

GEARWORK ANDROID

THE NEXT GENERATION ERA ONLY

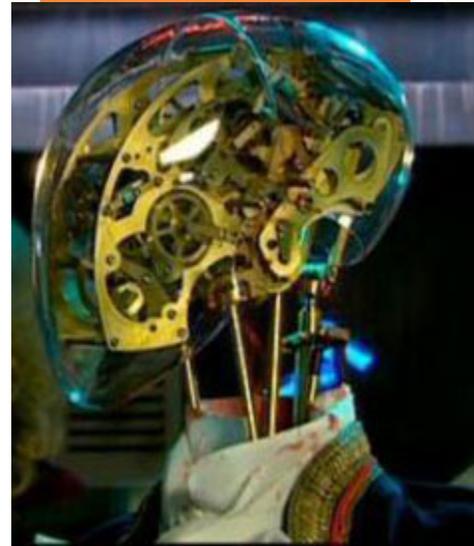
Gearwork androids are sentient ultra-advanced creations, made of intricate, extreme-precision, mechanical (non-electrical) moving parts, including its "brain". Primary energy is derived from stored kinetic energy in the form of what is essentially a highly efficient wound spring, periodically "rewound" using an external source.

Though not as capable as a Soong-type android in social interaction or imitation of mannerisms, the gearwork android does learn to adapt its behaviour, though subtleties may be missed. The gearwork android's motivations are related to pain avoidance and the understanding that sentients are similarly compelled. Routine functions are governed by its "responsibility matrix", located near the core of the mechanical brain. The responsibility matrix may be internally accessed, reassessed, and reconfigured by the gearwork android itself, but this takes time as each subroutine is physically deconstructed and built anew at the microscopic level. Due to the outwardly mechanical appearance of their bodies, they have experienced discrimination and difficulty integrating into society, and are viewed by the less enlightened as mere tools.

The gearwork androids were developed as a combination "crash test dummy" and "black box" for use in experiments within and around extreme energy fields that would destroy or interfere with electrical circuitry. Twelve gearwork androids were recognised as having developed sentient intelligence 11 years ago - 6 years after being put into service. This was unprecedented for any known mechanical computer A.I. It was thought that the gearwork androids' self awareness was spontaneously derived at through sympathetic reaction to the shared and witnessed pain of research engineers during a tragic accident at an advanced R&D facility. Unfortunately, the androids' creator - the preeminent researcher in the field of advanced mechanical computers, was counted among the dead.

EXAMPLE VALUE: *Contentment Is The Absence Of The Anticipation Of Pain.*

- **ATTRIBUTES:** +2 Control, +2 Fitness, -1 Insight, -1 Presence
- **TRAIT:** Gearwork Android. The gearwork android has no sense of taste or smell, but does possess sight and hearing comparable to the average Human. Mechanical sensors within the gearwork android's chassis provide a heightened sense of touch and balance as compared to Humans. The gearwork android is very sensitive to inertia. Any kinetic force that would cause trauma in a typical Human registers as "pain", even though the gearwork android is physically more durable than most biological life forms. The gearwork android has little understanding of pleasure except as a concept, being the inverse of pain. However, the gearwork android does seek "contentment" which it defines as the absence of anticipation of pain. The gearwork android struggles with the concept of "emotional pain", which it cannot feel. Understanding other emotions is of value to the gearwork android only in terms of pattern recognition and predicting sentient behavior. They are vulnerable to conditions that impede the movements of their gears, such as immersion in viscous liquids.





- **TALENTS:** The character receives access to the following Talents. These Talents are mandatory, and must be selected during character creation:

MECHANICAL CONSTRUCTION

REQUIREMENT: Gearwork Android.

The gearwork android is not affected by radiation, energy fields, nor focused energy beams or rays unless they are of sufficient energy so as to cause physical damage to the android's synthetic body. They have Resistance 2 against those types of attacks. This type of damage does not register as pain. They are immune to the effects of suffocation, hard vacuum, starvation, and thirst, as they operate on kinetic energy.

KINETIC SCAVENGING

REQUIREMENT: Gearwork Android.

In addition to its mainspring, multiple energy scavenging systems are active which generate kinetic energy from environmental G-forces and from gaseous and liquid atmospheric currents. While the amount of kinetic energy collected via these scavenging systems is insufficient to support full, indefinite functioning, under normal operating conditions on a typical M-class planet, the gearwork android may maintain all functionality for 28 hours, at which point stored kinetic energy is depleted and the android ceases all locomotive and motor functions. Its mechanical brain continues to think and store information powered solely by scavenged environmental kinetic energy. The gearwork android cannot scavenge kinetic energy to maintain essential functions in the weightless vacuum of space. If the gearwork android is able to scavenge kinetic energy, when it attempts a Recover Task, it may Succeed at a Cost. If it had a normal success on the Task, the gearwork android gains 1 bonus Momentum that can only be used to regain Stress (and cannot be saved).