

ANDROID

The Android is a machine in humanoid guise. The Android's appearance may vary from an obviously artificial (i.e. a chrome or plastic exterior shaped to human proportions) to very life-like appearance (i.e. advanced synthetic materials that look and feel natural) that can fool the eye if not the fingers or nose.

Tireless and emotionless in the execution of its programming, those the Android has identified as criminals can expect no rest or mercy.

DESCRIPTION

In the same way the Android's behavior may vary as well depending on its programming. The Android's behavior may be nothing more than elaborate programming which, though very effective, means the machine is no more capable of an independent thought than a computer. Or the Android could be endowed with an artificial intelligence enabling it to learn, analyze, and "grow" beyond its programming much like a child.

Especially in the first instance the Android challenges the very notion of what it means to be a hero; the machine does "good" deeds not because of a sense of morality but because it has been programmed to do so.

This fact can make others suspicious of the Android. After all, programming can be altered and to have something so powerful without the moral compass that guides people is often perceived as quite dangerous. As a result the Android can be quite a challenge for teammates or associates as it often relies on them to provide the moral and behavioral guidelines it lacks until it, hopefully, can "learn" what it should do.

The Android is as effective in combat as its programming and/or the direction of its teammates allows it to be. This means that the machine may be nothing more than a point-and-shoot weapon reacting to the first stimuli it encounters and pursuing it to its end (i.e. fighting with the first foe that attacks the Android until the foe is defeated no matter what else happens), or it may be capable of advanced analysis making it as, if not more, capable than other heroes.

VARIANTS

Golem: A mystical construct, an artificial being given "life" through magical means, a simulacra, the Golem may be considered a mystical Android or Robot. The Golem usually features a vague and often disproportionate humanoid shape (i.e. short legs relative to a long torso, square head, lacking features other than rough eyes and mouth, etc.), but if its creator was talented enough it may resemble an actual person. Originally constructed as a mindless guardian the Golem has somehow become independent and now looks for someone new to protect.

Robot: The difference between the Robot and Android is mainly one of appearance; while the Android may be at least superficially human in appearance, from its synthetic exterior (i.e. chrome, alloy, plastic, etc.) to its staccato speech synthesizer to its industrial shape, there is no doubt the Robot is anything other than a machine. Of course, just because the Robot has the appearance of a machine does not mean that it cannot have the "soul" of a hero; like the Android, an elaborate program may control the Robot or it may have its own limited conscience.

GOLEM

POWER LEVEL 10

Str 34 **Dex 10** **Con -** **Int 10** **Wis 10** **Cha 10**

Skills: Intimidate 12 (+14, includes +2 due to size), Notice 4 (+4), Stealth 0 (-4, includes -4 due to size)

Feats: All-Out Attack, Interpose, Power Attack

Powers: **Density 6** (provides +12 Strength, **Protection 3** [Extras: Impervious], **Immovable 2**, **Super-Strength 2**, x5 mass, automatically fail Swim checks; **Power Feats:** Innate; **Extras:** Duration [Continuous]; **Flaws:** Permanent), **Growth 4** (provides +8 Str, +4 Con, Large size; **Power Feats:** Innate; **Extras:** Duration [Continuous]; **Flaws:** Permanent), **Immunity 40** (Fortitude saves, Magic [Flaws: Limited (halfeffect)]), **Incurable Unarmed Damage**, **Protection 10** (Extras: Impervious), **Regeneration 14** (+9 recovery bonus), **Super-Senses 3** (Darkvision, Magical Awareness), **Super-Strength 6** (*Heavy Load:* 720 tons [includes Density and +5 due to size]; **Power Feats:** Groundstrike)

Combat: Attack +7 (includes -1 due to size), Grapple +32 (includes +4 due to size), Damage +12 (unarmed), Defense +6 (includes -1 due to size), Knockback -19 (includes -4 due to size), Initiative +0

Saving Throws: Toughness +13*, Fortitude -, Reflex +4, Will +8

Drawbacks: Disability (mute, very common, moderate, 4 points), Disabled (when paper with "death" written in any language is placed in mouth, uncommon, major, 3 points)

Abilities -10 + Skills 4 + Feats 3 + Powers 118 + Combat 30 + Saves 12 - Drawbacks 7 = Total 150

* Impervious

ROBOT

POWER LEVEL 10

Str 34 **Dex 10** **Con -** **Int 14** **Wis 14** **Cha 10**

Skills: Craft (electrical) 8 (+10), Craft (mechanical) 8 (+10), Escape Artist 0 (+0, +1 with Elongation), Notice 8 (+10)

Feats: Eidetic Memory, Improvised Tools, Jack-Of-All Trades

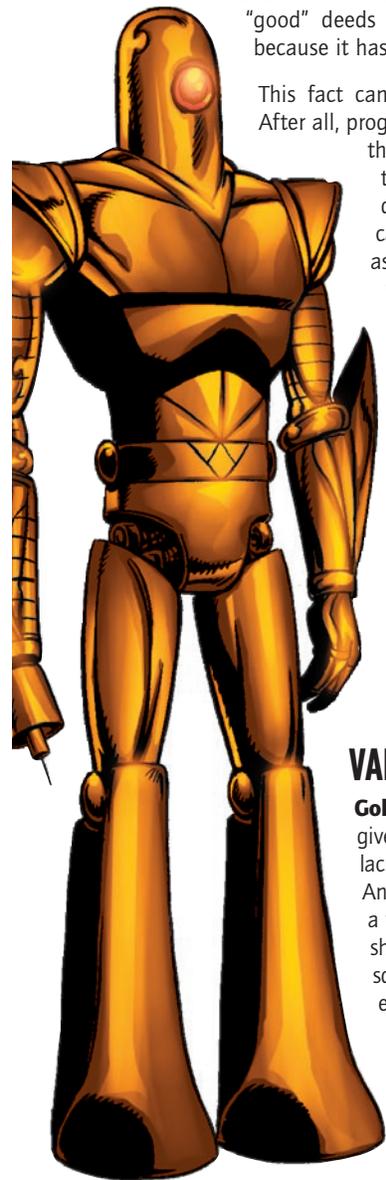
Powers: **Elongation 1**, **Immunity 40** (Fortitude saves, mental effects), **Protection 12** (Extras: Impervious), **Super-Strength 4** (*Heavy Load:* 21.6 tons), **Super-Senses 6** (Blindsight [radio, Acute, Extended])

Combat: Attack +8, Grapple +24 (+25 with elongation), Damage +12 (unarmed), Defense +8, Knockback -12, Initiative +0

Saving Throws: Toughness +12*, Fortitude -, Reflex +4, Will +6

Abilities 22 + Skills 6 + Feats 3 + Powers 79 + Combat 32 + Saves 8 = Total 150

* Impervious



ANDROID

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+7	+6	-	+5	+2	+0
24	22	-	20	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	-	+10	+5

Skills: Computers 8 (+13), Craft (electronic) 8 (+13), Craft (mechanical) 8 (+13), Knowledge (technology) 8 (+13), Notice 4 (+6)

Feats: Attack Specialization (strike) 2, Eidetic Memory

Powers: **Comprehend 3** (read, speak, understand all languages), **Immunity 40** (Fortitude saves, mental effects), **Morph 2** (humanoids; *Flaws:* Limited [voices only]), **Protection 10**, **Quickness 2** (x5), **Strike 2** (*Power Feats:* Mighty), **Super-Senses 4** (Darkvision, Radio, Ultra-Hearing)

Combat: Attack +7, +11 (strike), Grapple +14, Damage +9 (strike), Defense +10, Knockback -5, Initiative +6

Abilities 30 + Skills 9 + Feats 3 + Powers 67 + Combat 34 + Saves 7 = Total 150

"HUMAN EMOTIONS ARE TRULY FASCINATING. IS THAT FEAR?"

NOTES

- Comprehend and Morph mean that the Android is able to imitate the voice of any person it has heard at least once. Note that although Morph normally adds a bonus to Disguise checks since imitating a voice is usually done over the phone or otherwise out of sight it may be more appropriate to have the Android's voice imitation provide a bonus to Bluff checks instead. In either case the bonus is +10 although the skill used to oppose the Android's attempt differs (Bluff or Sense Motive for Bluff and Notice for Disguise).
- The Android takes damage as an object. If damaged the Android must be repaired using the Craft (mechanical) skill, although the GM may also allow the Craft (electronic) skill as the Android does feature a lot of advanced electronics. Note that because the Android possesses both skills it is capable of repairing itself as long as it is only "injured".
- Because the Android lacks a Constitution score it cannot exert extra effort; the Android may use hero points normally.

CUSTOMIZATION

Here are some suggestions on how to customize the Android.

Construction And Programming Flaws: Make the Android less than perfect by giving it one or more of the following drawbacks: Power Loss (immersed in water), Vulnerable (electricity), Weak Point; each of these drawbacks represents an error in the Android's construction. To simulate an error in programming add the Unreliable flaw to one or more of the Android's powers (except Immunity). Alternately you can make the misfiring of a power into a complication; causing either an Accident complication (i.e. the Android's Strike goes awry) or the power simply doesn't work for this encounter.

Functions Upgrade 2.7: Feel free to substitute powers for the Android as you see fit by taking points from other powers. Some appropriate powers include Anatomic Separation, Blast, Communication, Datalink (*Power Feats:* Machine Control), Flight, Protection (*Extras:* Impervious), Leaping, Morph (any humanoid), and additional Super-Senses.

What An Interesting Child: Although the Android as written is assumed to appear as a fully grown human, it might be interesting to have the Android appear as a child; to give the Android the appearance of a child add at least four ranks of Shrinking (*Power Feats:* Innate; *Flaws:* Permanent).

