

# TERMINUS ROBOTS

Vast is the arsenal Omega, Lord of the Terminus, has gathered in his never-ending crusade to conquer and consume the worlds of the omniverse. The devices of a thousand thousand universes are his to command, like pawns in a cosmic game.

One such weapon is the probot, a scout construct, often the first indication a universe has of the existence of the Terminus, and a herald of what is to come. Countless probots are hurled out into the myriad realities of the omniverse by the power of the Doom Coil. Passing through the dimensional membranes like an infection, they land on unsuspecting worlds (often taken for meteors or other space debris), where they activate and begin their

mission: to analyze a world's potential, neutralize threats, and summon the forces of the Terminus to conquer and consume it.

Probots often travel in the void for centuries, even millennia, before they encounter a world, and many more find worlds of no interest to their lord and master. A handful land on suitable planets in other realities. They immediately search for signs of habitation and civilization, and home in on these traces. The probots gather information about the local life-forms, technology, and culture, transmitting it back to the Terminus. They also eliminate any potential threats they encounter along the way, assessing their strengths and weaknesses.



## TERMINUS PROBOT

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	-	0	2	8	0	2	0

## POWERS

**Colossal:** Growth 16 (Permanent, Innate) • 33 points

**Machine:** Immunity 40 (Fortitude effects, mental powers), Impervious Toughness 16 • 56 points

**Rockets:** Flight 8 (500 MPH) • 16 points

**Sensor Array:** Senses 18 (Analytical Vision, Communication Link with the Terminus, Darkvision, Direction Sense, Distance Sense, Extended Vision 2, Radio, Rapid Vision 2, Time Sense, Ultravision, Vision Penetrates Concealment) • 18 points

**Weapon Array:** Array (31 points)

- **Blaster:** Ranged Damage 14, Accurate, Variable Effect (energy types) • 1 point
- **Force Web:** Ranged Cumulative Affliction 10 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 31 points

## SKILLS

Insight 4 (+6), Investigation 8 (+8), Perception 8 (+10), Ranged Combat: Weapons Array 4 (+6), Technology 8 (+8)

## ADVANTAGES

Assessment, Eidetic Memory

Usually, once a probot has landed on a world, it is already too late. Although a formidable force, the probot is only a scout. A world capable of defeating one is certainly noteworthy, but hardly a concern for the forces of the Terminus. Still, probots are equipped to deal with such potential concerns: if Omega or his lieutenants feel the newly encountered world is potentially more trouble than it is worth, the probot can be turned into an omega-bomb, capable of wiping out the entire world and removing it as a concern.

On a few occasions, probots become damaged during their long journey across the omniverse. Sometimes they land on planets and fail to activate, remaining buried beneath crash sites, or drifting through omniversal space, until some outside influence activates them. A damaged probot is even more dangerous, as its behavior is completely unpredictable, and it may become a walking bomb, just waiting to go off, if it is not handled carefully.

## PERSONALITY

Machines programmed for one purpose, probots have limited artificial intelligence and personalities. They are capable of communicating (absorbing the local language as part of their scanning process) but rarely have anything to say to the populace, apart from informing them of their eventual fate, either to be conquered by the Terminus, or destroyed. Probots cannot be dissuaded from their mission or reasoned with, although they can potentially be fooled.

## OFFENSE

## INITIATIVE +0

Blaster +8 Ranged, Damage 14 (variable)

Force Net +8 Ranged, Affliction 10 (Dodge DC 20)

Unarmed +8 Close, Damage 16

## DEFENSE

**DODGE** 8 **FORTITUDE** Immune

**PARRY** 8 **TOUGHNESS** 16

**WILL** 6\*

\*Immune to mental powers

## POWER POINTS

**ABILITIES** 14 **SKILLS** 16

**POWERS** 155 **DEFENSES** 16

**ADVANTAGES** 2 **TOTAL** 217

## COMPLICATIONS

**Machine:** Probots are sophisticated machines, but machines nonetheless, and often limited in their “thinking” and individual initiative.

**Motivation—Programming:** Probots are programmed to carry out their tasks as scouts and saboteurs before an invasion and do not vary from their instructions.

## POWERS &amp; ABILITIES

A probot is a massive machine powered by a cosmic energy furnace in its torso. Built of alien alloys and covered in armor plating, a probot can survive re-entry and crash landing on a planet’s surface, as well as resisting most weapons. As machine, they are immune to the biological needs of living things, and lack a true “mind” for mental powers to influence them.

A probot is equipped with antigravitational and rocket propulsion, allowing it to fly at subsonic speeds, although many of them walk, gathering data as they inexorably move towards their targets. The robots have an array of sensors, able to scan a wide range of electromagnetic frequencies, including local broadcast transmissions. All of this information is stored in the probot’s data-banks, and regularly transmitted back to the Terminus via subspace link.

Probots are equipped with both offensive and capture weapons. A force web projector can fire pulses of energy that ensnare targets, usually for later analysis, while the machine’s blaster cannons can be tuned to project different forms of energy based on the probot’s analysis of target weaknesses, also useful in gathering information for its master.

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