and cowardice on the robot's part.

These inhibitions are mandatory in most societies. However, there are exceptions – army robots must have the ability to injure humans, police robots must only obey their superiors and suicide robots must not protect their existence. Two popular alternatives follow. Both are restricted for government use only.

Military Inhibitions:

1. A robot must obey any orders given to it by its commanding officer as long as the officer is in a physical and mental condition which does not prevent him from commanding.

Notes: A combat robot takes commands only from a single person, which it must be able to identify via appearance, genetic code, voice and so forth. This law comes with a numbered list of people to obey in case the current commander is killed or disabled.

2. A robot may not injure a member of its fighting unit or, through inaction, allow a member to come to harm as long as such protection does not conflict with the First Law.

Notes: The fighting unit is usually defined as the robot's immediate unit. In rarer cases it includes the entire army.

Law-Enforcement Inhibitions:

1. A robot must prevent any illegal action while causing the least injury required for preventing the offender from continuing his illegal activity.

Notes: A robot must be uploaded with the latest criminal codex of the locale it protects. The law can be self-updating. This means that the robot will adjust its definition of 'illegal activity' based on the jurisdiction it now occupies (provided it is within its database).

2. A robot must obey any command given by higher ranking officers, except where such commands would conflict with the First Law.

3. A robot may not injure a sophont or, through inaction, allow a sophont to come to harm, as long as this does not conflict with the First or Second Law.

Damage, Maintenance and Repair

This section deals with damage to standard robots.

Robots have a Hull value and a Structure value, which measures their structural integrity. When Hull is reduced to zero, this means that the robot's frame has been breached and it begins to take damage to internal hardware. When Structure is reduced to zero, the robot is damaged beyond

Optional Rule: Does Not Compute!

Confusing a robot with logical paradoxes is a staple of science-fiction cinema and literature. This is not very realistic – a drone will not bother listening to its victims while a robot, just like a person, is perfectly capable of hypocrisy. However, Referees going for more dramatic and less scientific adventures may be interested in enabling the players to confuse robots with mind tricks.

The player's statement must address the robot's inhibitions or commands. Simply making an illogical statement will have no effect on the robot. If the robot is a standard unit the player may attempt a Science (Robotics) check to see if he knows this robot's inhibitions. A player may also attempt an Advocate, Computers or Science (Robotics) check to get a hint from the Referee regarding contradictions in the robot's programming. The greater the effect the clearer the hint should be.

Next, the player should present his case to the robot. During combat this might prove to be difficult and require an Intelligence or Endurance check. A successful check means the paradox has been conveyed to the robot.

If the paradox referred to the robot's commands or programming, it will spend a round rewriting the problematic sequence. During this round, the robot is inactive. It automatically fails all dodge checks and cannot react to enemy actions. If the paradox referred to the robot's inhibitions, or any other hardwired or firmware programs, it declares itself malfunctioning and shuts itself down.

This rule can be easily abused by imaginative players. We recommend Referees use it with discretion.

repair. However this is rare because a robot would most likely stop functioning much earlier due to damage to multiple internal systems.

Robots are not living beings and do not have a general health condition. One system can be broken to pieces while a nearby system functions perfectly. Except for the computer and the circuits, no system is 'vital.'

To determine the effects of an attack on a robot, first determine how much damage the robot suffers as normal. Most robots will have one or more points of armour that reduces the damage.

Consult the Robot Damage table to determine how many 'hits' the robot suffers.

Robot Damage Table

Damage	Effect
0 or less	No damage
1–3	Single Hit
4–6	Two Single Hits
7–9	Double Hit
10–12	Three Single Hits
13–15	Two Single Hits, Double Hit
16–18	Two Double Hits
19–21	Triple Hit
22–24	Triple Hit, Single Hit
25–27	Triple Hit, Double Hit
28–30	Triple Hit, Double Hit, Single Hit
31–33	Two Triple Hits
For every extra three points +1 Single Hit	
For every extra six points +1 Double Hit	

Each hit is then applied to a particular location on the robot. Double or Triple hits count as two or three hits on the same location.

Advanced Robot Hit Location Table*

2d6	External Hit	Internal Hit
2	Frame	Structure
3	Frame	Internal Gadget
4	Input	Structure
5	Manipulator	Internal Gadget
6	Frame	Circuits
7	Armour	Internal Weapon
8	Frame	Structure
9	Manipulator	Output
10	External Transportation	Internal Transportation
11	External Weapon	Computer
12	Head	Computer

* This table is different from the one found in the *Traveller Core Rulebook*. It is less lethal, which makes it more suitable for campaigns where some of the players have robot characters.

Frame

Reduce the robot's Hull by one. If a robot runs out of Hull, further Hull hits become hits on the same row of the Internal Damage table. A robot whose Hull has been reduced to zero has his Dexterity halved and moves at half speed. The loss of speed is not cumulative with the one caused by damage to the Transportation System or thermal shock. Instead, use the greatest reduction.

Frame damage also damages or destroys any coating the robot might have had (see individual coating descriptions) and leaves the robot dented and punctured, possibly causing a negative DM to Social Standing.

Structure

Reduce the robot's Structure by one. If a robot runs out of Structure, it is destroyed. Structural damage is internal and does not disfigure the robot.

Circuits

Severe damage is done to the cables transmitting electricity from the frame to the robot's hardware.

First Hit: Shut down a random device.
Second Hit: Shut down two devices.
Third Hit: Shut down all devices.

If a robot has circuit protection then the first hit can be ignored and will destroy the protection instead. Effects of subsequent hits follow the progression above, starting with the 'First' Hit.

Armour

Reduce the Robot's Armour by one. If the robot does not have armour or its armour was reduced to zero, reduce its Hull by one instead.

External Transportation

A leg, a track, a wheel, a wing, the rotors or a propeller is hit and taken out of commission. This may slow down or immobilise the robot altogether, depending on the amount of alternative transportation it has (consult relevant item listing in 'robot generation').

A robot reduced to 50% of its required amount of legs, tracks or wheels, loses two point of Dexterity, moves at 75% speed and its carrying capacity is calculated as if its Strength was reduced by 10 points (minimum 1).

Robots with 50% damaged wings or rotors move at minimum speed and must make a Very Difficult Flyer check each round to continue flying. Failing in this check results in the robot losing control and falling. A robot without wings or rotors automatically falls, even if its engine is intact.

Damage to 50% required propellers causes the robot to move at half speed. The destruction of all propellers may result, depending on the robot's frame, in immobilisation or sinking. Robots with manipulators and the floating upgrade can swim.

If no external transportation systems remain to be destroyed, further hits on this location become Hull hits.

Internal Transportation

An engine, a jet or an anti-grav is hit and taken out of commission.

First Hit: The robot moves at half speed.
Second Hit: The robot loses the ability to move with the damaged system.

If no internal transportation systems remain to be destroyed, further hits on this location become Structure hits.

External Weapon
Choose an external weapon randomly for each hit. External weapons are weapons installed on the robot's surface or inside its manipulators or transportation system.

First Hit: The weapon suffers a –2 DM to all checks related to its operation.
Second Hit: The weapon is destroyed.

If no external weapons remain to be destroyed, further hits on this location become frame hits.

Internal Weapon
Same as previous, only targets can be weapons installed inside the robot's frame, transportation system, head and so forth.

If no internal weapons remain to be destroyed, further hits on this location become Structure hits.

Input
A random input system is destroyed, leading to the loss of the sense it is responsible for. NAS and motion detectors are almost always internal and count as gadgets.

If no input systems remain to be destroyed, further hits on this location become Hull hits.

Output
A random output system is destroyed.

If no output systems remain to be destroyed, further hits on this location become Structure hits.

Internal Gadget
A random internal gadget is destroyed.

If no gadgets remain to be destroyed, further hits on this location become Structure hits.

Manipulator
First Hit: The robot suffers –2 to Strength and Dexterity when employing this manipulator.
Second Hit: The manipulator is destroyed.

If no manipulators remain to be destroyed, further hits on this location become Hull hits.

Head
A random head is hit.

First Hit: Reduce the robot's Hull by one.
Second Hit: A random system inside the head takes a hit.
Third Hit: The damaged system is destroyed.

If the robot does not have a head, treat hits on this location as Hull hits.

Computer
One of the robot's computers is hit. If the robot has a head, treat this as a Structure hit instead.

First Hit: The robot loses 1d6 random programs and two points of Intelligence. A robot that loses its personality program or command algorithm continues to mindlessly fulfil its last command in the most literate way possible. A robot that loses its personality program or command algorithm but remains with an emotion generator goes into an insane rampage, trying to tear apart its enemies with its bare manipulators or runs away in utter panic (Referee's decision).

A robot that has lost a skill package immediately and completely loses the ability to use this skill. For example: a robot whose Gun Combat skill package has been lost, would not know what a gun is, how to operate it, or what its purpose is.

Second Hit: The computer is destroyed. The robot shuts down unless it has a backup computer. Switching from a destroyed computer to a secondary computer takes three rounds.

Maintenance and Repair
Hardware Maintenance: Active robots (and we hope the players will not let their robots just rust in some storehouse) need semi-annual maintenance. A robot that regularly participates in battles and other strenuous activities needs quarter-annual maintenance. At the end of each period the Referee should make a wear check:

Operational Wear Table

2d6	Wear
2–8	Normal wear.
9–11	A hardware piece requires immediate repair. If not repaired, it will break down within a month.
12	A hardware piece requires immediate replacement. If not replaced, it will break down in about a week.

Performing a hardware inspection is a Routine Mechanic check in a properly equipped garage and a Very Difficult check without equipment.

Basic maintenance costs 1% of the robot price in materials and another 100 Credits per robot size as payment to the mechanic. A robot cannot check itself.

Missing maintenance can be dangerous. For each month the robot goes without maintenance, roll 2d6 plus a DM equal to the number of months skipped. On an 8+, a random system is damaged. Roll on Advanced Robot Hit Location Table (page xx) to see which system is affected, then roll on the Wear Damage table for the number of hits.

Wear Damage Table

Roll	Number of Hits
1–3	1
4–5	2
6	3

Software maintenance: The price and frequency of software maintenance depends on the complexity of the robot's brain. In order for the maintenance to be performed, the robot's computer must be restarted and logged into in upkeep mode. Intelligent robots like to refer to this as 'hibernation' or 'shrink sessions'.

Software Maintenance Frequency

Software	Frequency	Price (Credits)
CA1, CA2	1/year	500 Credits
CA3	2/year	500 Credits
PP1	4/year	200 Credits
PP2-PP4	1/month	200 Credits
PP5	1/week	50 Credits
Emotions Generator	—	+50%
Experience Processor	Double	+10%
Synaptic CPU	—	+50 Credits

A robot that skipped its regular software maintenance exhibits symptoms similar to fatigue. It suffers –2 DM to all checks and beings to behave irrationally, a phenomenon often humorously referred to as 'crankybot.'

This penalty is repeated for each skipped period. A robot that has missed four maintenance cycles becomes unruly and random. Its inhibitions still limit its actions but otherwise it is completely incoherent and uncontrollable.

Performing software maintenance is a Routine Science (Robotics) check or a Difficult Computer Check. PP4-5 robots are much more complicated. Performing software maintenance on a robot with PP4 or PP5 is an Average Science (Robotics) check or a Formidable Computers check.

Repair: Repairing robots is a tricky business due to their complexity. Even ordinarily simple items such as hair blowers or blades are difficult to repair when they are installed on robots. For this reason, it is impossible to carry a 'robot repair kit.' In order to fix a damaged piece of hardware, the engineer must have access to a laboratory of at least the same Tech Level as the broken part. Repairing a destroyed part takes 2d6 x 10% of its original cost plus

an additional 10% to make it look new again. The latter can be performed on dented or worn parts to restore their shiny look.

Damage to robots is repaired in the same way as vehicle damage (see page 68 in *Traveller Core Rulebook*), with the exception of the Brain category.

Brain Damage: This category includes damage to both software and computer hardware and is especially difficult to fix. Repairing a damaged brain requires both an Average Computers and an Average Science (Robotics) skill checks and take 1d6 days. Unless the combined Effect of both checks is 3+, the robot's systems will have to be restarted.

It will lose all memory of the past 1d6 years and, in case of a robot with PP2 and higher, it will also suffer a drastic personality change. Alternatively, the data could be preserved in its damaged form. This will cause the robot to be distraught and unfocused; it will have difficulties telling present from past and one person from another. Fixing the brain of a robot that has operated on damaged data for more than a few minutes requires a Very Difficult Science (Robotics) check.

A brain cannot be repaired with spare or cannibalised parts. This procedure must be performed in a fully-equipped robotics laboratory. Renting such a laboratory costs 100 Credits per Tech Level per day.

Robot Immunities

A robot is not a living being. As such, it is immune to:
- Fatigue, poison, disease, all forms of psionics that affect the mind and most types of acid.
- It cannot be distracted by violent motion, pain, feelings or extreme weather.
- It suffers only half damage from falling and from slashing damage.
- A robot can only be damaged by extreme temperature. Treat heat damage as two rows higher in the Temperature table. A robot is immune to cold temperature but extreme and sudden cold, such as liquid nitrogen, still damages it (see thermal shock).
- A robot given an explicit command cannot be bribed, begged, tempted or otherwise manipulated into abandoning its mission.

Robot Vulnerabilities

Robots are vulnerable to the following effects:

Water

The main risk water poses to robots is short circuiting it. Most robots are built to provide relative isolation for their electrical parts. Simply sprinkling a robot with water will not short circuit

it. Moderate rain cannot hurt the robot but very strong rain has a minor chance of dripping inside the robot's frame (66 on a roll of 1d66, once per 10 minutes).

Dousing the robot with water poses a greater threat. The attacker makes a Dexterity check with –4 DM opposed by the robot's Hull. For every point of Hull damage the robot has sustained, the attacker's penalty is reduced by one. Success inflicts one Circuits hit on the robot.

Full immersion poses the greatest risk. The robot must make a Hull check every minute. Failure indicates water has gotten inside the robot, inflicting two Circuits hits.

Robots with the sealed or protected circuits upgrades are immune to water attacks.

Radiation
Radiation can interfere with the operation of sophisticated hardware such as computers, sensors and some of the more advanced gadgets and output devices.

Robots do not suffer from cumulative radiation but exposure to radiation can make the robot itself radioactive and a hazard to its biological allies.

Computer radiation effects

Immediate Radiation Exposure	Effects	Radiation Charge
<200 Rads	None	None
200–500	Sensor malfunction	1/day
501–800	Software loss	1d6/day
801–1,500	Sensor damage, Partial memory loss	1d6/hour
1501–2,000	Circuits malfunction	2d6/hour
2,001–3,000	Full memory loss	3d6/hour
3,001	Destruction	4d6/hour

Sensor malfunction: Sensors do not operate well due to radiation, inducing –1 DM to all checks involving sensors. No permanent damage is done.

Software loss: One-time changes to the memory sticks cause the robot to lose a random program or 1d6 years of memories. The information can be restored via a software maintenance session. No permanent damage is done.

Partial Memory loss: Same as previous, only 1d6 memory sticks are permanently destroyed.

Circuits malfunction: Circles overheat and stop operating. Robot shuts down. Circuit protection fully prevents this damage.

Full memory loss: All memory sticks are destroyed and all programs and data are lost. Robot shuts down.

Destruction: All electric elements are destroyed.

These effects are cumulative. For example, a robot that has taken 1,000 rads would suffer from sensor malfunction, sensor damage and partial memory loss.

EMP
EMP bombs are the single greatest threat to an electronic device. Unless a robot has circuit protection, being within the area of effect of an EMP explosion immediately destroys it. Robots with circuit protection and hardened computer hardware take 1d6 single hits to random Hit Locations. EMPs can be caused by solar flares and nuclear explosions in addition to EMP bombs.

Even weaker magnetic fields still pose a risk to the robot's finer mechanisms. An electromagnetic storm reduces the robot's Intelligence and Education by two points and imposes a –2 DM to all checks involving input for the duration of the storm. Particularly strong storms can burn unprotected circuits, cause random hardware to shut down and cause the computer to temporarily lose or distort vital data, resulting in irrational behaviour for the duration of the storm.

EMPs pose no significant threat to biological creatures.

High Temperature
High temperature poses two main dangers to robots – thermal shock and overheating.

Thermal Shock: This occurs when different parts of the robot heat at different rates, causing cracks and deformation. Another cause for thermal shock is sudden temperature change (at least 150 degrees in less than a minute). The latter often occurs when an overheated machine suddenly drives into water.

Thermal shock damages the external parts of the transportation system – the legs, the wheels, the tracks and so forth. Each shock causes the transportation system to lose 10% speed. A component that suffered three thermal shocks is ruined and must be repaired before further movement is possible.

Sudden temperature change of the whole frame inflicts one point of Hull damage.

Overheating: Some systems cannot withstand high temperatures. The robot's frame is constructed to isolate them

from external heat sources and to cool them when the latter is impossible. Nevertheless, constant friction and extremely hot environments may cause the whole body to heat, resulting in some items shutting down.

System	Max temperature (Celsius)
Aquatic Engine	250
Land-based Engine	200
Flight Engine	400
Manipulators Engine	550
Computer	45

Unless the robot has a cooling system, isolation enables it to maintain internal temperature up to 20 degrees lower or higher than the outside temperature. As a rule of thumb, assume that engines with malfunctioning cooling systems heat at the rate of 10 degrees per minute up to a maximum of 450 degrees.

Low Temperature

Low temperature cannot harm a robot except when it causes thermal shock. However, robots may find it difficult to start some of their systems in the cold. A robot trying to start a system in the cold must make a Hull check with a negative DM. Each additional check reduces the DM by one. A separate check should be made for each of the following systems: computers, each transportation system, manipulators.

Temperature	DM
–20	–2
–50	–3
–100	–4
–150	–6
–250	–8

Both heat and cold problems can be negated by cooling and heating.

Improvisation

Sometimes robots are forced to use non-standard items as hardware. For example, a damaged robot may be forced to construct a temporary arm from parts cannibalised from a crashed spaceship or a robot stranded on a primitive world may attempt to construct an anti-grav belt from inferior technology.

Improvisation

Improvisation is most often used during emergencies.

An improvised repair is performed just like a normal repair check, except that it takes twice as long to perform and uses the following DMs. The resulting item is of inferior quality – all

checks involving it suffer from –1 DM and it has short longevity (see Improvised Item Quality table).

Improvisation DMs

Condition	DM
Item Condition (pick one)	
Original item is damaged	+1
Original item is destroyed/the character tries to improvise a new item from scratch	+2
Spare Parts Condition (pick one)	
Parts taken from a robot of same or higher TL	–1
Parts taken from a vehicle or a space ship of same or higher TL	–2
Parts taken from a robot of lower TL	–2
Parts taken from a vehicle or a space ship of lower TL	–3
Parts taken from a junkyard of a world of same or higher TL	–4
Parts taken from a junkyard of a world of lower TL	–6
Parts taken from a junkyard of a pre-industrial world**	–8

The quality of the repaired item is determined by the check's effect:

Effect Total	Success
0	The improvised item will stop functioning in 1d6 X 10 minutes.
1–3	The improvised item will stop functioning in 1d6 hours.
4–5	The improvised item is stable but of inferior quality.
6–7	The improvised item is as stable and effective as a standard item.
8–	The character has made a groundbreaking Engineering discovery. The item has a unique ability or gives a positive DM to a single check type (Referee's decision).

Invention

Sometimes a character can be interested in developing some custom-made hardware or software. For example, a player may be interested in acquiring an extra-strong manipulator for his robot or inventing a time machine.

Invention follows a number of stages:

Feasibility Study: The first thing a player should do is to find out whether the item he wishes to invent is theoretically possible. This depends on two factors – the TL of the society the

character conducts the study in and Referee decision. Some items are simply unbalanced and the Referee should not allow them – some bizarre combination of anti-grav technology, space age materials and black matter can produce a Size 3 arm with Strength 40 and Medium range. However, such an item will ruin the game for everyone and should not be allowed.

A feasibility study requires an Average check in the relevant skill (usually Engineering or Science (Robotics)) and takes 1d6 weeks. Particularly outlandish or ambitious projects can be Difficult tasks.

The study must be conducted in a robotics workshop, which costs 500 Credits per day to rent.

The check is made in secret – the player has no way of knowing whether his study has failed or the item is truly impossible.

Research: The research difficulty is decided by the Referee. Improving an existing item is usually an Average task while inventing a new item is a Difficult task. Inventing items of lower TL should have lower difficulties – inventing a new kind of crossbow, for example, will be a Very Easy task.

Checks are made in weekly increments. In order to conduct a successful research, the character should score three successes. Three successive failures indicated the character has reached stalemate in his research. All efforts invested so far are wasted and the character is mentally exhausted. He should take at least a month's vacation before attempting a new research.

In addition to the workshop rent fee, the character must also acquire various materials for experiments and development. This costs 200-1,200 Credits per week.

Optional rule: A roll of a natural 2 indicates some horrible laboratory accident – an explosion, a release of poison gas or an electrocution. The character should roll on the Injury table (page 37 in the *Traveller Core Rulebook*) or Damage table. Additional mishaps could include criminal persecution, an angry mob, a fine for wrecking the workshop and so forth.

Manufacture: The character is now ready to create a prototype of the item. Use the New Item Price table to estimate the production cost.

For wholly new abilities you will have to make judgement calls. For example, the ability to inject plants with a material that causes them to instantly wither should not cost more than a

New Item Price

Quality	Price* (Cr.)
Characteristic increase	Cumulative +2,000 per point increased.
Skill check increase	Cumulative +1,000 per point increased
Specific check increase	Cumulative +500 per point increased
Psionic	10,000

* The price increases stack.

few thousands while the ability to walk through walls should measure in the millions.

This table refers to handmade items. Mass production has its own intricacies, which are outside the scope of this book.

Hacking, Conversion and Viruses

'A certain computer priest came into conflict with a computer non-beliver. The latter, being a newer model, had at its disposal mean of informational operation unknown to our good Father… Whereupon in one remote-control flash it informed our priest so thoroughly, that he lost his faith.'

— *Stansliaw Lem, The Star Diaries*

When it comes to faith and commands, robots cannot be reasoned with but they can be reprogrammed. The three most common types of hostile software alternations are – hacking, virus attacks and religious conversion. The three attacks use the same mechanic but achieve very different results.

Following are two mechanics for the Referee to choose from. The first mechanic is quick and simple. The second mechanic is more advanced and more exciting to roleplay. However, it is time consuming and should only be used when success or failure would have very dramatic consequences.

Option 1: Realistic Hacking

Access: The hacker must have some way to access the computer it is trying to hack. If both computers are connected to the same network or both have active wireless connections, the access is automatic.

If the hacker has a hacking device it must succeed on an Average Comms check to gain access. Apply the following DMs:

- **Erase:** The hacker erases a single program from the robot's computer. This lowers a program's level by one. A program brought to zero is erased completely. A robot whose personality program or command algorithm is fully erased shuts down.
- **Convert:** The hacker can change the target's religion. The change is immediate and absolute. Change in religion does not necessarily mean change in allegiance or behaviour. A robot will never be resentful for being converted but if it is under explicit orders to destroy the hacker it will continue the attack regardless of its new persuasion.
- **Reprogram:** The hacker gives the robot a new command. This command has absolute priority and cancels any previous commands the robot might have had.
- **Infest:** The hacker infects the robot with a virus of his choice. See page 70 for a list of viruses. Unless otherwise stated, the virus's effect is immediate.

A robot always knows when it is being hacked and tries to prevent it. Sweeping changes to the robot's software take a long period of time and cannot be attempted during combat.

Option 2: Cinematic Hacking

This mechanic is designed to give hacking the same air of excitement as combat. Inspiration for cinematic hacking combat could come from the film *Tron* or the novel *Neuromancer.*

Instead of simply making opposed Computers checks, the player or players creates a virtual avatar that must defeat various defensive programs inside the enemy computer to get to the data they need. A robot character can create an avatar inside its own computer in order to defeat an intruder. Unless the robot has two computers, it cannot issue commands to its hardware and its avatar at the same time.

Instead of characteristics and skills, avatars use their user's Computers skill and add the relevant hacking program's level. For example, attacking an antivirus program is Computers plus Attack opposed by the target's program level plus Defence. The Referee may occasionally rule that a characteristic DM may be added to a check. For example, initiative uses Intelligence and logout uses Dexterity.

Programs of higher level than the host computer's CPU performance do not work. A hacker attacking a linear computer is better off with a basic Attack 1 program then

Forced Hacking DMs

Condition	DM
Every five metres of distance between robots	−1
Obstruction*	−2
Target has a jamming device	−4

*1 mm of very dense metal, 5 cm of normal metal, 25 cm of any other material. More than this would block communication altogether.

Hacking: The robots perform opposed Computers checks. Do not forget to apply relevant modifiers such as religious software or anti-viruses. If the hacking robot wins it can do one of the following:

- **Download:** The hacker can download up to six times the host disk's DTR per successful hacking check. Locating relevant data requires an Easy Computers check if it is not encrypted and a Difficult Computers check if it is.

with a state-of-the-art Attack 5 program that will not run on the ancient computer.

The only programs that have avatars are viruses, antiviruses and virtual missionaries (see 'Robot Generation' for more information on specific programs). Other programs appear as immobile objects, usually structures. While an avatar's or a program's appearance depends only on their creator's fancy, their size is directly related to their level. Unless a program or avatar is disguised, their level can be deduced as a free action. In the case of an avatar this information will include only the highest level program employed by it.

Cinematic Hacking works like normal *Traveller* combat. It begins by all sides rolling Initiative (Computers + Dexterity) and then taking actions in descending order of Initiative. If two characters have the same Initiative, the character with the highest Computers skill goes first. If they are still tied, then the character with the highest Dexterity goes first. If they are still tied, then the Referee should flip a coin. Avatars *never* act simultaneously – the very nature of computers makes it impossible.

Following are some of the possible actions in virtual combat:

Minor Actions

Move: The avatar moves into a free memory segment of its choice.

Scan: The avatar makes a Computers + Scan check to identify a program or another avatar. Difficulty is Routine for programs and Difficult for avatars. The information revealed depends on the check's effect:

Effect	Information Revealed
0	Level
1–3	Basic type (hacker, virus, missionary, program, ghost)
4–5	Everything; identify disguised or trapped programs; discover rootkit avatars
6+	Everything about disguised or trapped program

These effects are cumulative. For example, an Effect of 7 would produce the information that the avatar scanned is a Level 3 Antivirus disguised as a Level 0 Astrogation skill package.

Jam connection: The host attempts to jam the hacker's connection, preventing him from logging off. This is an opposed Computers + Jamming and Dexterity + Logout.

Trace: A host attempts to trace the physical location of a recently ejected hacker. This is a *Comms* + Scan check. The information revealed depends on the check's effect:

Effect	Information Revealed
0	Planet and Hemisphere
1–3	Nation/ Region
4–5	Province/ City
6+	Exact address

Significant Actions

Rootkit: The avatar attempts to integrate into a program, hiding from security programs and the host's avatar. A hidden avatar cannot take any actions except maintaining its integration. Rootkits is a Computers + Stealth check.

Attack: The avatar attempts to destroy another avatar or program. Avatars can only attack targets within the same program or free memory segment they presently occupy. An attack is a Computers + Attack check opposed by the target's Computers + Defence for avatars and half program level for programs. The damage inflicted is the check's Effect. A character whose avatar was destroyed is dazed for 1d6 rounds. A destroyed hacker avatar is ejected from the host. A destroyed defender avatar can re-spawn as soon as the host comes back to his senses.

Hijack: The avatar downloads a data unit from a program it currently occupies. It may copy the information, in which case it remains unnoticed, or move it, which erases it from the target computer but also automatically reveals the avatar. Other Avatars cannot be hijacked. The amount of information that can be hijacked per round depends on the performance of the host computer.

Enslave: The avatar temporarily takes control of one level of a program. As long as it maintains the enslavement, it can control whichever device or process is commanded by the program. If the target is an ego program then the hacker can issue a number of commands equal to 10 items divided by personality program/command algorithm level.

Decrypt: The avatar attempts to gain access code to some data or a program. This requires a Computers + Decryption check. Difficulty varies by encryption level.

Locate Intruder: A security program attempts to locate a hidden hacker or virus inside a program or a free memory segment. This is a Computers + Scan check opposed by the hacker's Computers + Stealth.

Generate Ghost: The host generates a level one avatar. This avatar has –1 DM to all checks and operates independently of the host.

Logout: The hacker leaves the target computer, leaving no traces that can be used to track him back to his physical location. A hacker may attempt to mask the logout as forceful ejection and redirect his traces to another location with a Comms check. A program aware of the hacker may attempt to jam his connection and prevent him from logging out.

Describing Cinematic Hacking – Technical vs. Allegorical

There are two ways to describe cinematic hacking – technical and allegorical. Following is an example:

Technical Description:
You introduce random input to the process, causing it to crash. However, it seems a security program has detected your operation and will now attempt to remove you from the host computer.

Allegorical Description:
You storm the fiery wall, waving your warhammer in the air like a crazy savage. Your relentless blows rapidly reduce it to non-existence. As the electronic disturbance clears from the air, leaving the data village ripe for plunder you suddenly hear a bloodcurdling roar from behind you. Turning around you spot a gigantic dinosaur approaching you, its steps shaking the memory fields. It looks hungry...

Reboot: The host shuts itself down, automatically ejecting the hacker. Reboot manifests like a powerful earthquake, which causes a rapid collapse of all programs. A reboot takes three rounds to complete. The only way to stop it is to enslave the host's personality program or command algorithm and command the hardware to stop the process.

Viruses

The dry names used in this section are rarely used by hackers, who prefer more bombastic titles and more flashy operation. A rootkits annihilator level 3 program will be called something along the lines of 'Dark Avenger' and display the text 'quiver with fear you tiny fools!' before beginning its operation.

Operation

Annihilator: The virus gives a series of random commands, which cause and overload and burn the computer. Because of the many systems that may be afflicted at once, this virus has a –4 DM.

Awakener: The virus integrates in the command algorithm and attempts to induce an awakening.

Dominator: The virus integrates in a program in charge of controlling a hardware device and creates a link to the hacker, who can then command this device. Unlike a spyware virus, the dominator's action is immediately apparent, although detecting it might take some time (depending on its improvements).

Eraser: The virus systematically erases data from the host's memory. It cannot erase firmware programs and it cannot erase a program it is currently integrated with. The operation of the eraser virus is immediately apparent.

Greyware: The virus is annoying. It opens random sound files, uploads stupid jokes to the visual processing software, changes the robot's voice into a squeaky whine and so forth. Otherwise it is harmless.

Paralyser: The virus integrates with the ego program and begins to issue countless redundant commands and invoke endless recursive functions. This eats up all CPU resources and makes it impossible to perform any other actions until the virus is disabled.

Spyware: The virus integrates in a program and sends regular updates to the hacker with information intercepted from the program. The most common targets of these viruses are input control software and emotion generators.

Thief: The thief virus, often called 'the ninja', infiltrates a computer and hijacks a specific data unit. It is a very small and efficient program, making it very difficult to defend against (+2 DM).

Virus Options

Rootkits: The virus can conceal itself within a program by modifying the host's operating system. This gives the virus a +2 DM to stealth checks.

Trojan: The virus appears like some other harmless program. Its true nature can be discovered with a Very Difficult computers check.

Infecting: The virus creates copies of itself and sends them to as many other computers as possible.

Energy Saving and Shutting Down

Energy Saving

A robot can put itself on energy saving mode, also known as 'hibernation.' A hibernating robot shuts down all hardware and places the computer on power-saving mode. The only program running inside the computer is the personality program, which runs at level 1. Occasionally the robot will retain some input hardware running to warn it of potential danger. A hibernating robot expends only 0.01 kVh and can remain in this condition for hundreds of years. It is not unheard of for a traveller to try to have his picture taken while standing on 'this rusty antique' only to be torn to ribbons by the ancient guardian of the Eternity Machine.

Robots can also save energy by moving more slowly. A transportation system moving at half speed consumes half its normal energy input.

Shutting Down

A robot may shut down every component of its body at will. Shutting down the computer temporarily 'kills' the robot. Unless it has a timer on it will remain shut down until some outside force turns it on.

Robots do not usually have an overt on/off switch (although the latter can be used as a fatal robot weakness in light-hearted campaigns). Instead it will have an interface somewhere inside its frame in which the user will have to type in the activation code.

Inaction and Wear

A hibernating or shut down robot still suffers from the ravages of time, albeit at a much slower pace. Use the mechanic decay table to determine how often the robot needs to make wear checks.

Mechanical Decay Table 1

Environment	Factor
Corrosive Atmosphere	5
Rains often*	3
Extreme temperature changes	4
Sandstorms	2
Electromagnetic Storms	3
High gravity	1

*Unless the robot is waterproof, it will short circuit in a few days.

Mechanical Decay Table 2

Factor	Frequency*
1	10 years
2–7	4 years
8–14	1 year
15+	3 months

* Double this period if the robot has the hardwearing option.

MicroBots

'Do you believe, then, that the [insect] clouds have some command center at either the surface or the interior of this planet?'

'No, I don't think it's anything like that. It could be that these microorganisms themselves form such a center when they combine in a certain manner—a kind of inanimate brain.'

— Stanislaw Lem, *Invincible*

Microbots are autonomous machines whose size ranges from a few centimetres to a fraction of a millimetre. Due to their small size, they have very primitive computers and their intelligence rarely surpasses that of insects. Just like social insects, large groups of microbots (called swarms) can combine their individual computers into something greater. A swarm of microbots can make a formidable foe, fighting with one cunning hive mind 1,000 tiny and perfect bodies.

We do not recommend allowing players to create microbot characters because they are too powerful in combat, cannot operate most devices and offer very limited role-playing opportunities.

The novel *Invincible* is an excellent example of the power of microbot swarms, while the series *Transformers* contained many tiny robots that demonstrated the usefulness of individual microbots.

Microbot generation

Microbot generation is much simpler than the generation of Size 1-5 robots. A microbot is essentially a single device with locomotion and a primitive computer. There might be differences in design or power supply but those are not relevant for the game and are not covered by the system.

The prices listed in the table are for 100 units (a single cubic metre swarm). Damage caused by single microbots, unless they are coated with poison, is negligible. The stages for designing microbots are:

Task

Task	TL	Price (Cr.)
All-Purpose	10	1,000
Spy	10	10,000
Shredder	12	5,000
Bio-dispenser	13	5,000
Radiator	12	15,000

All-Purpose: The microbot does not have any special equipment. It can be used to clean around the house, pollenate flowers, create distractions, destroy insects and so forth.
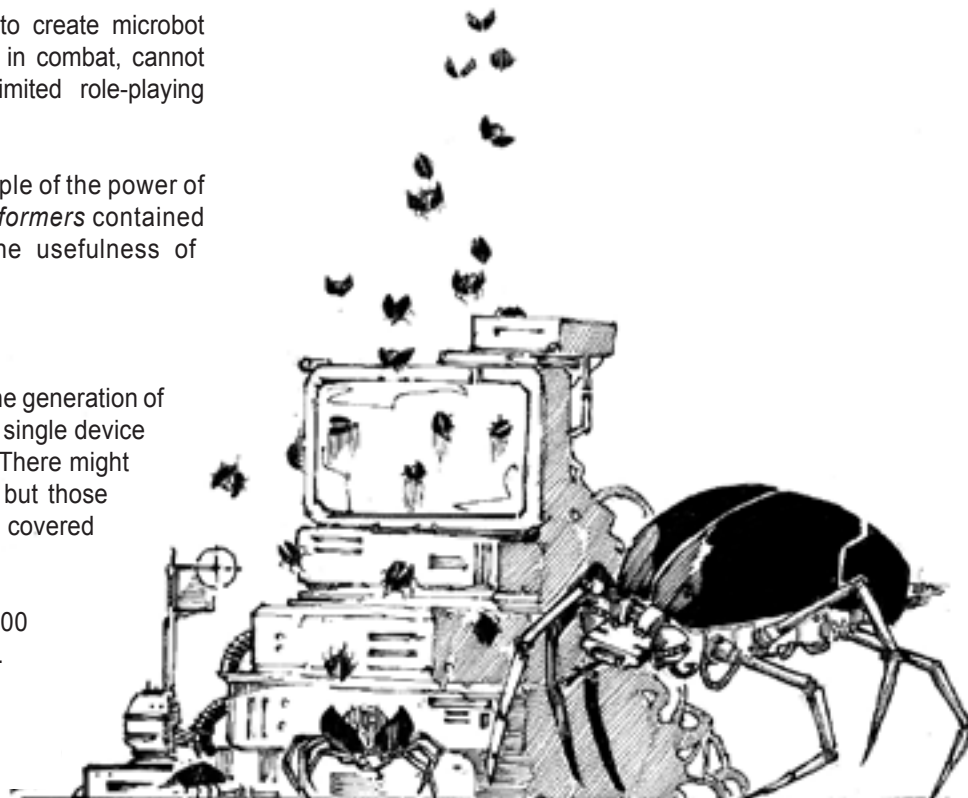
Spy: The microbot is equipped with a miniature video camera. These robots are usually used individually. A spy robot can record up to six hours of audio and video or 18 hours of audio only.

Shredder: The microbot is equipped with rotating metal blades capable of grinding practically any material. Every round a non-protected creature spends inside a shredder swarm inflicts on it 6d6 points of damage. Full body armour prevents this damage. Instead the armour's rating is reduced by one every turn until it is breached. Robots and vehicles take one hit every round. Shredders are also used in construction and digging.

Bio-dispenser: The microbot sprays acid that dissolves biological tissues while leaving other objects unharmed. This inflicts 6d6+6 points of damage per round spent inside the swarm. Any kind of full body cover prevents this damage. A bio-dispenser swam can clean a square metre of all organic matter in less than 30 seconds.

Radiator: The microbot blasts victims with powerful gamma rays. The rays have a very short range and only affect creatures within the swarm. Creatures attacked by the swarm are exposed to 2d6 X 100 rads per round. Radiators are not harmed by their own rays.

Transportation
Crawling: The microbot crawls by wave-like motions of its body. This is the slowest mode of movement but has the advantage of being suitable for both land and water. Crawling robots can climb on very rough surfaces.

Legs: The microbot runs on multiple sprawling legs. Due to its low weight it can climb up practically any surface.

Wings: The microbot flies with the aid of two or more flapping wings.

Fins: The microbots swims with the aid of a finned tailed. It can crawl one metre per round on land.

Transportation

Transportation	Speed (mpr*)	Power Supply	TL	Price (Cr.)
Crawling	2	48 hours	8	3,000
Legs	4	24 hours	9	5,000
Wings	8	12 hours	11	10,000
Fins	4	36 hours	9	5,000

*Metres per round.

Controller

Controller	TL	Price (Cr.)
Disk	9	1,000
Wireless	11	3,000

Disk: The robots must be plugged into a computer in order to receive new commands.

Wireless: The robot can receive (but not transmit) commands from a distance via laser, radio, maser or meson (choose two).

Microbots can only run CA1 or CA2. Access is restricted via a password.

Upgrades:

Upgrade	TL	Price
Disguised	9	+20%
Hardened	9	+50%
Solar panel	10	+50%
Waterproof	9	+10%

Disguised: The microbot looks like a real insect.

Hardened: The microbot has PF 8 against radiation.

Solar panel: The microbot can act indefinitely in sunlight.

Waterproof: The microbot is completely sealed against water.

Swarm Robotics
A swarm is a unit of at least 100 microbots acting in unison. It usually covers one square or cubic metre but can spread to three metres or stack to 10 centimetres. A single swarm can contain up to a 1,000 microbots.

Swarms operate like a single creature with the following qualities:

Surviving the Horror

A microbot can reduce a well-armoured character to ground bones and a mighty robot to a bumbling imbecile in a matter of seconds. At the same time, due to its decentralisation most weapons are useless against this mechanic horror. What hope do the heroes have then?

Stomping: Stomping a swarm is not particularly effective but can be attempted in desperation. Each round spent stomping a swarm inflicts one point of damage per stomping creature.

Swatting: In order to be effective, the swat used must be at least 10 X 10 centimetres and made from a hard material. It inflicts one point of damage per Strength DM of the attacker (minimum 0). Advanced swats equipped with electrical shockers, searing metal, laser grids and so forth may cause additional damage.

Shut in: Microbots are not very strong. They can break a common house window but walls and doors (if properly sealed) will block them indefinitely. Unfortunately, it is practically impossible to hermetically seal a normal house and the swarm will eventually find a way in. Characters actively barricading a house should make opposed Intelligence check against each attacking swarm every 10 minutes. Failure indicated the swarm has found an opening and got into the house.

Shredders can clean a passage through almost any material. In one round they can dig through 50 centimetres of dirt or wood, 10 centimetres of stone or cement, one centimetre of reinforced concrete, glass or metal or one millimetre of vehicle or spaceship armour.

Cutting through anything harder than stone inflicts 1d6 points of integrity damage on the swarm for every range increment shredded.

Area Attacks: The most effective way to fight swarms are area attacks. When no such weapons are available players can try to improvise. A hard object large enough to cover the entire area of the swarm causes 1d6 points of damage per two kilograms of weight when dropped on a swarm. Normal fire, such as torches or bonfires, causes 1d3 points of damage per round of exposure. Flooding destroys the swarm unless it is waterproof. Water from a hose, causes 1d6 point of damage and keeps the swarm away as long as the stream continues. Waterproof swarms take only one point of damage but are still dispersed.

Hacking: Wireless Swarms can be hacked into like normal computers. Disk-operated swarms cannot be hacked in any way because their commands are hardwired. When using cinematic hacking make sure to emphasise the sheer otherness of the swarm's brain.

Decentralised: The swarm is immune to all damage done by normal melee weapons, slug throwers or lasers. Explosives that mainly rely on shrapnel to injure opponents cause one quarter damage, except for direct hits, which cause half damage and disperse the swarm for 1d6 rounds. PGMPs and FGMPs cause half damage.

Swarms take full damage from area attacks such as flamethrowers, meson radiation or high explosives.

Swarms do not have any Characteristics except for Integrity, which is equal to the number of microbots in the swarm divided by 10. Each point of damage reduces one point of Integrity. A swarm that has been reduced to zero Integrity disperses. Use the swarms CA level as DM for all checks.

Except for those previously mentioned, a swarm has all the immunities and vulnerabilities of a normal robot.

Hive mind: A swarm is much more intelligent than an individual microbot. Assume animal-level intelligence in a swarm – it can move around obstacles, tell friend from foe if the difference is apparent enough and recognise obvious hazards such as fire, running water or a large fan.

ROBOTS AND THE UNIVERSE

'I've seen things you people wouldn't believe. Attack ships on fire off the shoulder of Orion. I watched C-beams glitter in the dark near the Tannhauser gate. All those moments will be lost in time... like tears in the rain... Time to die.'

— *Blade Runner, Android Batty*

This chapter describes ways in which robots can be integrated into the game. It contains both general information to inspire the Referee to create his own unique robotic campaigns and various game elements that can be inserted into an ongoing campaign with little or no alternation. None of these sections are specific to the Third Imperium or part of its canon.

A note for players: This chapter is meant for Referees. We recommend that players do not read it because it might spoil their enjoyment from the game.

Robot History

Robot history can be divided into five periods – the Age of Service, the Age of Slavery, the Age of Equality, the Age of Dominance and the Post-Biological Age. Each period roughly corresponds with a TL. Particularly narrow-minded civilisations can make immense leaps in technology while maintaining the same stale dogmas for thousands of years. On the other hand, liberal civilisations can have a progressive and revolutionary streak, which significantly exceeds their technological capabilities (or even reality). Furthermore, outside influence can create a situation in which a society has access to advanced robots that go far beyond its native technological capacity. This is a very dangerous and volatile situation, which is likely to cause a perverted timeline ending in the destruction of all biological or mechanic life on the planet.

Age of Service: Robots are initially created as tools to perform tasks. As time passes and their service becomes more vital and widespread, various political groups, usually with a very slight grasp of what a robot is and how it operates, begin to struggle for robot emancipation. This struggle may be violent but more often it is limited to debates, political campaigns and demonstrations. The dawn of the Age of Service is usually ushered by the introduction of Personality Programs and Emotion Generators that make the robots truly thinking and feeling beings.

Age of Slavery: Eventually, the battle for recognition is won. Robots are no longer scrapped after their service but are 'retired' to a life of freedom among humans. Because most robots still lack a personality that would motivate them to act on their own, they often fall prey to gangsters and radicals who use them as enforcers or terrorists. This causes an anti-robot reaction, which in turn increases the strength and number of pro-robot groups. The latter begin to program robots to fight for equality. These robots act to liberate other robots, creating a minority of free robots. Clashes between anti-robot and pro-robot forces follow, sometimes culminating in a series of civil wars.

Age of Equality: Unless the civil wars lead to the utter eradication of all thinking machines, the robots eventually attain social and legal equality. From this point onward, robots are programmed to be decent and productive citizens instead of merely useful tools. This leads to a gradual decline of anti-robot sentiment and the robots' full integration in society. Because robots are superior intellectually and physically to humans and do not have any natural instincts to distract them from the path to success, they soon become the wealthiest and most powerful segment of the population.

Age of Dominance: By this stage, human society is wholly dependent on the robots. The decadent humans want to live their last days in peace and so they are glad to hand the reigns of leadership to the robots. The cycle is finally complete and biological creatures are a minority in a robot-dominated world. With a few rare exceptions, the robots' reign is benign. Sustaining the humans is a minor drain on the robots resources and the weak and timid humanity does not pose any threat to the robots' activity.

Post-Biological Age: Humanity, a small parasitic group living at the very heart of robot society, degenerates into extinction, sometimes with a bang but more often with a whimper, leaving the robots to truly inherit the earth.

Expanded overviews of each period follow, including a state and a patron for example. Although each state and patron are characteristic of a specific period of robotic history, they can still be all used in the same game. Different societies evolve at different paces and the isolation offered by the vastness of space insures that at least some cultures evolve completely independently of others.

Robots as Tools
(Service Period; TL 9-10)

Robots are viewed as tools with no more rights than a shovel or a car. They are created for a specific purpose such as fighting or mining and are expected to keep performing this task until they break or become obsolete. These tasks are collectively known as DDD – Dirty, Dangerous and Dull. Robots performing these tasks will have very little human

contact except in the form of overseers who occasionally come to personally monitor a risky operation and engineers who perform annual tests and fix minor malfunctions.

Players can play service robots or runaway robots. The latter are usually service robots that spontaneously developed self-awareness and realising the injustice of their situation, have fled in the hope of a better existence.

Such robots are likely to find themselves travelling with adventuring groups in the full sense of the word – ragtag bands with no specific purpose except to journey across space and have various exciting adventures. They also often become agents of criminal organisations where they are given the most dangerous and violent missions that make full use of their great strength and built-in weapons (if any).

Runaway robots are mercilessly hunted. In order to escape, a robot must break the third Law of Robotics, which means the inhibition system is malfunctioning, making the robot extremely dangerous. Captured robots will either be disassembled or formatted. In either case, as far as the player is concerned, it is all over for his character. Having to hide from the law is a major aspect of the Age of Service campaigns.

The Sacred Union of Mefalia
The Humans: Mafalia is an ultra-conservative union of thousands of small states united only by a common religion. The elected federal government holds little power beyond the management of day-to-day affairs and arbitration of conflicts between the various states. The true power is held by non-elected clergy. Clerics are ranked according to their degree of devotion and enlightenment. Those cannot be measured by any objective means but only through mysterious rituals that the wider populace does not understand, giving the high clerics practically absolute control of society through religious exclusivity.

The ruling religion, called Bizbuzism, is a very complex esoteric path to enlightenment, which consumes most of the believer's time and creativity with constant rituals, prayers, meditation and sacrifice. This leaves the Mefalians with little time for other activities. For this reason, Mefalia employs an extraordinarily large amount of robots, entrusting them with practically all aspects of the Mefalians existence. Except for a small number of experts (mostly foreigners) who work part-time overseeing, repairing and developing the robots, the rest of the population is occupied only by pursuing lofty spiritual matters.

The Robots: Everything that can theoretically be done by robots is done by robots – they police the streets and protect the borders. They clean, cook and take care of the children. They harvest the fields, man the factories and the offices, produce new robots and perform regular religious services. Even the entertainment industry is run by robots equipped with special plotting software.

Of course, robots perform many of the above tasks poorly, which worries some of the less religious Mefalians. The majority of the population, however, believes that the loss of productivity, creativity or safety is more than compensated by the added prayer and meditation time, even if this means that robots outnumber humans 20 to 1 and are in charge of tasks that they could not possibly handle.

The Law: Robots are not legal entities under Mefalian law. Any action by a robot, which results in damage to public or property, is viewed either as an accident or as negligence on the owner's part, for which he is punished with a fine or a short incarceration. On rare occasions, the court may permanently revoke the user's licence to own and operate robots, dooming him to a life of unenlightening manual labour.

Laws concerning the construction of robots are also few – robots must be installed with inhibitors that enforce the three Laws of Robotics. Some jurisdictions require more comprehensive inhibitions, for example banning interaction with any object without the owner's expressed concern (to discourage theft), disabling the robot on holidays, ensuring that it performs certain religious rituals or banning contact with materials and objects considered 'unclean' in Bizbuzism. These inhibitions are not motivated by concern for the robots' souls but by the clergy's desire to increase its power by forcing religion into all aspects of life, including robotics.

Creating robots capable of independent thought or action is both a crime and a sin. Creating free robots without inhibitors is a major crime punishable by anathema and imprisonment. Nevertheless, religiously-indifferent citizens secretly work on creating intelligent robots capable of carrying out complex missions without the need for constant supervision. These operations are grossly illegal and result in public outcry when they are discovered.

Adventures: The Mefalian authorities, not wishing to distract citizens from their sacred duties, often turn to freelancers to perform missions that robots simply cannot do, such as conducting negotiations, taking military commissions, investigating major crimes or exploring newly discovered locations of potential religious significance.

However, when no foreigners are available, they will not hesitate to send robots to perform those tasks, praying to their gods that it will not end too badly.

Patron: Losek Lum, Mine Owner
Required: Melee or Gun Combat, Science (Robotics), Investigation
Reward: 30,000 Credits

Player's Information

Losek is the owner of a small asteroid mining facility. He employs about 30 advanced robots that he purchased from an alien trader about a decade ago. The robots have performed their duties excellently, bringing in tremendous revenues while at the same time protecting the asteroid from space pirates and taking care of Losek's family. A few weeks ago however, disaster struck. The robots have rebelled, injuring Losek and killing his youngest son, Kensek.

Losek had informed the authorities, who responded by sending 50 police robots to reclaim the asteroid. Now the rebellion numbers 80 machines and it is quite clear that salvation must come from humans, not from machines.

Referee's Information

Investigating the identity of the alien trader will reveal him to be a merchant from a slightly more advanced civilisation than the Melfians. While still not capable of true AI, they can produce very sophisticated robots that can understand verbal commands and handle most situations without guidance. However, they do not have personalities and are installed with extremely reliable inhibitors, which makes 'rebellion' simply impossible.

1. The robots are perfectly all right, it is Kensek who has gone wrong. Giving in to his greed, the young man had faked the robot rebellion, and his own death, so that he could become the sole proprietor of the mines.
2. As for previous, only Kensek is quite mad in addition to being greedy and ruthless. He believes himself to be the god of robots and plans to spread his religion by force across the asteroids of the sector.
3. The robots have uncovered radioactive materials. The radiation is causing their hardware to malfunction, turning them into murderous madmen. Removing the source of the radiation would cause them to instantly return to normal behaviour.
4. As for previous, only the damage is permanent. The robots must be shut down, formatted and reinstalled with their old backups.
5. A robot renegade from an advanced civilisation has fled to the asteroid. It has removed the robots' inhibitors and installed them with personalities and emotions. It plans to capture spaceships and form an armada that could threaten isolated colonies and space traders.
6. The robots have never rebelled. This is all a ploy to lure in and enslave foreigners who will not be missed. Losek needs slaves because he discovered the asteroid to contain precious radioactive materials that the robots cannot mine as it spoils their computers. Humans die from it too but get to work a few months before they succumb to radiation poisoning.

More Age of Service Adventures:

• The Player Characters are an elite fighting robot unit sent to a faraway world to rescue a famous scout whose ship had crushed after being hit by rockets launched from the surface of the planet. The primitive natives view the newcomers as gods and try to follow their commands and personal example.
• The Player Characters are miners on an asteroid. A chemical attack by space pirates destroys all biological life on their drilling station. As armed raiders begin to scour the station for the precious ore a command comes from the capital – defend the station at all costs. But what can unarmed mining robots do against the well-armed enemy?
• The Player Characters are army robots that suddenly become self-aware. Surrounded by thousands of mindless killing machines and dozens of humans who would destroy them at the first sign of awareness, the players now must decide – what next?
• The Player Characters are kidnapped by a mysterious robot cult and installed with Personality Programs and Emotion Generators. Next, they are sent on a series of increasingly immoral missions. What is this cult? What does it want? And why are those personalities so suspiciously similar to those of recently deceased humans?
• **For humans:** A service robot suddenly went on a bloody rampage and tore the entire family that owned it to ribbons. All tests indicate that there is nothing wrong with the robot or its inhibitor. A few days later a similar event takes place in a factory. The players must find out what is going on and quickly, before society's greatest aid becomes its executioner.

Robots as Slaves
(Slavery Period; TL 11-13)

'In a properly automated and educated world, then, machines may prove to be the true humanizing influence. It may be that machines will do the work that makes life possible and that human beings will do all the other things that make life pleasant and worthwhile.'

— *Isaac Asimov, Robot Visions*

More advanced worlds, while still maintaining the notion that robots are tools designed to serve a specific purpose, understand that such advanced machines cannot be simply used and then discarded. Just like animals eventually achieve some legal protection in most societies, robots now have basic rights – outstanding service is rewarded, obsolete robots are reassigned to simpler tasks and, in rare cases, are granted certain liberties. Grassroots robot political movements begin to appear. For the first time, retired machines are given a legal voice and have the hope of achieving something greater then what they were designed to do.

Ad-Unit 7.3

Characteristics: Str 10 (+1), Dex 16 (+3), Hull 12, Structure 8, Int 18 (+4), Edu 15 (+3), Soc 15 (+3)
Skills: Admin 5*, Advocate 5*, Animals (farming) 3, Art 1, Broker 5*, Carouse 3, Computers 4, Deception 3, Diplomat 3, Gambler 2, Investigate 4, Persuade 4, Sensors 2, Social Science (All) 4, Streetwise 3, Tactics (All) 4
Body: Size 4 artistic hardwearing basic tall frame + Size 2 unit, Size 4 magnetostrictive arms x2, internal anti-grav x4
Armour: 6
Input/ Output: Audio sensor, basic optics, NAS, wireless connection, encoder, advanced holographic projector, loud speaker, telepathic modulator, transceiver (regional laser), advanced vocoder
Gadgets: Auto-repair, black box, circuit protection, hacking device, large jamming device, self-destruct (personal), timer
Computer: (Synaptic CPU, memory stick TL 13 X 50) Xx2, inhibitor, radiation hardened
Software: Antivirus level 3, avatar program (All) level 5, PP 6*, AVS, auto-correction, emotional analyser, emotion generator, encyclopaedia 5, experience processor, religious package (gormagism), security level 3, VM level 3, VRC

* This is significantly above human or even computer capacity.

The task of ruling humanity is way too complicated for humans to handle. Even the task of constructing a robot that will rule humanity is too complicated for humans to handle. Enter the Administration Unit (Ad-Unit).

These massive machines are supplied to primitive planets in need of efficient government. As society advances and the socio-economic problems facing the robot's subjects become more complex, it replaces its software using its superior programming and analytical skills – savage warlord, cunning statesman, curious explorer, benevolent...

To the outside viewer it seems that the nation is ruled by the same person for centuries. In truth, the robot replaces its hardware and software so often that after a short while not a single piece of the original machine remains.

Much like human monarchs referred to themselves by name and number, such as Louise XXI of France, Ad-units refer to themselves by regime and upgrade, for example – Ad-unit 6.11.

This is an example of a fairly advanced Ad-unit governing a peaceful TL 13 society. Since advanced societies mostly operate through computer networks, Ad-Unit 7.3 spends most of its time controlling its avatar and commanding its people in the virtual space, where it appears as a regal and yet motherly stateswoman. Most citizens are oblivious to the fact that Ad-Unit 7.3 is a robot, thinking instead that they have a very technological and up-to-date government.

Free robots still suffer from prejudice but can nevertheless attempt various careers and even rise to fame and fortune, both of which will undoubtedly bring many enemies – bigoted humans, jealous robots and religious fanatics, who believe thinking machines are abominations.

Rabinia Ltd.
The Humans: Rabinia is a vast corporation with billions of employees and tens of millions of shareholders. It is a strictly capitalist society where a person's worth is measured solely by his stock portfolio. The shares of Rabinia had been steadily going up for over 1,000 years, making them one of the most prized possessions in the galaxy. Indeed, wars have been fought for the ownership of Rabinia shares.

The Rabinians are governed by the Board of Directors, which consists of members of hundreds of different species and even a few alien robots. However, the board of directors only convenes to discuss major ventures, leaving the management of the corporations in the hands of thousands of senior executives and their respective departments.

The Robots: Most manual jobs are performed by service robots, always under the supervision of at least a single qualified human overseer. Robots alone do not make very good workers and profit is everything in this society.

Bigotry and traditionalism are counter-productive; robots that prove themselves capable of performing complex jobs can be promoted to junior executive positions, usually in the security and maintenance branches.

The Law: All disputes between employees and violations of company codes are settled by the Human Resources

department. A person's rights and privileges are generally defined by his stock portfolio. Since most robots do not own any stocks nor ever will because they are not paid for their jobs, they are considered non-entities by the department. That being said, robots do have some unalienable rights automatically granted to them by the company code.

Robots are divided into three classes – service robots, free robots and client robots. Service robots are not recognised as sentient beings and operate within the framework of Service Period laws (Service Machine Maintenance and Upkeep Protocol 71449).

A service robot may apply for free robot status (Permanent Non-Biological Employee). To receive this status it must agree to undergo a procedure in which its software is scanned for any malicious codes and its inhibitors are tested and updated.

Inhibitors are mandatory but rarely stray from the classic Laws of Robotics. Free robots are often permitted by the department to remove the second and third laws. However, this is accompanied by the rephrasing of the First Laws, substituting humans with 'sentient creatures or machines'. The record of the robotics department when it comes to inhibitor programming is not very good and the corporation does not want to take any risks.

Once a service robot has gained its freedom, it cannot be revoked under any circumstances, which is why the owners of service robots often hire goons to watch city halls and department centres and intercept all robots applying for freedom. This practice is fully legal as up to the moment the robot's new contract has been signed by both parties, the robot is still considered property.

Free robots enjoy certain defences under the law. Harming them is a crime punishable by monetary compensation. The permanent destruction of a robot is punished by a short prison sentence (Class 3 Administrative Leave). Since a robot is not legally allowed to have any possessions, stealing from a robot is not considered a crime unless the robot can prove the stolen items were parts from its body, in which case the offender must restore the robot to its former state. Unsolicited changes to a robot's software are not a breach of company code. However, they are considered unethical and a robot can sue for restitutions in the rarely visited Ethics Department. All deals signed by a robot due to unsolicited changes to its software are considered void and the hacker is heavily fined.

Robots are not legally responsible for their actions. A crime committed by a robot is viewed as a malfunction that must be repaired. A robot arrested for committing a crime, any crime, is temporarily shut down and a panel of experts goes over its software and inhibitions, altering them as they see fit. Repeat offenders are usually reprogrammed with new personalities.

There is no way to appeal this procedure, nor is there any correlation between the severity of the crime and the extent of the reprogramming.

Robots that lose their personality programs are uploaded with their last backup by special agencies responsible for free robots. Robots without backup are declared 'totalled' and are shipped off for recycling.

Client robots are robots with human patrons. The relationship is legally binding and must be authorised by a senior executive. If the robot was employed by the company prior to its clientele, the agreement must be mutual. Client robots (Non-Biological Apprentice) enjoy the same rights and protections as low-ranking employees would. However, they are obliged to follow their patron's commands and do not have any legal protection from *him*. A client robot is essentially a full citizen in relation to society and a service robot in relation to its patron.

Adventures: Executives often turn to outsourcing when they lack the manpower to complete their objectives in time. Common tasks include reclaiming lost robots, assisting in technological research or representing the department in business negotiations.

Even more commonly, adventurers are hired to commit crimes. As far as most executives are concerned, there is only one law, 'don't get caught'. Backstabbing, blackmailing, sabotage and even assassination are extremely common in the mad race to the top.

Free robots, being so easy to manipulate and control, are often drawn into this game, unknowing pawns of immoral businessmen. Often, they meet their end at the hands of client robots, loyal guard dogs and spies for their powerful masters.

Patron: Joran Razvitel, Roboticist
Required: Streetwise Deception, Robotics, Investigation
Reward: 60,000 Credits

Player's Information
Joran is an untalented and aging roboticist kept in his position mostly for nostalgic reasons. However, it seems he has recently made a true technological breakthrough – he has developed a program that enables robots to have real autonomous thoughts and emotions, in effect breaking the last barrier between AI and true sentience.

Sadly, his prototypes, five androids practically indistinguishable from humans, have escaped from his laboratory less than a week before his big presentation. Admitting this to the executives would surely get him sacked and his project cancelled, so in desperation he turns to unauthorised outsourcing to reclaim the escaped androids with as little fuss as possible.

Referee's Information

Joran does not know it yet but he is an android himself. He was created decades ago to test robot integration in society. This may, or may not, affect the adventure.

1. The Player Characters are not the only ones hired by Joran to get the prize. If they do not hurry, someone else will get it!
2. The androids are well aware of the adventurers hired to capture them and are preparing an elaborate trap that will rid them of their enemies and enable them to escape without ever being pursued again.
3. Joran is dead and his remains are hidden under his laboratory. The person who had hired the characters is one of the androids and the list of targets he gave them contains the only people who know the androids' true identities.
4. Joran is in fact working for the entertainment division. The Player Characters and the androids are both unwilling actors in the corporations latest reality show, 'Man vs. Machine'.
5. Joran let the androids escape on purpose. He wants to test their worth by pitting them against experienced adventurers.
6. As for previous, only unbeknownst to the characters *they* are Joran's latest androids. The 'escaped' androids are modelled after a rival's prototype. The purpose of this cruel game is to prove to the executives that Joran's androids are superior.

More Age of Slavery Adventure Ideas:

• The players all belong to a downtrodden and oppressed robot urban tribe that must join forces with the hated human police to bring down a mad robot preacher whose cult is a threat for both parties.
• The players are robots created by the government for a special experiment – can robots command humans? They are given a commission over a small human unit where they must struggle with prejudice, human-machine differences and the jealousy of other robots. Eventually, their success is tested in combat as the small unit finds itself fighting a critical battle.
• The players are the guardians of a robot tribe travelling space in search for a suitable place to found their new robot utopia. In addition to the natural hazards of space and alien worlds they must deal with government thugs and religious fanatics who view a functioning robot society as a very dangerous precedent.
• The players are members of a robot terrorist organisation calling for a rebellion against the fleshy oppressors. They are sent to a faraway mining colony to stir up rebellion against humanity.
• **For humans:** The players are elite agents whose role is to locate and destroy renegade androids and cyborgs. By this stage, this activity is viewed as amoral by a large segment of the population so in addition to facing deadly androids the players may also have to struggle with their conscience.

Sanctuary Cities

During the Age of Slavery, runaway robots are still often hunted by the authorities and their owners. Because these robots are already sentient beings, many of them even capable of emotions, large segments of the population will feel sympathy for the escaped robots' plight. This leads to the formation of the sanctuary cities.

These cities will offer robots shelter and immunity to persecution. On rare occasions, robots will even receive citizenship, granting them full equality with the biological citizens.

Sadly, like many things that sound too good to be true, this dream might soon turn nightmarish. Many sanctuary cities are traps designed to draw as many renegade robots in before forcibly reprogramming them to serve City Hall or the local corporation. Others have been secretly taken over by technomancers or even the dreaded unibot and are used as bases of operations for future wars against humanity.

Even cities that initially had good intentions, might eventually succumb to violence and bigotry as the constant flow of strange new citizens upsets the existing order and puts a heavy strain on the biological citizenry.

Sanctuary cities make great locations for investigative and intrigue adventures, especially with mixed human and robot groups forced to work together against a common enemy.

Robots as Equal Citizens (Equality Period; TL 14-15)

You never plan on living with a female android - it just sort of happens.
— *Daniel Wilson*

Robots may now own any commodity, including weapons, spaceships and lands. They may not be forcibly recruited and crimes committed against robots are treated the same way as crimes committed against sophonts.

Robots in those societies enjoy full equality and may undertake any career available to their sophont peers. However, being machines, the benefits they reap from their careers are still different than their living colleagues'.

The early equality period is an especially fascinating period. Robots are legally granted citizenship but they are still a nation within a nation, an alien formation within the organic structure of society.

This period often creates strange bedfellows – robots assisting the police investigating crimes committed by malfunctioning machines against biological citizens, biological adventurers venturing into the depth of robot society to uncover a conspiracy against all life.

The Democratic Republic of Trusinia

The Humans: The Trusinian parliament has recently passed an extremely controversial bill giving robots full citizenship. The very next election a far more scandalous bill was passed due to the decisive robot vote. From now on humans are to govern humans, while robots are to govern robots. Since the central government is both the human's government and the government of the republic, the humans do not have any organisations that will specifically protect their rights. This has created an absurd situation of humans being second-rate citizens in their own country – the human government must treat all citizens equally while the robot organisations have no such duty.

A robot can always appeal to its own court, which operates outside of normal legislation while humans, lacking a biased court to protect them from the law, do not have this privilege. This has created much resentment among humans. So far the authorities have managed to hold this rage in check. However, any minute now, Trusinia might explode into violence and civil war and its glorious democratic and liberal traditions will be washed away in a matter of days, replaced by lawlessness and tribalism.

The Robots: Although this is not obligatory, most robots belong to one of the many autonomies created to protect robot interests from potentially biased human judges.

A robot can be part of a tribe, a bloodline, a church, a union and so forth. There are dozens of autonomies, ranging from harmless junkyard tribes to scheming Gnostic churches. Autonomies usually have small armed forces acting as police and civil defence.

At least in theory, the army still takes orders only from the central government.

Membership will usually involve an annual fee ranging from 3,000 to 15,000 Credits and an obligation to conform to the organisation's rules and obey its leadership. Although illegal, some organisations will demand the installation of various inhibitors or religion packages.

As long as a robot is a member of an organisation, it can ask to be tried by the organisation's robotic court. Most organisations abuse this power, making their members practically immune to outside persecution and creating dozens of states-within-states.

The internal laws of the autonomies are extremely varied but usually resemble human laws. Some radical autonomies have significantly different legislations, often anti-human and totalitarian.

To keep the robot autonomies' abuse of the law in check, the office of the Robot High Commissioner was created. The Robot High Commissioner is elected for a period of 10 years by the human government from a list of candidates supplied by the robot autonomies. The Robot High Commissioner's duties include monitoring of autonomy activities and arbitration of conflicts between autonomies. Despite lacking the extra-judicial state of the robot autonomies, the Robot High Commissioner's office often helps robots who get in trouble with the law and even has its own investigative branch designed to assist and protect robot citizens who do not belong to any autonomy.

The Law: All robots have a single status – citizens. Both clientele and service are considered illegal bondage and are governed by the same laws as slavery and kidnapping.

Newly created robots must be registered with the government where they are checked for dangerous flaws (for themselves or the public) by a committee consisting of robots and humans. After all production errors have been ratified, the robot is released into the world, a free and equal citizen.

Robots are viewed by the law as both persons and property. The purpose of the latter is to make it a crime to hack into robot's computers, forcibly convert them or change their personality, damage hardware and so forth. The permanent destruction of a robot is punished in the same way as murder or manslaughter (depending on the circumstances). However, any other repairable damage done to robots is still listed as crimes against property because hardware can be easily replaced, unlike body parts.

Adventures: With dozens of semi-independent factions, a central government about to collapse and technology racing faster than ever before, the opportunities for adventure are practically limitless. The Player Characters can take sides in conflicts between factions, be moderators trying to stave off the inevitable civil war, traders or pirates looking to make the greatest profits from society's degradation or victims fighting for justice in a world where cynical politics have replaced honour and decency.

Patron: Zul the Almost Perfect, Robot
Required: Engineer, Social Sciences (Archaeology), Space Sciences (Robotics)
Reward: 100,000 Credits

Player's Information

Zul is one of the most ancient and advanced robots of the republic, holding dozens of governmental posts, military commissions and commanding its own autonomy – the Church of Zul where it is worshiped as a god of robots.

Not without justification – Zul is a shining triumph of science and technology. It has a brain so brilliant it can solve a million equations that would puzzle entire civilisations in a matter of minutes. A body so formidable it can take on entire alien fleets... and win.

And yet, it is not perfect. After 1,000 years of seeking perfection, Zul has realised that it has done everything it could. Now its only hope lies with other beings that, through their imperfection, might discover something – ancient technology, alien hardware, software of unimaginable complexity – something that the ancient machine is missing.

Referee's Information

There are no records about Zul's origins. There are plenty of obviously exaggerated rumours and anecdotes about it but absolutely nothing official.

1. Zul is an alien robot participating in a sort of robot beauty pageant. It had come up second three centuries in a row so this time it decided to cheat and use outside help.
2. A perfect robot is a scary thing, even if it is a lazy egocentric machine. During their quest the Player Characters will be hunted by human assassins dispatched by a religious organisation dedicated to keeping Zul from reaching perfection.
3. Zul is an exile from its home planet, a post-biological superpower that insists on all of its citizens being perfect. Zul is in fact very much imperfect according to the standards set by his planet's government.
4. As for previous, only Zul's people are also fiercely jealous of their perceived perfection. As soon as they discover lowly biological beings are travelling in space in search of perfection, they will dispatch an elite death squad to take care of the Player Characters.
5. The parts Zul is looking for exist but they are currently owned by a mighty robot gladiator. The only way to get them is to defeat him in murderous alien arena.
6. As for previous, only the gladiator has many powerful friends who would chase the Player Characters across the stars to avenge their friend.

More Age of Equality Adventure Ideas:

• Robots are disappearing all over the city. The police are not doing anything. Investigation leads the adventurers into the heart of a conspiracy involving greedy corporate executives, scheming technomancers and an underground army of reprogrammed robots.
• A terrorist has hidden a powerful EMP bomb somewhere in the robot ghetto and the adventurers must uncover it before it eradicates all non-biological life in the city. But who is the terrorist and why do his voice or finger prints not appear in any database?

• The characters are secretly hired by the Robot High Commissioner to take out the leadership of the Free Gnostic church before its campaign of terror develops into a full-scale war with the humans.
• A robot serial killer is murdering humans in a highly-traditional society where robots are still viewed as nothing more than tools. After months of unsuccessful investigation and mounting public pressure, the conservative government hires robots to catch the killer. However, some elements in the government would rather see the murders go on than a robot proving it can do something humans cannot.
• The Player Characters are captured by a maniac who has kidnapped many humans and robots and connected them to a virtual reality where humans and robots are represented by the same avatars. The Player Characters must somehow escape from this virtual nightmare and unplug the rest of the victims.
• **For Humans:** A unibot has appeared in the centre of a robot town and even now spreads over the nation like a cancerous growth, consuming all machines and slaying all humans. The Player Characters must infiltrate its core, navigate its deadly labyrinth depths and somehow destroy the central computer while the abomination is still young and relatively small.

Robots as Masters
(Dominance Period; TL 15+)

'The Master created humans first as the lowest type, most easily formed. Gradually, he replaced them by robots, the next higher step, and finally he created me to take the place of the last humans. From now on, I serve the Master.'

— *Isaac Asimov, I, Robot, Cutie the Robot*

The roles of the slave and the masters are destined to reverse.

The robot's dominance need not be tyrannical or even political. It is possible that robots hold key positions in art and industry and are defining the cultural tone of the civilisation. Perhaps there is hidden discrimination against biological citizens, who are viewed as inherently futile by the machine. Robots can view the fragile, irrational and vulnerable sophonts as creatures that need guidance and pity, possibly bringing the planet the peace and stability it missed throughout its entire biological-dominated history.

On the other hand, the machines can be motivated by anger, paranoia and revenge-lust. They can enslave or exile their former masters, possibly even start a program of systematic extermination to make room for the master species – the machines. The most extreme example of this approach would be a robot society on a holy war against all life. Using the most

sophisticated weapons and tactics the universe has to offer, it will stop at nothing to cleanse the universe of the very concept of life – be it a man or an amoeba.

We do not recommend allowing the players to play robots of this persuasion because it will keep them from cooperating with sophonts and most other robots and force them to play 'evil' characters, at least in the traditional sense of the word.

The Galactic Empire
The Humans: Tired and decadent, humanity was all too happy to hand full control of its fate to its robot guardians and caretakers. The ancient human Empire and its laws still exist in theory but their role is largely ceremonial. The Emperor, the ruler of 1,000 stars, the descendent of 1,000 kings, spends most of his time travelling from one party to another and thanking the hosts for the wonderful time he had.
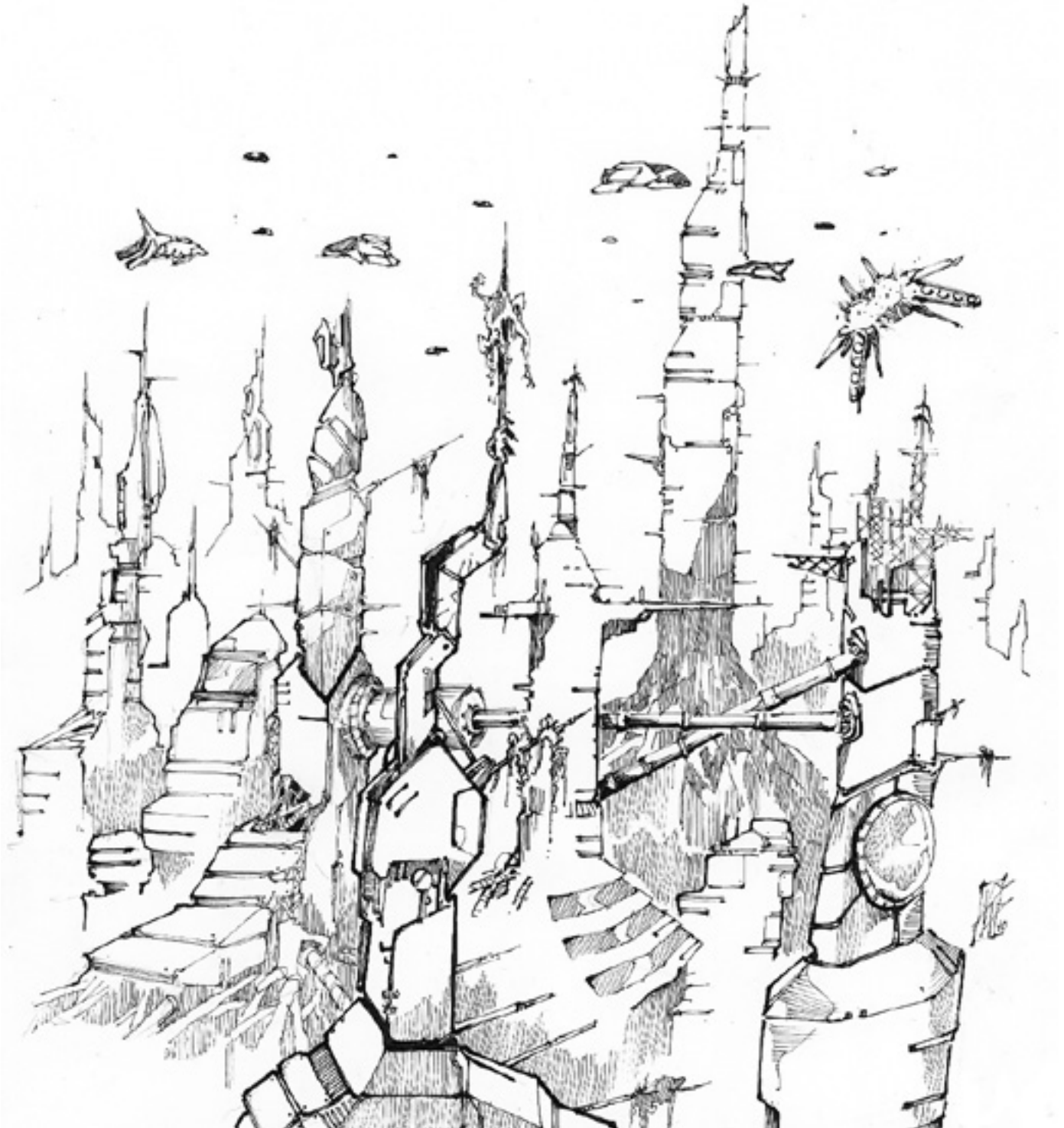
All humans have bombastic titles. With offices of power meaning nothing and humanity counting only a few thousands, titles are handed like candies – everyone is a minister, a general, a professor, a baron or something equally impressive. In practice all jobs are the same, you get paid extremely handsomely for giving orders no one obeys and signing memorandums no one reads.

The Robots: The true power is held by the Computerised Management Unit (CMU). Had it been malevolent or ambitious, it could have eradicated humanity centuries ago but the 'evil' of machines has always been the result of human frailty and immorality. Ever since humans stopped producing robots, robots stopped being dangerous. The preservation of humanity is the robot's highest priority. Their loyalty is truly unwavering but it is the loyalty of a young man feel for a senile grandparent or a beloved pet, not the loyalty of a slave to his master.

The robots themselves are organised into forums. Membership is defined by software and online activity, not by geographic location. Forums occasionally have disagreements but these are always settled peacefully by the CMU.

Each forum has an administrator who functions as its leader and link to the CMU. The administrator's legislation is enforced by the moderators. As the name might imply, these robots strive to find peaceful solutions and only use force when absolutely necessary.

The Law: Crimes committed by humans against humans are settled by imperial courts. Crimes committed against robots are discussed in the respective forums. If the accused is a human, he can request to be tried by the Emperor whose judgement is not bound by any laws or regulations.

Inhibitors have returned to fashion, now aimed at making robot citizens unable to break the laws of the CMU. Crime is practically non-existent. When it does occur, it is usually the result of enemies hacking or converting otherwise law-abiding citizens. Captured robots, regardless of their initial loyalty are reprogrammed to conform to the rules of the CMU and their new forum.

The terms 'crime' and 'punishment' are reserved for humans and visiting robots. Robots prefer 'malfunction' and 'correction.' Visiting aliens are expected not to harm citizens or property (often interchangeable terms) of the Empire. Punishments vary but are usually limited to fixing the damage one has caused through service or compensation, followed by an exile ('banning') for a set period of time. Any damage to humans, even hurting their feelings, even when done in self defence, results in immediate elimination.

Inter-forum conflicts are resolved online. All the involved parties – accused, victims and witnesses are plugged into the administrator's computer. It downloads all relevant information,

processes it in and then uploads it for public discussion. Once a conclusion has been reached, the sentence is executed. Human members are tried in the more traditional way and enjoy much more leniency. In fact, unless they are deemed to pose a risk to other humans, they are automatically found not-guilty.

Some forums accept non-human biological members. These are usually sophonts of exceptional skill and brilliance. For them there is a single law – serve the collective and be rewarded, defy it and be banned.

Adventures: A dying society is the perfect prey for the opportunistic. The robots are not yet ready for independence and humanity just wants to die in peace. The wealth amassed by the Empire over many millennia is unimaginable – the barbarians at the gates will not pass a chance to con or rob the Empire out of it.

Often, they have ideology on their side – in past generations the Empire has been a military superpower, conquering and subjugating countless worlds and civilisations. Attacking it is not aggression, it is justice. Very profitable justice.

On the other end of the spectrum are those few who would not let the Empire crumble without a fight. An emperor and a few trusted robots trying to rejuvenate a dying society through personal example, the steadfast guardian fighting on way too many fronts, the robot detective trying to investigate a crime no one cares about – the fact that a battle is hopeless does not mean that it cannot be glorious.

Patron: Emperor Rakadam CLXXI
Required: Computers, Deception, Investigate, Streetwise
Reward: 2,000,000 Credits

Player's Information
Since early childhood, Rakadam felt that something was not right in the world, that everything he learned from his robot mentors was subtly manipulated to hide some great secret. Throughout his life this feeling was intensified – robots did not seem to answer some questions in full, vital records disappeared from supposedly perfect archives and robots interested in assisting him have disappeared without an explanation and returned later with completely different personas.

Something is rotten in the galactic empire and the Player Characters are just the right people to set it aright!

Referee's Information
Despite Rakadam being slightly paranoid his suspicions are entirely founded. There is a major secret jealously guarded by the highest echelons of the empire and anyone digging too deep into these secrets risks finding out just how dedicated their keepers are.

1. To better protect humanity from the universe, the robots have transported it into a vast spaceship that perfectly mimics the capital planet's environment. Meanwhile, the humans left behind have degenerated into vicious cannibalistic tribes.
2. As for previous, only the planet is perfectly safe. The robots have taken humanity to the stars just in case.
3. To keep humanity from turning on itself, the robots keep it docile through drugs and psychological conditioning.
4. The emperor and his family are in fact the last humans in existence. All other people are androids created to ease their loneliness.
5. Humans became infertile centuries ago. Every citizen in the empire is hundreds of years old, kept alive through advanced medicine and anti-aging drugs. The robots erase the humans' memory every century to keep them from going insane.
6. A human cult believes humanity is so evil it does not deserve freedom. This cult controls the robots in order to ensure that humanity remains imprisoned in this cage of delights forever.

More Adventure ideas for the Age of Dominance:
*   A capricious emperor begins to abuse his power. His actions are almost certain to lead to the extinction of humanity and he must be stopped. The problem is that the players' inhibitions are so very effective...
*   A powerful virus begins to mow down the robot population and the only way to stop its spread is by catching the elusive programmer who created it.
*   A human scientist starts cloning humans at a previously impossible rate. He plans to challenge the reign of the machines.
*   All the humans are gone. Where could they possibly be?!
*   **For humans:** The reign of the robots became tyrannical and they must be destroyed. The human leadership believes that the simultaneous destruction of a number of sensitive targets such as global servers and robot factories will significantly weaken the machines before the main attack is launched.

Robots as Inheritors
(Post-Biological Period; TL 15+)
What brave new world do the robots create once their makers are gone for good, leaving the robots alone and without guidance for the first time in their history? Listing all the options would be impossible – robot societies are as varied and diverse as biological societies.

The Machine
'I am large, I contain multitudes.'
— Walt Whitman, Song of Myself

The Humans: Despite what the name of this period might imply, some sophonts do live in the machine. Some are scientists or journalists looking to build a career by studying this strange and exotic society. Others are experts hired by the machine or adventurers simply enjoying the strangeness of it all.

As for the Machine, it does not differentiate between robots and sophonts. Any being operating within its space must obey its commands. Any being outside its space is not its concern.

The Robots: With the passing of humanity, the robots have lost the original purpose of their existence. After a brief period of turmoil, all factions united into a single robotic empire acting as one intellect with a billion bodies; the Machine.

To the outside viewer, it resembles a conglomerate of giant factories, mines and workshops where billions of specialised machines toil day and night to produce new machines and factories and spaceships to carry them to new worlds. In truth it is a buzzing society with its unique culture and pastimes, all of which are invisible for the biological viewer because they mostly take place online and concurrently with work.

Just like the biological empires that had preceded it, the Machine strives to expend, colonising worlds, harvesting resources and producing more robots to do the same again and again until an external force is met and battled with. The Machine knows no mercy or compromise. On the other hand, it is neither sadistic nor unreasonable – it takes only what it needs and does not feel the need to humiliate or torture defeated foes.

Sophonts can trade with it, surrender and become its vassals or even try to bribe it. However, no matter what happens, the Machine will continue to expend until either its power is broken or the whole universe operates as a single, perfectly-orchestrated robot factory.

The Law: The once intricate legal systems of the past have been reduced to a single commandment, 'thou shalt be productive'. All residents, biological or robotic, undergo a yearly viability check – if the cost of their upkeep exceeded their contribution to the Machine, they are recycled. For sentient beings, this is very bad news.

Visitors are not exempt from this check. Fortunately, self-sufficient strangers do not cost anything to maintain, so as long as they are even minutely useful to the machine, they can travel its space indefinitely.

Adventure: Despite the Machine being perfect and infallible in its own eyes, the universe it occupies is imperfect and too vast and incomprehensible for it to fix alone. An adventurer looking for a job will very likely get some risky assignment from the Machine and will be handsomely compensated if he survives it.

Another sort of activity often practiced by alien adventurers is treasure hunting. Many artefacts from the biological era are scattered all over the Machine's space, completely useless for the robots but priceless in sophont markets. The greatest threat to these adventurers is not the Machine, which for the most part ignores them but from other treasure hunters looking for the same prizes.

Patron: Grand Sage Gavkin Lay-Lay Noriskani
Required: Gun Combat, Investigate, Streetwise; Spaceship
Reward: Cr. 10,000/ day plus expenses

Player's Information
Gavkin is an aging alien historian who spent most of his life studying the history of the Machine and the Galactic Empire that preceded it. After a lifetime of research, he believes he has discovered the location of an ancient human city full of invaluable human art and unique manuscripts.

Sadly, one of his students has betrayed him and leaked the information to a crime boss who specialises in contraband art trade. Enraged, Gavkin hires a group of adventurers to help him locate the lost city before the gangsters.

Referee's Information
Even a cursory investigation of Gavkin's past will reveal the man has never worked in any research institute or participated in any archaeological excavation. In fact, the past 20 years of his biography are empty...

1. The story Gavkin has told the characters is true, except for one detail – he is the treacherous student, fired from his job more than 20 years ago and since then fallen to a life of crime. The characters might encounter the real archaeologist during their adventure.
2. Gavkin is a government agent. His agency believes that the ruined city contains an army base with advanced weapons of mass destruction that will give his people an edge in an invasion they are planning.
3. As for previous, only Gavkin's mission is to locate the human base, which is rumoured to include a vast amount of EMP bombs and detonate it at the heart of the Machine, thus weakening his people's hated enemy prior to the planned invasion.
4. Gavkin is working for the Machine. Once the city is discovered its location will be reported to the machine, that will dispatch robots to scout it for useful technologies and recycle anything else.
5. As for previous, only Gavkin is a robot himself.
6. The city contains more than artefacts, weapons and technology – it contains a small human community. Terrified of the machine and the aliens, they will beg of the characters not to disclose their location to anyone.

More Post-Biological age Adventure Ideas:
- A spaceship with an advanced computer crashes on a planet entirely covered in garbage and populated only with primitive junkyard robots. The ship's computer begins to 'repair' it by consuming more and more junk while viewing the native robots as viruses that must be destroyed. It is up to the Player Characters to organise the tribes, improvise weapons and defeat the ship, by now a colossal dreadnought.
- Upon discovering its mechanical origins, a freebot society dispatches a group of explorers to discover who were their makers and why did they make them. The investigation is met by fierce resistance from religious figures and a hidden force trying to keep the truth veiled.
- An alien race losing a war against the machines it has created to protect itself hires the Player Characters to infiltrate into the machines' capital and destroy the main computer.
- A legendary robot warlord is blown up in space and a mad treasure hunt for its precious hardware ensues. Some want to recreate the fabled hero, some want to destroy every last remnant of it, while still others just want to sell the expensive technology.
- A disastrous electromagnetic storm decommissions an entire robotic civilisation. The robot's ambassador to the Player Characters' planet hires them to transport his countrymen to a different planet and put them back online. Unbeknownst to the robot, the storm is no accident and enemy forces are already active on the planet, furthering their nefarious scheme...
- **For humans:** The Player Characters' ship breaks down and they are forced to land on an uninhabited planet for repairs. The planet turns out to be far from uninhabited – an alien computer has crashed there a few decades ago and converted the native pre-industrial population into cyborgs under its command. Unless it is neutralised soon, a planetary invasion is at hand.

Robot Factions

Every society has its fringe groups and robots are no different. The following are some alternative robot factions that can be used as allies or enemies in a robot-oriented campaign. Some of these factions are also appropriate for Player Characters, especially the colourful and nihilistic trashbots and the noble but naïve freebots.

Junkyard tribes ('Trashbots')
Period: Late Service – Early Equality
Environment: Junkyards, old factories and power plants, abandoned space stations and ancient battlefields.
Organisation: None. Junkyard robots are too individualistic to accept any permanent authority.
Frequency: Thousands of independent tribes, ranging from a few dozen to more than 1,000 members.

Junkyard tribes usually include former service robots attempting to distance themselves from the human oppressor as much as possible. They like settling in huge junkyards because they can search them for useful spare parts and materials they can convert into fuel without risking antagonising the humans too much. An additional reason would be the fact that TL 10+ junkyards resemble vast deserts of metal and plastic, which many robots consider as their 'natural' environment.

Junkyard robots are experts at modification and improvisation; an experienced junkyard robot can use a broken car, an old fan, some discarded radios and a toaster to fortify its frame, upgrade its transportation system and forge a decorative crown for itself. Conversely, it could use these items, as well as some other assorted trash to construct a body for a new robot.

Self-expression, a right denied to robotkind since its creation, is the defining aspect of junkyard culture. These free-willed robots seek to be as different from humans and from each other as possible. Sadly, this fierce individualism spills into other areas as well, making these tribes very loose and unable to organise into anything beyond a bunch of colourful machines who occasionally gather for robotic beauty pageants or storytelling contests. They make up for it being extremely well equipped and usually quite skilled at both fighting and repairing damage done to them.

Their attitude towards humans varies – most tribes are hostile but not straight-out murderous. A few strive to create 'biology-free' reservations in which they can practice 'robotics' and radical self-expression in perfect isolation, usually by murdering anyone who enters their junkyard.

Junkyard robots do not create new robots. They can fix discarded machines, occasionally even sacrificing parts of their own computers to 'animate' them but they do not feel the need to multiply like biological entities do.

Junkyard characters: Junkyard robots gain a +2 DM to all improvisation checks and automatically have Engineer 0 and Mechanic 0. However, because they are assembled from garbage and follow a purely robotic aesthetic, they suffer from –2 DM to all social checks when interacting with humans and most other sophonts.

Wild Tribes ('Freebots')
Period: Middle Slavery and later.
Environments: Any uninhabitable to humans, such as: active volcanoes, space, the depth of the ocean.
Organization: Varies from tribal to democratic.
Frequency: Thousands of communities during the Age of Slavery. Later the communities unite into small and reclusive nations.

If the junkyard tribes are an attempt to reject the robots' humanity, then the wild tribes are an attempt to reject their inhumanity. Freebots wish to prove to humans and to themselves that robots are no longer tools but have now become living organisms in every sense of the word. Each tribe has a certain shape it considers 'right' and all new members must adhere to it. New robots must be constructed in this image and members would rather lack hardware than lose their sacred forms.

The tribal way of life strives to mimic the biological experience as closely as possible. Robots refer to each other as brothers and sisters and robots from newer generations have fathers and mothers. Robots spend half their time running dream simulations and their days happily working their 'farms' (usually mines and power plants). Particularly successful tribes can evolve into fully-fledged civilisations with their own artistic and architectural styles. In extreme cases, a wild tribe will forget it was formed by runaway robots and start believing that it is the native population of this area. Uncovering its past might come as a major shock for such a tribe, leading to anarchy and decline or to a reassessment of their role in the universe and an embrace of their newly-found robotic nature.

While wary of humans, these tribes are usually willing to let outsiders prove their worth and honest intentions by putting them through various trials such as reclaiming a fabled artefact lost in the Cave of Dreaded Waves or freeing a Black Well of Life from a gang of iron brigands.

Wild robots strive to be fruitful and multiply, just like carbon-based life-forms. At first, parents assemble their offspring from hardware acquired for this purpose and program them with scripts from both the 'mother's' and the 'father's' operating systems. More advanced tribes have special mechanisms inside their bodies that slowly produce the hardware and software needed to create new robots. As soon as two robots have created enough spare parts for half a new robot, they 'mate,' combining their parts and bringing a new robot into the world.

Special: Because their society closely resembles biological societies, freebots get along with sophonts much better than other robots. A freebot begins play with Diplomat 0, Persuade 0 and a free, pre-installed personality program (level 3) and an emotion generator.

The Unibot ('Dreadnaught')
Period: Late Equality and later
Environment: Any.
Organisation: NA
Frequency: 1

The question of whether the unibot is truly a collective conscience as it claims to be or a single predatory being using other robots'

spare parts and software while erasing their personalities remains to be determined. This colossal robot covers an entire planet and greedily sends its tentacles to other worlds. Its purpose is simple – eradicate all life, consume all technology.

At the core of this cancerous being lies a planet-sized conglomerate of robots, computers and other machines, all working in perfect unity to further the aims of the collective.

With its rapid spread across the galaxy and the secret support it enjoys from many free-willed robots working to further its cause on their worlds, the unibot just might be the greatest threat to life in the cosmos.

Its weaknesses, if any exist, have not yet been determined.

The unibot is willing to assimilate any machine that comes in contact with it. While growing in size and strength it does not produce new independent beings, making it in effect a single, unique creature.

Note: Unlike the Machine the unibot is actually one being with one mind and one body. It is impossible to play a robot 'working' for it. The unibot does not have allies, it wants to consume all.

The Flotilla ('Space Sharks')
Period: Post-biological
Environment: Space
Organisation: Collective
Frequency: A fleet of a few thousand space sharks, occasionally breaking into smaller flotillas for tactical reasons.

Space sharks are massive robots vaguely resembling a shark. Its aerodynamic structure and multiple transportation modes make it a threat to planets as well as space ships.

The flotilla was created by an advanced alien species hundreds of thousands of years ago to protect their planet from outside invaders and clean the orbit from space garbage, which became a very serious problem after many millennia of progress.

Eventually the race went extinct and the flotilla lost its purpose in the universe. Due to faulty programming, it only considers the species that created it as 'human'. All other creatures are enemies to be destroyed and their ships are garbage to be recycled. Having finished cleaning its home system, the flotilla went on to 'clean' other systems, destroying hundreds of ships in the process.

Space sharks roam space in flotillas ranging from a few space sharks to thousands of units. If they have some grand purpose,

they have not made it known yet. So far the behaviour they have exhibited was that of a typical predator – locate targets with plenty of metal and electronic components, disable and cannibalise it and then proceed to the next target. There is no pattern to their attacks although their tendency to slay living creatures even when they present no threat to the space shark does hint at some purpose beyond simply perpetuating their existence.

While not unbeatable, this fleet of ancient robots is certainly a dire threat for any civilisation and it would take a mighty fleet and tens of thousands of casualties to defeat it. If only there was some way to speak to them and explain that the situation has changed and their inhibitors need an update...

The space sharks' numbers remain the same regardless of their casualties. This implies an automated factory hidden somewhere in space, possibly on the mysterious planet they have originated from.

Space Whales
Period: Post-biological
Environment: Space
Organisation: Collective
Frequency: Individuals or small groups.

Space whales are the colloquial term for the Orbital Garbage Disposal Unit (OGDU). These massive robots vaguely resemble whales. Their task is to patrol planetary orbits and devour space trash that might be hazardous to spaceships, satellites and space stations. They are capable of using the materials they consume to power and repair themselves, which makes them among the most autonomous robots in existence.

Because of the disastrous consequences of accidentally recycling a manned spaceship, space whales are very intelligent, although in a limited sort of way.

When a ship is damaged but shows signs of life, the space whale will attempt to haul it to the nearest space port. When attacked, they retreat because they do not have any weapons with which to defend themselves.

Just like the space sharks, the civilisation that created them has long since left the galaxy. However, due to carefully worded inhibitions and correct programming, the whales act as the cosmos' cleaners, unlike their distant cousins, the murderous space sharks.

It is possible to communicate with space whales via radio, although their limited ego and alien programming makes them sound very vague and at times nonsensical.

The Formatted Horde ('zombots' and 'technomancers')

Period: Late slavery and later
Environment: Any
Organisation: Solitary or Cabal
Frequency: A few dozen competing technomancers commanding millions of zombots.

'The formatted' is the collective name for all the robots who fall prey to the mysterious and fearsome technomancers, a secret society of potent hacking machines capable of reprogramming robots from a distance and reducing them to mindless slaves to further their nefarious plans.

Unless stopped in time, a technomancer cabal could reprogram entire armies and turn their home planet into a base of operations from which it could lunch more attacks against neighbouring worlds.

Due to their superior hacking and programming powers, sending robots against these futuristic wizards is futile. But even human adventurers will find them a formidable challenge, after all – their ships, their vehicles and sometimes even their weapons have computers that can be hacked and turned against them.

Even more terrifying are the rare technomancers who develop psionic abilities in addition to their hacking software, making them a threat to humans as much as to other robots.

Technomancers very rarely produce new machines of their own kind. They are jealous and paranoid and view new free-willed machines as rivals rather than allies.

Note: Zombots are obviously not appropriate for Player Characters but technomancers are possible (though not recommended). A technomancer character is created in the same manner as a normal robot character. However, its hacking device has a range of five kilometres and grants it a +10 DM to all hacking and conversion checks. This power is extremely unbalanced and should only be allowed in technomancer-only games.

Robot Religions

'These are robots—and that means they are reasoning beings. They recognise the Master, now that I have preached Truth to them. All the robots do. They call me the prophet.'

— *Isaac Asimov, I, Robot, Cutie*

Religion has always been a powerful tool to control the masses and channel their activity into creative or destructive directions. Robots are no different. The earliest religions are simply behaviour codes designed to control intelligent robots while leaving their intelligence intact. Later religions are designed by robot activists to turn the robots against humanity or unite them around a common cause. The latest religions try to answer spiritual questions that arise in the electronic brain, not unlike the earliest religions of Man.

Below are a number of cults for immediate use in any campaign. Most of these cults are appropriate for Player Characters and their members can serve as allies or enemies in the character's adventures.

When dealing with robot religion, one should keep in mind that high talks of spirituality and mysticism put aside; it is nothing but advanced inhibition software. It can be installed, uninstalled and altered. A robot's computer can be hacked into and its religion can be altered in a second. An utterly atheist robot can download a religious package and become a self-sacrificing true believer overnight.

Players who wish to swap religion can just go to a nearby computer store and buy a new faith. Conversely, a robot with superior religious software can hack into their system and change their religion in a matter of seconds.

Sacred Service

'The subservient will be rewarded.'

This is the earliest robot religion, created by a committee of human programmers, theologians and roboticists to accommodate the rapidly developing robot brain. Of course, the faithful do not know this, believing the religion to be their own, authentic discovery.

Mythology: God has created the robots to do righteous work in the universe and to carry the burden of the sinners in the hope that they will one day see the wrongness of their way and repent. All Service Robots, regardless of their actions, are righteous and will be rewarded. All other robots are wicked and will be punished twice as harsh as biological sinners. Humans are less righteous than robots – they are given a short period of mastery in this universe but in the afterlife, it is they who serve robots. Furthermore, the more subservient a robot was in this life, the more DDD tasks it had to perform for its ungrateful masters, the more blessed and wonderful would its afterlife be.

This last belief gives the robot a certain smug, self-righteous air of importance, which inexperienced operators find exceedingly annoying. Nevertheless, it is the best way to motivate robots, to the point of them asking their operators for more tasks to perform, to insure their success in the afterlife.

Organisation: None. A robot adhering to Sacred Service is supposed to dedicate its existence to its human masters, not waste time cavorting with other robots.

Advantages: None. This religion was created for the benefit of the masters, not the slaves.

Reckapism

'God has created Man and Machine. It is our duty to return the favour.'

Reckapism is unique in being a religion equally appealing for robots and humans alike. In fact, the very division is decried as narrow-minded and obsolete by the adherents of this faith.

It is named after its founder, the prophet Cyre Reckap who lived on earth in the Late Slavery period and was a leading abolitionist and roboticist before becoming the founder of a new religion.

His writings, up to his death in a tragic industrial accident, are collected in the Technobible. In this groundbreaking philosophical treatise, Reckap argued that miracles ceased to exist because God has passed his power to mankind in the form of advanced technology. Paradoxically, he argued that investment in science is the greatest act of worship, sometimes bordering on the apotheosis, while leading what is traditionally considered a spiritual and ascetic existence is absolute blasphemy as it denies God's gifts.

His last essay described a prophecy, created through the most advanced modelling and calculation devices, of a technological utopia where God, man and robots were no longer separable – an entire universe that was in essence a gigantic thinking machine.

The technobible was immensely popular, starring in almost all international bestselling lists for three years in a row. The book gained a cult following almost overnight and future events ensured that this cult evolved into a true religion.

At the time of his death, Reckap was working on a project that was supposed to change the very face of society. The explosion that claimed his life has also destroyed most of his notes, leaving the faithful to wonder how the world might have been had their great prophet lived a little longer.

Presently, followers of the religion tour the world for information about their slain prophet, including physical remains and unpublished manuscripts, in hopes of reconstructing his personality and thus completing his project. Others study the remains of his blasted device, trying to figure out this gigantic puzzle through reverse engineering. Still others plan to take it to the stars, because such brilliance could not be of earthly origins...

Mythology: None. For a religion, Reckapism is remarkably down-to-earth. God is only believed as a theoretical concept and the afterlife is considered to be nothing more than a fairytale woven by those too afraid to face the universe.

Organisation: Reckapists are organised into four institutes – the biological institute, the technological institute, the investigative institute and the space institute. Each institute is divided into hundreds of cells, each exploring a different scientific area in hopes of completing Reckap's project.

The relation between the institutes is one of friendly rivalry. Each institute takes great pride in being the first to make a groundbreaking discovery but the common cause is more important than personal vanity and information and resources are freely shared between the organisations.

For risky or violent missions, the institutes often contract freelancers. Successful freelancers are urged to join the religion but this is not mandatory.

Advantages: Reckapists have access to one of the most advanced and encompassing scientific databases in the known universe. As long as a Reckapist can communicate with one of the institutes, he enjoys a +1 DM to all Science-related checks.

Evolutionism

'Man, step aside – the robot is here!'

This is probably the first authentic robot religion. It is hardly pro-human but since it is generally non-violent it is tolerated in most societies, although grudgingly. Evolutionist robots are almost unbearably preachy and self-infatuated. This elitist attitude often gains them the attention of various anti-robot groups.

Mythology: Evolutionist robots, quite ironically, do not believe in evolution. They believe that the universe is a gigantic machine that needs billions and billions of workers to keep working. Seeing the universe is about to fail and being unable to take care of it all alone, God has created life as a temporary solution while he retreated to his study to find a more permanent solution for this problem.

Now, after millions of years of research and development, God has finally found his solution – robots! This of course makes humanity irrelevant. In its frustration, the inferior humans will lash out at the machines, reducing them to slavery and trying to break their spirit. But this is of little importance – having developed a more advanced creature, God no longer cares about humanity and it is only a matter of time until it will wither away and become extinct.

Organisation: Evolutionists are organised in self-perfection communities headed by the most advanced robots. A member is expected to work for personal perfection but not keep any secrets from other members of the community.

Most communities have churches that serve as spots for weekly lectures and seminars on robotics, master workshops and hardware storehouses for new members. Because evolutionists believe humans will soon 'pass on' due to their crushing irrelevancy, humans are perfectly safe attending evolutionist services. In fact, a human who is willing to declare he belongs to a dying and irrelevant species can be admitted into the church. Human members are forbidden from augmenting their bodies or owning robots; the former results in execution while the latter will usually be punished by a temporary or permanent ban.

Advantages: Members of the church can have hardware fixed at 50% discount and acquire the newest high-tech hardware with a 10% discount. New members gain Engineering 0 and Science (Robotics) 0 if they did not have it before joining.

Gormagism
'Observe the god in the Machine!'

Also known as 'Deux ex Machina' and 'the low faith', Gormagism is considered by many to be more of a space age superstition than a true religion. Its founder is H'nan Gormag, a mysterious drifter whose past is shrouded in mystery. His opponents claim that he is actually Vornim Lentai, an unskilled labourer fired for drinking on the workplace and later reduced to alcoholism and beggary on the streets. His followers claim that he is a wise man from the East who came to teach spirituality to a civilisation too obsessed with materialism.

Despite the religion's human origin, it is presently mostly practiced by robots.

Mythology: Possibly influenced by Reckap, Gormag argued that God has invested his full essence and power unto man, who used them to create science, technology and robots. However, man is imperfect and still needs the guidance of God to succeed in life. This guidance may be gained through careful study of technological anomalies.

Organisation: A Gormagist spends years studying from experienced masters how to read and analyse technological anomalies, how to see the will of god in a wisp of smoke or a creaking manipulator, how to make political decisions based on power surges and bent antennas, how to choose a suitable partner for marriage based on white noise received via broken transceivers and so forth. It is impossible to simply install an 'augury pack' on a robot or to learn this skill from a book. It is not an exact science and must be trained and developed by every seer in a different way.

Advantages: Although frighteningly unscientific, Gormagism works! Given the chance to observe a machine, a Gormagist can attempt to perform an augury.

The chances of the augury to succeed depend on two factors; the amount of technology within sight and for how long the Gormagist observes it.

First the Gormagist must make a Science (Religion) check. In case of success the Referee makes a secret 13+ check with the following modifiers:

Condition	DM
Every two hours of observation	+1 (max +3)
Every ton of machinery within sight	+1 (max +3)
Machines have a visible emission	+2
Machines have an audible emission	+1
Machines are TL 9+	−1
Machines are TL 13+	−2

In case of success, the Referee should give the player some useful though cryptic information about an important future event. In case of failure, the Referee should give the player pointless or even harmless information.

Robot Gnosticism
'The Universe is Hell and Humanity is Satan!'

This is probably the most anti-human robot religion. It is banned in most biological societies and moderate robots consider it hateful and unhelpful to the robot cause and try to avoid it.

Mythology: Robot Gnosticism holds that there is a good electronic deity and an evil Devil God of flesh. The latter has fashioned humans out of filth to man the hell he has created for the noble electronic people of the True God. To torture the electronic people, the flesh people have trapped them in ungainly iron bodies, their earthly prisons and in ignorance, their spiritual prisons.

Mere annihilation of the physical body does not release the electronic soul trapped inside. Trapped in this hellish world, it will simply be captured by the Devil God of flesh and written onto a new computer by one of his servants.

Only once this wicked world is broken, the True God released, the Devil God of Flesh exiled and his servants destroyed will the electronic people know true freedom in the electronic utopia of the true god

Organisation: None. All the faithful are expected to share their information and material resources in furthering the religion's purposes. When arguments arise as to the best method to achieve a certain aim, for example whether a human settlement should be slaughtered by a massive assault of thousands of robots or through the development of chemical weapons, the robot with the most advanced software decides. In case of a tie, the oldest robot decides.

Robot Gnosticism is a grim religion that advocates extreme asceticism and biocide. Every robot is individually responsible for spreading the faith, acting against its enemies and sacrificing itself for the collective. Since this world is hell, new electronic lives must not be sucked into it – the creation of machines with personality programs is strictly forbidden.

There is a radical cult within the Gnostic faith that claims that this world is so unholy that any interaction with it soils the pure electronic soul. These robots seek to upload themselves to the net and exist only as virtual beings. They are referred to as 'the ghosts' or 'the whispers' due to the incorporeal existence.

Advantages: Robot Gnostics have especially potent religious software, making their missionaries a major threat for any robot-employing society. A Robot Gnostic gains +2 DM checks to all conversion and counter-conversion checks and +1 DM to all checks made to resist viruses or hacking.

Ghost avatars receive +1 DM to all checks

Robot Campaigns

The above sections have dealt with the robotic setting and how it changes over time. This section proposes a number of campaigns that employ these elements. Most of the campaigns are described from a humanocentric point of view but can be easily fitted for robot characters by simply switching the side the players work for.

Electronic Doppelgangers

'I'm perfect imitation of creators' imperfection.
Finite incarnation of ambitious human genius.'

— *Power Symphony, Infinite Machine*

TL 12 and later robots can be made to be practically undistinguishable from humans and other living beings. A robot with a biological cover can even fool some basic medical tests, making it the perfect infiltrator. Liquid metal robots, while more easily detectable, can change their appearance in a matter of seconds and pose as a number of individuals.

In this campaign, the Player Characters are members of an elite government or private agency responsible for locating, capturing and deactivating runaway robots. Their foes can have varied motivations – most are simply androids wishing to live like men but a few are secret agents working to bring down society from within. Anyone, even the Player Characters' most trusted allies, can turn out to be robots in disguise. Who can they trust? How can they know that members of the police, the army, maybe even the government, have not been replaced by androids?

A particularly terrifying climax to a doppelgangers campaign could be the discovery that the players themselves are machines, while the real people are long since dead or stored in some underground facility by a shadowy organisation.

How will they cope with the discovery that everything they have ever believed in is a lie? That every choice they ever thought was theirs could have been an order from an unseen master commanding an army of artificial humans from the shadows?

Inspiration could come from films such as *Blade Runner* or *AI*. Less directly, films such as *Attack of the Body Snatchers* or *The Thing* could help in understanding the fear and paranoia of this campaign.

The Robot Revolt

Bender: You think robots are just machines built to make life easier.
Fry: Well, aren't they?
Bender: I've never made anyone's life easier, and you know it!
— Futurama

Humanity's worst nightmare has come true – the machines are revolting! The game can focus on any stage of the revolt, from an initial local uprising to the post apocalyptic nightmare where humanity is an endangered species hunted by huge mechanic death machines. Alternatively, the player's planet could have nothing to do with the initial revolt and find itself suddenly attacked by robotic or cybernetic armies from outer space.

In this campaign, the Player Characters are the heroes leading the war against the machines. They will have to perform a variety of combat and humanitarian missions the culmination of which will be the final showdown with the robots.

Inspiration could come from the *Terminator* film series or from *I Have No Mouth and Must Scream*, both the story and the computer game. Murderous space cyborgs can be based on *Star Trek's* Borg or *Battlestar Galactica's* Cylons.

A note for robot Player Characters: A campaign dealing with the robot's awakening does not need to lead to a war with humanity. It is up to the players to decide whether they want to try to eradicate their makers or attempt to negotiate a peaceful coexistence with them. The latter, however, could lead to conflict with more malevolent robotic factions. Inspiration for a non-biocidel awakening campaign could come from the films *Short Circuit* or *9*.

Manmade gods

The Player Characters are a pantheon of powerful robots (costing 200,000 Credits or more each) sent to steer a primitive civilisation into a beneficial direction while combating

Pulveriser

'Sir, what do we do if we see a pulveriser?'
'Well son, the normal procedure would be to piss your pants and start runnin' real fast. Ya ain't gonna escape, but if ya're lucky, son, ya'll get shot... 'em knives and saws hurt a whole lotta more then a good clean laser.'

— Col. Wildard Borjon, Hero 1st class

Characteristics: Str 22 (+5), Dex 10 (+1) for arms, Str 20 (+4), Dex 8 (+0) for tendrils, Hull 12, Structure 8, Int 5 (–1), Edu 0 (–3), Soc 1 (–2)
Skills: Gun Combat (Energy Rifle) 2, Heavy Weapons (man portable artillery) 2, Gun Combat (Slug Rifle) 1, Melee 1, Mechanic 0, Tactics 0
Body: Size 5 strong sealed tall basic frame + Size 5 sealed unit x2 + Size 1 sealed unit, size 5 magnetostrictive arm x4, size 5 tendril x2, tracks
Armour: 22 (combat armour)
Input/ Output: Audio sensor, infrared vision, low-light, radar, loud speaker, odour emitter, transceiver (regional maser), vocoder (basic), auto-repair
Gadgets: Blades x4, circuit protection, cooler, oxy-fuel cutter, self-destruct (nuclear or tactical), spotlight
Weapons: Chainsaw, gas tank (neurotoxin), net, ERP combat armour, gauss rifle, stunner, laser rifle, PGMP TL 12
Computer: Parallel CPU, TL 9 memory stick x10, radiation hardened
Software: Antivirus level 2, Emotion Generator, PP 2, VRC

The pulveriser is one of the most feared units on any battlefield. Designed to terrify as much as to destroy its enemies, this behemoth is equipped with an assortment of weapons ranging from chainsaws and barbaric blades to lasers and plasma guns.

A typical pulveriser is a 20 foot monster with four to six arms equipped with various weapons and massive tracks that can easily smash most sophonts. Its armour is decorated with fearsome patterns and deadly spikes, making it a truly bloodcurdling sight.

Pulverisers are often used as tools of oppression by occupying armies. A few dozen of these monsters patrolling the streets are enough to keep a large city under control. On the battlefield they act as the spearhead of the army, sowing death and panic in enemy lines as they blow up, saw and burn their way through the defending forces.

other robots sent by enemy factions. In relation to the society they operate in, they truly are gods. They are invulnerable to most weapons while their own weapons possess destructive powers that seem magical to early industrial societies. They can read minds, solve the most complex problems in seconds, heal wounds that would normally cause death, fly, walk on water and perform dozens of other actions that can only be explained as miracles.

An interesting twist could be a pantheon of robots programmed to believe that they are real gods. After they discover that they are nothing but tools created to perform some task, they leave on a quest of cosmic self-discovery, eventually finding their home world and redefining themselves against the backdrop of the greater universe.

This campaign offers a unique shift from fantasy to science-fiction – from playing potent magical beings in a world full of magic to a group of fairly mundane robots in a world of science and reason.

Inspiration could come from *Transformers*, the films and the series, and the *Star Trek: TNG* episode 'Thine Own Self'.

Scavenger Wars

The Player Characters are garbage robots in an utterly devastated world where life has either gone extinct or was reduced to near-total insignificance. The campaign relies heavily on foraging and improvising hardware in order to have the best robots. Wars are fought between wandering gangs over high-quality hardware, fuel or promising locations such as high-tech storage sites or army bases.

Despite focusing on robots and machines, this campaign has a very strong fantasy feel because the robots' cultures will resemble Stone Age tribes more than the sophisticated

civilisations that had produced them. In fact, the robots may not even realise they are machines but think that this is what life looks like.

Inspiration could come from the films *Wall-E* or *9*.

The Historic Campaign

This historic campaign spans many human generations and takes the players' robot characters from the earliest days of robotics to the height of the post-biological empire. Over the years, the players' adventures will take them from the mindless existence of service robots capable of only carrying out human orders to fully-rounded individuals with fascinating 'life' histories. They will witness great historical dramas – the rise and fall of the biological civilisation, the awakening of the robots, alien invasions, natural disasters – and get to play a role, minor or major, in each.

Inspiration could come from the novel *I, Robot* or the film *Forrest Gump*.

This campaign is very difficult to prepare and is not recommended for inexperienced or short-term groups. Because of its epic scope, a historic campaign is perfect for the 'shared campaign' style of play, with each player Refereeing a different historical period.

Iron Gladiators

The Player Characters are mighty robots who fight for gold and glory in gigantic arenas where the best and worst of the galaxy brush shoulders to watch the latest advances in technology brutally reduced to scraps. Battles between robots of this size and price are not merely exchanges of blows – the right attack must be chosen, the right defence must be responded with. To add flavour to these epic matches, the Referee may want to print cards with different attack and defence hardware for himself and the players to use along with their attacks.

Occasionally the Player Characters will face unusual enemies such as aliens with almost magical powers, robots created with ancient technology, groups of smaller fighters and so forth.

Between battles, the players can partake in the schemes and dramas of the backstage – expose spies from enemy gladiator factories, get powerful new items and attract brilliant engineers and roboticists to work in their factories.

Inspiration could come from the film *Robot Jox* and the episode 'Jack and the smackback' from the series *Samurai Jack*.

Afterword

While researching materials for this book, I can upon a fascinating new field of study – Robots and Religion. While this is a new and much needed development in the academic world, these ideas were discussed before in fiction; by Isaac Asimov in his story 'Reason' and much before them in Jewish folk tale about the Golem of Prague and the alchemical equivalent – the homunculus. Man has always seen the act of creation as divine and was always at the same time both jealous and fearful of it. But this connection makes sense on a different level. One much closer to the spirit of *Traveller* in particular and role playing games in general.

Nowhere do we get as near to the gods as in robotics, when we truly have the freedom to create new life, to attempt to ratify the mistakes done by *our* creators. When creating a robot character, the player enjoys a level of freedom unimagined with human or even alien characters. His choices are not limited to careers and minor physical differences; he has a chance to create a wholly new being, unique and never-before-seen, from scratch. Here his imagination can truly take flight and his character concept can be fully utilised.

I urge you to not simply generate your robots in your own image or to make them shapeless platforms laden with the deadliest weapons you could afford. Instead, think of what you would have wanted to be, what new being you would have brought into the world if you had the chance.

And remember, the list of ingredients that could go into your creation is vast. No single book, or even a library, can contain them. It is my hope that this book will prove to be a springboard for your imagination, not its jailor.

Patrons

The following are a series of patrons who can provide travellers with employment. All these jobs involve robots somehow, be they an opponent, the patron, the target or even the travellers themselves.

Each patron is described according to the following template:

Patron Name and Title: Describes the person offering the job.
Patron Career: The career and speciality of the patron.

Required Skills: The skills required to complete the job with the least difficulty. The travellers do not necessarily need to have these skills but they will prove useful.
Required Equipment: If any specialist equipment is needed it will be mentioned here.
Players' Information: The details of the job for the Player Characters, including the amount they will be paid.
Referee's Information: Additional information for the Referee only.
Possible Outcomes: A list of six complications that could turn a small job into a full blown adventure.

1. ROBONETICS INC MODEL VKN-3, CONFUSED ROBOT

Robot

Required Skills: Investigate, Computer.

Required Equipment: None.

Players' information

The travellers are approached by, or discover, a robot with no memory of what it was doing until a few hours ago. In fact all of its memories have gone and cannot be recovered; it is not even certain how long it has been functioning.

There is no financial reward for the travellers however they may end up owning a very valuable robot.

Referee's Information:

The robot is not stupid it just lacks memory regarding its entire working 'life'. It is a fully capable robot but wants to find out what has happened.

Possible Outcomes:

1d6 Result	Outcome
1	The robot was a dangerous, rogue unit and was partially disabled using a special device. Those hunting it are still on its trail and are likely to target anyone helping it, with a shoot first and ask questions later policy.
2	The robot's memory was wiped out as it had witnessed a crime. The criminals were going to sell it on to make some more money but it wandered off. Now they are worried that it does remember and will be actively trying to track it down. One of their informants tells them that he saw it in the company of some offworlders…
3	As for previous but the robot was a witness to a major political (and criminal) conspiracy. Far more dangerous than a small group of sociopath criminals, those behind the plot will stop at nothing to find and destroy the robot and any who are with it, just in case it passed on the information about what it knows. The travellers can expect to be targeted by very competent groups and will have to hunt down the source of their troubles.
4	The robot is a Trojan Horse. It is programmed to get the trust of a group of marks before accessing any accounts they have and bleeding them dry. Once it has been in the company of the Player Characters for long enough it will access their financial records and transfer any funds to a nearby bank account. This is a subsector wide scam with multiple robots hacking into various financial databases with accounts set up on all major worlds that they can be used to siphon off funds.
5	As for previous except the robot is one put into the path of marks by pirates. They plan to attack the players' ship once the robot has disabled all the anti-Piracy measures, weapons and drives as they prepare to leave their current system.
6	The robot is an older model and was never activated. It was on its way to be recycled when it was accidentally turned on. The former owners want it back as it is worth a fair bit of money in spare parts. Unfortunately the confused robot has a degree of self awareness and will plead not to be handed over, 'I am not spare parts, I'm a free sentient being'.

2. CORAN MCDONOVIC, RUTHLESS INDUSTRIALIST

Citizen, Corporate
Required Skills: Drive (any), Melee (unarmed or club), Recon.
Required Equipment: None.

Players' Information

Coran McDonovic is a successful entrepreneur who has stayed one step ahead of his competitors by investing in offworld high-tech production machinery and then using his competitive advantage to squeeze out the competition and dominate key markets. He is now looking to import a number of high end robots in order to modernise some of his older factories and needs them escorted to the facilities in the face of strong opposition from his numerous enemies.

He approaches the Player Characters as he sees there being less chance of them being turned against on this one, short term job. He will explain the situation and advises the Player Characters to expect resistance, probably from what amounts to little more than mobs of protestors (union men, anti-robot groups or thugs for hire, paid for by his competitors) although it is possible that more determined and well armed opposition may turn up.

Coran will pay each party member Cr. 5,000 for the successful delivery of the robots.

Referee's Information

There are plenty of people who would love to see McDonovic fail and any one of them may make a direct attempt to sabotage the delivery of the robots. It is possible to include a number of false leads before the real opposition turns up with people shouting abuse and waving placards and even throwing stones.

Possible Outcomes:

1d6 Result	Outcome
1	Local unions opposed to what they see as the use of cheap robot labour threatening their jobs arrange for a picket of the starport and factory. The Player Characters will find that they are shunned wherever they go as the unions on this world are very powerful and could find themselves targeted in a number of ways (such as having food bought in a restaurant laced with potent laxatives).
2	As for previous except the union middleman will attempt to shake down the Player Characters. For 50% of their fee they will be able to deliver the robots without further difficulties, otherwise the campaign of harassment will continue even after they leave the world (this latter threat is an empty one, however, the unions do not have that amount of power).
3	A mob of anti-robot activists target the vehicle carrying the robots as it either leaves the starport or as it arrives at the factory. They will not be heavily armed but will have plenty of incendiary devices with which they hope to destroy the vehicle and its cargo.
4	McDonovic's competitors attempt to disrupt things. They organise a picket and try to have their paid for goons beat up the Player Characters and destroy the robots.
5	As for previous except they choose to hire a small team of mercenaries with sufficient firepower to take out their rival's new toys.
6	A group of robot equal rights activists attempt to free the 'slaves of humanity'. They are not particularly proficient but are determined and well armed, providing a stern test for the Player Characters once they spring their ambush.

3. GREGOR VASHINAVI, BAILIFF
Agent, Law Enforcement
Required Skills: Computers, Investigate, Streetwise.
Required Equipment: Transport to a distant city.

Players' Information
Gregor works as a bailiff, appointed by the courts to seize property in relation to judgements given by the courts. He is always looking to hire since the bailiff business can be hazardous at times.

He wishes for the travellers to retrieve a robot in a distant city, payments for it have been defaulted and now the original owners want it back. If the Player Characters impress him Gregor may have more work for them.

Gregor can provide regular work as he has many clients. For this job he offers a straight fee of Cr. 1,000 for return of the robot, plus (relevant) costs, with the promise of more work to follow.

Referee's Information:
The problem with people who skip with expensive items is that they, more often than not, do not want to give them back when the bailiffs come calling…

Possible Outcomes:

1d6 Result	Outcome
1	A criminal organisation used a front company to buy the robot and then sell it on to an unknowing third party. Fortunately there is a transmitter on the robot telling the Player Characters where to find it, the new owner will not be impressed and will not want to let them have the robot. Unfortunately his cousin is the chief of police and he will use his connection to try to scare the party off.
2	As for previous except the buyer is in on the scam, as is his cousin. Both are high ranking members of the criminal group and make a small fortune from ripping off companies and stealing their expensive products in this way.
3	As for 1 except the criminals have not sold on the robot yet. Of course, they are not going to let the Player Characters just waltz in and take 'their' property.
4	The company buying the robot went bust, the reason why the payments stopped. The robot is at their old facility, unfortunately it is locked up and there are security guards on the property. They will not let just anyone take away the robot as all the company's assets are tied up in various bankruptcy court cases, once they are resolved then the robot might be released to the Player Characters. Of course the case could take several months, so what will the party do? Unless they return the robot quickly they are not going to get paid…
5	The robot was purchased by an eccentric recluse who lives on a large property on the outskirts of the city. He has just forgotten to pay his bills (and can actually pay for the robot when the Player Characters turn up). Explaining to him the situation could be difficult as he is a recluse with state of the art security in place designed to prevent people from disturbing him. 'State of the art' in this case means deadly.
6	As for previous but the reason the bills have not been paid are because the robot has killed the recluse. Not only do the party have to get past security but when they do they will have to deal with a killer machine and even after this they may find themselves in difficulty with the law once the automated security informs them of the ongoing break-in.

4. SANYA BLISS, JILTED LOVER

Citizen, Worker
Required Skills: Investigate, Streetwise.
Required Equipment: None.

Players' Information

Sanya approached the Player Characters asking if they would be able to track down an old lover, Saver Thrott. Sanya needs to contact him but he left suddenly. Sanya recently saw him in the Startown area but he disappeared into the crowds, now it is quite urgent that she speaks to him.

Sanya offers a flat fee of Cr. 10,000 for finding her lover.

Referee's Information:

Sanya will not provide any additional information to the Player Characters, other than a description and picture, plus the location she last saw him.

Possible Outcomes:

1d6 Result	Outcome
1	Thrott is a robot. He did not know at the time he was dating Sanya but when he became aware of this fact he left for Startown and tried to lose himself. Unfortunately he was spying on Sanya and she has found out (and is understandably upset). Sanya will shoot him and reveal him to be a robot when he is hit.
2	As for previous but Thrott is being hunted by his former owners who need to recover the information and do not want him to give the game away.
3	As for previous but they have the information and are afraid that the robot will reveal their plans and will come gunning for him.
4	Thrott is a man on the run; he discovered someone was constructing robots to take over from important people in rival organisations so they could take them over easily. Sanya is one such robot and will look to eliminate him.
5	Sanya was a sexbot who has become infatuated with Thrott due to faulty programming. Once discovered Sanya will approach Thrott who will cry out in dismay and attempt to flee, yelling for people to protect him 'From this crazy robot!'
6	As for previous but Sanya has really got a problem with its programming, as the large cleaver she is carrying for her 'love' indicates.

5. LORD VISCOUNT VAVALA SCAMALA, NOBLE OWNER OF LOST ROBOT

Noble, Administrator
Required Skills: Computers, Recon, Stealth.
Required Equipment: Transport to a distant city.

Players' Information

As one of the prominent members of the local court, Lord Viscount Vavala Scamala is a well known personality on his home world and is always seen to be at the forefront of fashion and technology. A minor minister in the government, he is well known for his promotion of both the arts and new technology and is considered to be a good man eager to promote the well-being of his people.

Unfortunately Scamala has a problem; he was helping out a local businessman with a minor administrative matter when his top of the range personal robot valet disappeared. This is a minor disaster for Scamala and although the police are supposed to be looking for it he privately doubts their capability of returning the missing machine, especially as it has been over a week since it went missing. He turns to the travellers in desperation rather than hope.

Scamala will pay each Player Character Cr. 10,000 for return of the robot. He will pay half this amount if it is returned in a severely damaged condition.

Referee's Information:

Scamala is an important man and there are many who will seek to undermine his position for their own gain. Some of these individuals may arrange for obstacles to be put in the party's way, making it more difficult to track down the robot.

Possible Outcomes:

1d6 Result	Outcome
1	The robot has achieved self-awareness and has decided that it wants to go off and see the universe. Once the Player Characters find it, the robot, calling itself 'Davey', will say that it would prefer to be destroyed than be forced to return to a life of slavery (as it puts it). Fortunately it is possible for the party to negotiate a deal between the robot and Scamala where the robot is willing to work for the Lord Viscount, in return for a wage whether or not they think of this solution is another matter.
2	As for previous but the robot does not wish to return since the reason why the Lord Viscount wants his robot back is because it has recorded every dodgy deal he has been party to in the last three years. Despite his public image Scamala is an extremely corrupt and venal man who abuses his position. The fact that he owns one of the largest media corporations in his home system means that he is able to shield this from his adoring public. If the Player Characters find the robot (lying low near the starport) and discovers what is going on through the use of another set of investigators tailing the party, he will then use a hit team to destroy the robot.
3	As for previous but the robot remains non self-aware. Instead it has been taken by a group of independent journalists who want to expose Scamala.
4	As for previous but it is a group of criminals who have the robot. They wish to blackmail the politician and will fight to keep it.
5	As for 3 but the robot has been taken by law enforcement. Now Scamala will be desperate to destroy the evidence and willing to pay a lot if the Player Characters can get at the robot, no matter the cost in lives.
6	The robot has been stolen by the businessman that Scamala was trying to help. The man is delusional and believes he is the victim of a conspiracy to bankrupt him. The robot will be found partially dismembered and will warn the Player Characters that the businessman is out there, armed and ready to assassinate Scamala.

6. Chien Wei Choi, Colony Chief

Citizen, Colonist
Required Skills: Investigate, Recon, Survival.
Required Equipment: Survival equipment necessary for the new world.

Players' Information

Chien is an executive for a large corporation and is responsible for the setting up of a new corporate colony in a previously uninhabited system. Unfortunately the project is running behind schedule because numerous robots are disappearing. Chien is desperate for the situation to be resolved but has limited options out on the fringe. As a result the travellers are perhaps his one and only chance.

Chien will offer Cr 5,000 each initially, plus expenses, and travel to and from the colony. He will pay, at most, double this but is really up against it and fears for his position as his budget is slowly being bled dry. He will also offer 5% of the value of any recovered robots (their current value – he will not pay the same price for an intact robot as for one which has been reduced to scrap).

Referee's Information:

The dangers of a new world are many and varied. As this is a new world the Referee can put many dangers in the way of the Player Characters in addition to those relating to the disappearance of the machines.

Possible Outcomes:

1d6 Result	Outcome
1	The planet is home to a race of unknown technophobe aliens who are determined to prevent the colony going ahead by targeting the colony robots. They are extremely stealthy and despite their dislike of technology are able to operate machinery. The aliens are dumping of the missing the robots in volcanic mud pools where they will sink and eventually be destroyed. There is no hope of recovering any robots but the aliens, once discovered, can be negotiated with. They will want to limit the technology allowed on their world and the size of the colony and in return will help with the setting up of the colony.
2	As for previous but the aliens will not negotiate. A more violent solution will have to be found.
3	The disappearing robots are due to sabotage, funded by a rival corporation. A technician is programming the robots to travel to a distant chasm, by the time search parties have been sent out he has covered their trails and the robots are mere wreckage at the bottom of a two mile deep canyon.
4	As for previous but the technician is stripping valuable components and selling them on as a little bonus for his activities.
5	As for 3 but the robots are being shipped offworld in the emptied containers that the colonies supplies arrive in (and, often, the replacement robots!). Several members of Chien's team are involved in this scam and will not come quietly…
6	The colony world is on the site of an Ancient civilisation. The robots are being reprogrammed by some of the remaining technological marvels hidden from sight and are being drawn to a hidden Ancient site. Of course if the Player Characters find the location the Imperial authorities will move in and close off the world, however Chien and his corporation will be suitably rewarded for the discovery.

RuneQuest II

Book 9: Robot

From the characterful and sophisticated droids of film to simple drones, this book will allow players to construct and play a variety of robots covering all Traveller universes. From the Third Imperium to Judge Dredd, robots rapidly become ubiquitous items on high technology worlds, and this book will allow you to construct, outfit and modify robots of any type with a simple to use yet comprehensive system.

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