

# ANDROID

## ALL ERAS OF PLAY

An Android is an advanced form of robot designed to imitate humanoids, typically Humans. Most Androids are self-aware and possess artificial intelligence. Numerous alien species created Androids in the galaxy, such as those discovered by Harry Mudd in the 23rd Century (which originated in the Andromeda Galaxy) as well as the dead species of planet Exo III, who created a process to transfer memories of an individual to an Android but not the associated emotions. The probe, V'Ger, was also able to create a highly advanced construct mimicking the Deltan officer, Lt. Ilia, which proved capable of replicating both memories and emotions. Any number of other advanced aliens were also likely capable of designing and creating advanced humanoid robotics. The first successful Androids created by Federation scientists were the creations of Noonien Soong in the 24th-Century. Soong-type Androids make use of a positronic brain, which is complex enough for sentient thought. Soong's first few androids proved imperfect, but his later models—including those created by his son Altan Soong—were less flawed and fully capable of being mistaken for Human. Paired with technology derived from that recovered on Exo III, this could create a golem that could theoretically house the consciousness of an individual.

*EXAMPLE VALUE: Be Self Aware Rather than a Repetitious Robot*

■ **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason

■ **TRAIT:** Android. While Androids mimic the Human form they are stronger than Humans, and immune to virtually all diseases and toxins, including many forms of radiation. Androids are typically functionally immortal, being unaging, but do require regular maintenance to maintain their parts. However, it's possible to design Androids that mimic human aging, and even die after a random period. Furthermore, as an artificial being, treating one with the First Aid task or removing injuries requires the Engineering Discipline rather than Medicine.

■ **TALENTS:** The character receives access to the following talents:

## INTERNAL DATABASE

**REQUIREMENT:** Android, or Gamemaster's Permission

Your internal memory contains a wealth of knowledge of a variety of subjects. When you succeed at a Task using Insight or Reason, you gain one bonus Momentum, which may only be used for the Obtain Information Momentum Spend.

## LIMITED EMOTIONS

**REQUIREMENT:** Android, or Gamemaster's Permission

You either lack emotions, or your emotions are an imperfect copy of humanities'. You reduce the Difficulty of all Tasks to resist coercion, mental intrusion, pain, and other mental attacks by 2.

## REROUTE SYSTEMS

**REQUIREMENT:** Android

You have automated repair protocols that can reactivate your systems after you have received damage. Once per mission, while Injured, you can attempt a Control + Engineering Task, with a Difficulty of 2. On a success, you recover, removing that Injury, but must still undergo repairs to fully remove the damage. You can perform this Task despite being Injured.

