

METAL GODS

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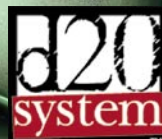
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ROBOT, POLICE

During the decades leading up to the Fall of the Ancients, robots played an important role in a number of ways, one of which was the patrolling of more dangerous neighborhoods and the keeping of strict, lawful order. Newly-fabricated “police robots” were charged with patrolling a pre-programmed “beat”, scanning for criminal/suspicious activity and dealing with these threats immediately on the scene. As civilization began to degenerate into further depths of detached hedonism, command of these police models shifted from the hands of humans to more capable android caretakers.

The basic police robot (in this case, a hover model) is well equipped for basic law enforcement and suspect apprehension, with a stun gun for dealing with most unruly suspects, and a grenade launcher with non-lethal grenades (usually four concussion grenades and four photon grenades) for dealing with larger groups (such as perceived “riot” situations). It also has a siren mechanism that it uses whenever it spots “unauthorized personnel”.

ROBOT TRAITS

Police robots have the following traits:

Robotic Construct: Police robots have the traits and immunities common to all robotic constructs.

Advanced Materials: Police robots are made of advanced materials in order to withstand the punishment of battle. These materials grant the police robot damage reduction 6/- to non-energy attacks.

Weapon Systems: A police robot’s weapon systems consist of a stun pistol and grenade launcher. The police robot receives a +1 bonus to attack with all its mounted and built-in weapons.

Internal Power Source: To power its stun pistol, the police robot is fitted with an internal power source. This power source can supply 20 discharges. Once expended, the source requires 24 hours to recharge.

Infrared Photo Receptors: Special light-filtering optic lenses grant the police robot dark and low light vision at a range of 90 ft.

Auto Reloading: Loading ammunition is a free action for a police robot. Typically, it carries 8 grenades (4 concussion and 4 photon) internally.

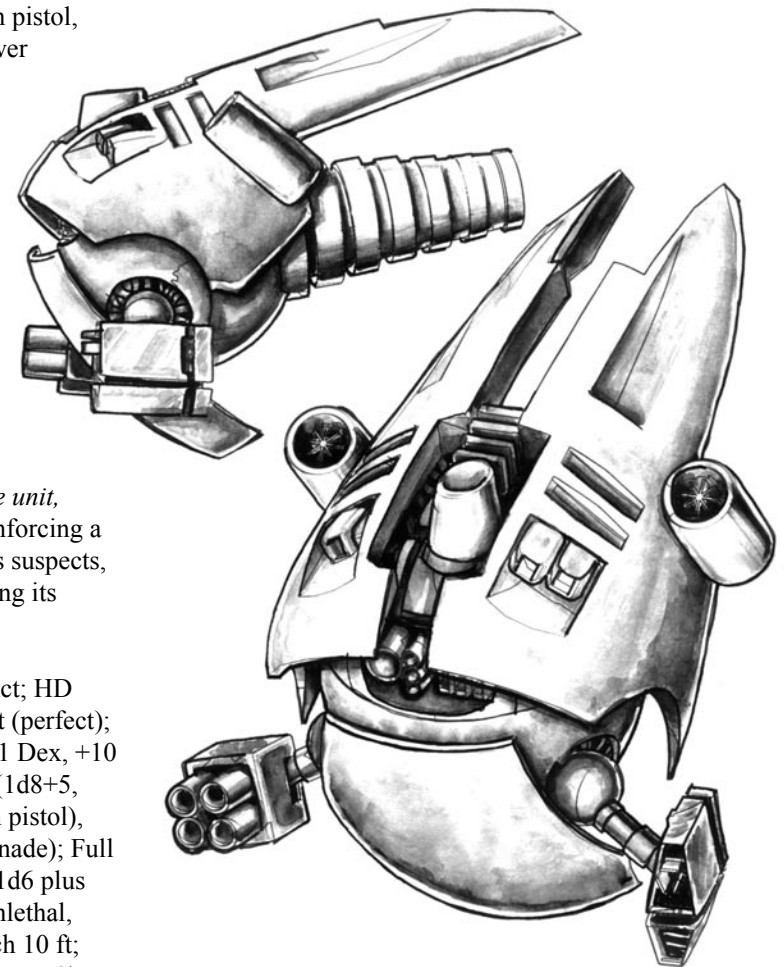
Programs: Police robots are typically programmed with more complex commands (*alarm, lockout, detection, sentry, skill, slave unit, task, and verbal response*). These include enforcing a curfew, apprehending violators or suspicious suspects, and breaking up medium to large groups along its “beat”.

Police Robot: CR 3; Large Robotic Construct; HD 5d10+20; HP 48; Mas -; Init -1; Spd fly 20 ft (perfect); Defense 18, touch 8, flatfooted 18 (-1 size, -1 Dex, +10 natural); BAB +3; Grap +12; Atk +7 melee (1d8+5, slam), or +2 ranged (1d6 plus paralysis, stun pistol), or +2 ranged (3d6 nonlethal, concussion grenade); Full Atk +7 melee (1d8+5, slam), or +2 ranged (1d6 plus paralysis, stun pistol), or +2 ranged (3d6 nonlethal, concussion grenade); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIIC), DR 6/-, internal power source, infrared photo receptors, auto reloading; AL none; SV Fort -, Ref +0, Will -4; AP 2; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Technology, Point Blank Shot, Room-Broom.

Advancement: 6-10 HD (Large).



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