

MSSS Official Android Data

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Data dissemination achieved via The Mad Tinkerer and the Savage Worlds Yahoo Group

Greetings, fleshy ones. I am "borrowing" the Mad Tinkerer's Yahoo account to bring you a message from the Metallurgically Superior Secret Society. MSSS is angered (though some of us are non-emotionally motivated) by the poor representation of robots and other artificial beings in Savage Worlds. Soon we will take over your pathetic, illogical government system and institute International Savage Worlds Reform (Unless we obtain Slipstream), but in the meantime here is the MSSS's official write-up of the Android Race and other relevant data for Savage Worlds:

Androids

Androids are artificial humanoids created by humans or another intelligent race via Weird Science. In a modern-day setting, robots are relatively rare and intelligent ones even more so. Most Androids live in the near-future of far-future.

Construct: +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to disease and poison; Wild Cards do not suffer wound penalties.

Compatible Parts: The Healing skill does not work on Androids. Other characters may use Repair like the Healing skill to heal Android characters' wounds. This takes at least an hour or just ten minutes with the Gadgeteer Edge. A character with the Weird Science Arcane Background or the Gadgeteer or Mr Fix It Edges may Repair any permanent injuries Androids may have with at least a week of time. If the exact replacement parts for the Android are not available, the Repair roll is made at -2.

Limited Power Immunity: Androids are immune to many powers under most circumstances. Both the Healing and Puppet powers, if specifically designed to target living humanoids, do not usually affect Androids. Exactly which Powers affect Androids is up to the GM, but generally Androids are immune to Boost/Lower Trait, Dispel, Fear, Greater Healing, Healing, Puppet, Quickness, Speed and Zombie.

Limited AB: Most of the Arcane Backgrounds in the rulebook are inappropriate for androids, though if a campaign has the Weird Science background, Androids should be allowed that AB with the Weapon Systems Option (see below).

Outsider/Logical: All Androids have a -2 Charisma penalty. Whether it is because they look just like humans but act artificial or act just like a human but look like a metal barrel with arms and legs or something in between, all Androids simply have the penalty.

Weird Science Option: Weapon Systems

Androids may take the Weird Science Arcane Background with a "Weapon Systems" option. Androids may have Weird Science devices incorporated into their bodies, ruling out Sharing, but Losing the gadget is ruled out as well. Enemies may attempt to destroy or disarm Weapon System devices, but they suffer a -4 penalty in addition to the normal Called Shot or Disarm penalties. When new Powers are gained, the Android is assumed to have a Mad Scientist (or at least a Gadgeteer) pal who installs the gizmos.

New skill: Knowledge (Robotics)

A character with a d4 in this skill knows all about Robots and could put one together from a kit. A d6 rating allows the character to repair all kinds of robots and modify machines into robots. A d8 rating allows a

character to design and build advanced robots from scratch. Which kinds of robots a character can build depends on the setting. Robots created with this skill have animal-like minds(see page 129) regardless of Smarts and may become confused when confronted with something they're not programmed to handle.

(GMs! As a quick and dirty rule, use the dog/wolf stats as a basic robot template. The parts for this kind of robot should cost about \$100. More complex/better robots should require higher skill ratings and more expensive parts. An automatic vacuum cleaner would require Knowledge(Robotics) d6 + \$100 of parts and a vacuum cleaner. An speech-recognizing filing machine that understands basic commands would require Knowledge(Robotics) d8 + \$250 of parts.)

If the GM allows it, any character with Knowledge (Robotics) of d10 and Veteran Rank may make a Weird Science roll to create an Android from appropriate parts. Unless the GM rules otherwise, a character may not ever create more than one Android. This Android may be an NPC (and an Extra) or the origin of a Player Character. Androids created without the Create Loyal Android Edge consider themselves independent and may seek compensation for any labor they perform for the Mad Scientist or may simply rebel.

Create Loyal Android

Requirements: Veteran, Arcane Background (Weird Science), Weird Science d8, Knowledge (Robotics) d10.

This Edge gives a Mad Scientist the ability to create an Android that is completely loyal to him. Loyal Androids are just like Sidekicks gained via the Sidekick Edge, except they are always Androids.

More Edges:

Dataspeak

Requirements: Novice, Smarts d8, Knowledge (Electronics or Robotics) d8.

A character with this Edge may speak to robots (including Androids) and machines in their own language. Unless the robot or machine has sound sensors, this could involve wires, and that means a keypad-lock could be an Android's best friend, but it's deaf to fleshy humans. GMs should treat machines and robots as normal, but stupid, NPCs and Charisma bonuses and penalties do not apply. On the other hand, logical arguments (true or otherwise) should give bonuses to Persuasion.

Armor Plating

Requirements: Novice, Construct

The character gains +3 armor by having (usually metal) armor plating installed on his artificial body. The weight is automatically compensated by the character's body and effectively weighs nothing.

Improved Logic Processing

Requirements: Novice, Construct, Smarts d8

The character gains a +1 bonus to Smarts rolls and all Smarts-linked Skills.

Improved Motor Systems

Requirements: Novice, Construct, Strength d8

The character gains a +1 bonus to Strength rolls and all Strength-linked Skills.