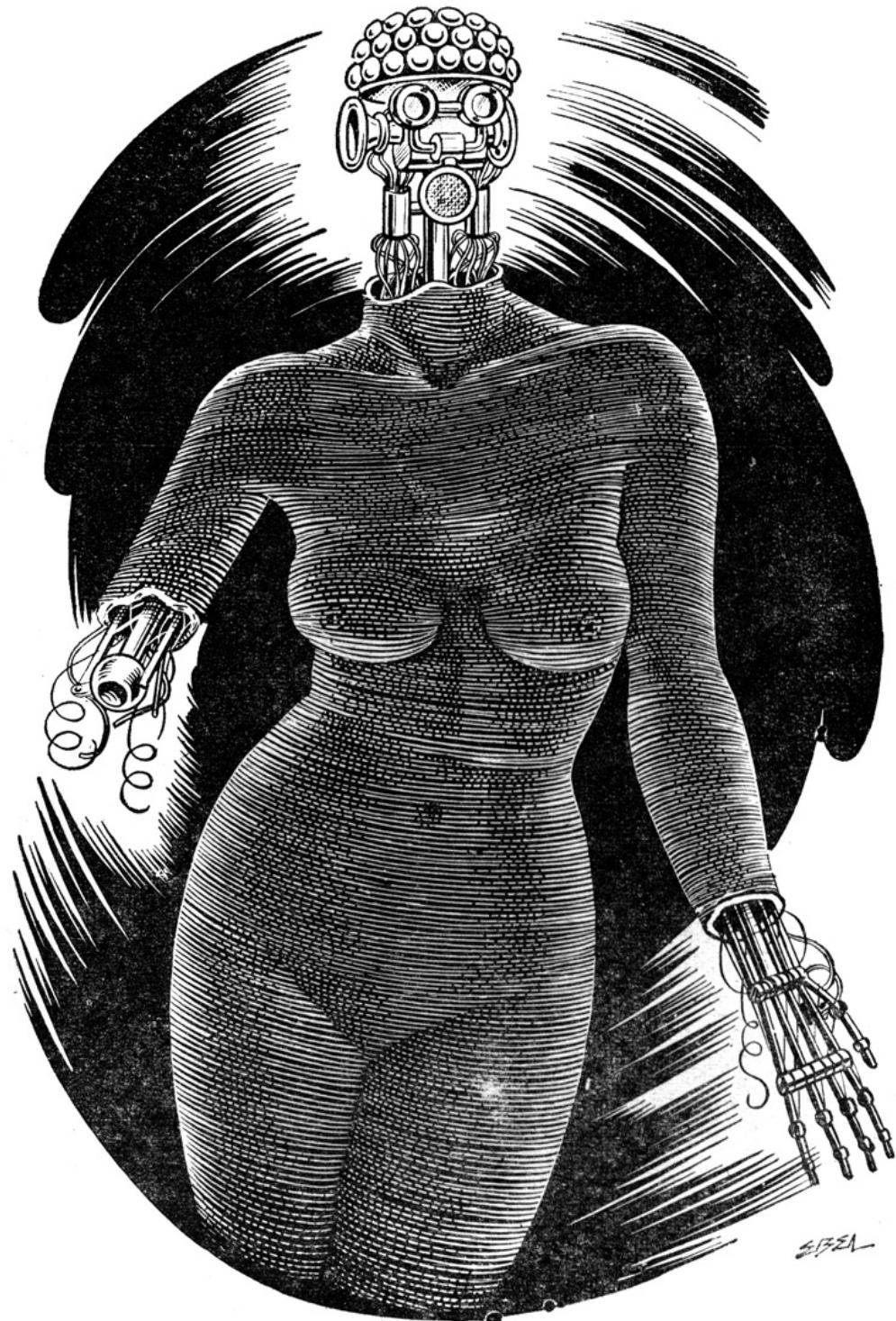


PC6

OLD SCHOOL RULES



ANDROID

The Android

Androids are robots that look virtually identical to humanity. As they are the product of extremely high technology, they are typically not found in the normal fantasy world and usually only appear as visitors from space or in ancient lost underground installations from long vanished civilizations.

As androids are made, not born, character creation is somewhat different. Instead of rolling ability scores, the player selects a base model. This determines the basic stats.

Androids have a fixed amount of hit points, but may gain extra hit points based on higher constitution (which represents better construction). They cannot be healed by magic, but self repair at 2 hit points per level per day after a night's "sleep".

Weapons Allowed: Any

Armor Allowed/Shields Allowed: Any/Any

To Hit/Saves: Fighter/Fighter

As androids are not organic life forms, they do not suffer from poison, disease, lack of oxygen, lack of food, or cold. They suffer only half damage from heat.

Although they think and are sentient, mind affecting spells and psionics have no effect on them, nor do sleep or paralyzation. Strangely, *Irresistible Dance* does work..

Illusions based on the mind do not affect an android, but illusions that exist as light and sound do.

Androids do not benefit from magical healing spells, nor do they suffer from magical harm spells, and deceased androids may only be brought back through the wish spell. Rumors persist that clerics of Ilmarinen and Hephaestus have spells that will heal and restore life to androids, as do some mages..

Androids shut down nightly for 8 hours for recharging and self-repair, 2 hit points per level.

Androids cannot use most magic items, only miscellaneous items that can be used by anyone and don't directly affect the android or require thought.

Androids can use magical weapons and wear magical armor. Intelligent weapons can only communicate to the android through speech. If magical armor provides a superior armor class than the android's own, it is used, otherwise only the pluses are counted. (I.e, leather armor +2 would give +2 AC, while splint mail +3 would provide AC of 1)

Android Models:

All Androids have a move of 12", AC equal to chain mail (usually 5) and do 1d4 damage unarmed.

Assassin Model: Str 18/91; Int 10, Wis 8, Dex 18, Con 16, Cha 16

Installed Upgrades: Adaptable Appearance, Integral Lockpicks, Self-Destruct, Vital Strikes

Combat Model: Str 18/00, Int 10, Wis 10, Dex 16, Con 18, Cha 8

Installed Upgrades: 360' Vision, Electronic Targeting, Electronic Countermeasures, Integral First Aid Kit

Companion/Secretary Model: Str 18/76; Int 14, Wis 10, Dex 16, Con 18, Cha 16

Installed Upgrades: Integral First Aid Kit, Recorder, Vital Strikes

Engineer Model: Str 18/76; Int 16, Wis 14, Dex 16, Con 12, Cha 10

Installed Upgrades: Improved Visual Sensors, Integral Laser Torch, Integral Toolkit

Hunter/Killer Model: Str 18/00, Int 12, Wis 10, Dex 16, Con 18, Cha 8

Installed Upgrades: Electronic Targeting, Integral Navigation System, Tracking

Medical Model: Str 18/51; Int 16, Wis 14, Dex 18, Con 12, Cha 14

Installed Upgrades: Chemical Analyzer, Integral First Aid Kit, Integral Scalpel, Physician

Pleasure Model: Str 18/76; Int 10, Wis 8, Dex 18, Con 16, Cha 18

Installed Upgrades: Acrobatics, Vital Strikes

Science Model: Str 18/51; Int 18, Wis 10, Dex 18, Con 12, Cha 10

Installed Upgrades: Bioscanner, Chemical Analyzer, Improved Audio Sensors, Improved Visual Sensors

Scout Model: Str 18/91; Int 12, Wis 14, Dex 16, Con 16, Cha 8

Installed Upgrades: 360' Vision, Chemical Analyzer, Improved Audio Sensors, Improved Visual Sensors, Telescopic Vision, Tracking

Upgrades:

As the android gains levels, the player may select various upgrades. These improvements are implemented by the android itself and require materials that cost (in g.p.) half the experience points needed for that level.

Many of these upgrades involve alterations to the android's hands. Unless otherwise noted, only one upgrade is possible per hand.

360' Vision – Small visual sensors are implanted throughout the head, providing a full range of vision.

Acrobatics – The android has the tumbling and tightwalking abilities of a thief-acrobat of the same level (if below 6th, then it has the abilities of a 6th level thief-acrobat)

Adaptable Appearance – The android may alter its appearance as per the assassin's *disguise* ability as an assassin of the same level.

Bioscanner – The android may spend a round (minute) to scan the surrounding area (up to 1000') for life forms.

This requires a successful Intelligence ability score check and if successful, the android knows the general size (halfling on up) and distance.

This ability is blocked by stone, so is limited use in dungeons

Chameleon Skin – The android's skin blends to match his surroundings, allowing the android to *hide in shadows* as a thief of the same level.

Chemical Analyzer – The android may analyze chemicals, including potions. While androids may only identify potions they already have analyzed and have knowledge of second hand, they can detect poison.

Echolocation – The android emits inaudible (to normal beings) sound waves and can interpret their bouncing off of objects to navigate in the dark. This may also be used to identify illusions.

Electronic Countermeasures – The android jams any electronic targeting used against him (such as radar guided missiles or androids with electronic targeting)

Electronic Targeting – The android may lock onto a ranged target, allowing any ranged attack to be treated as point blank

Enhanced Constitution – The android's constitution improves by 1 (maximum of 19)

Enhanced Dexterity – The android's dexterity improves by 1 (maximum of 20)

Enhanced Strength – The android's strength improves by one step (if 18) or if 18/00 to 19.

Hand Razors – The android has extendable razors underneath its nails. These may be used to cut things or as a melee weapon, doing damage as per a dagger. This may be combined with other hand upgrades.

Improved Audio Sensors – The android listens as a thief of the same level and is never surprised.

Improved Armor – The android's natural armor is now equivalent to plate mail (usually AC 3)

Improved Visual Sensors – The android may detect secret doors as per an elf and find traps as per a thief of the same level (no dexterity bonus).

Integral Drill – One of the android's fingers may be pulled back to reveal a drill. It has only minimal use as a weapon (1-3 damage) but can be used to drill the hinges of doors and chests and other things. It does emit a high pitched whine, alerting any nearby monsters.

Integral Laser Torch – The android has a laser torch built into one of his hands (which must be partially removed when the laser torch is in use). It does 1d6 damage and can cut through a variety of metals. It can only be used for 1 turn (10 minutes) every 8 hours

Integral First Aid Kit – Each of the Android's fingers shoots a spray which heals and seals wounds of organic beings. This heals 2-5 hit points of damage and automatically stabilizes dying beings.

The android has 5 doses of this spray, which regenerate every day.

Integral Lockpicks – The android may open locks as per a thief of the same level (Dex bonus applies)

Integral Grapple – One of the android's hands can be turned into a grappling hook. Further more, this hook hand is attached to a tiny wire and be launched up to 100'. Up to 500 lbs may be supported by the android (though it can be tricky holding on to someone else with only one hand)

Integral Navigation System – The android has an internal compass and inertial navigation system which keeps the android from ever getting lost as well as lets them detect sloping passages.

Integral Pitons – The android has pitons that can be extended from his feet. This allows the android to climb walls like a thief of the same level.

Integral Scalpel – One of the android's fingers may be folded back to reveal a very sharp scalpel, allowing surgery or usable as a weapon, doing 1d6/1d4 damage

Integral Toolkit – The android may set and remove/disarm traps as per a thief of the same level.

Laser Eyes – The android's eyes conceal a small laser weapon. It may be fired once every three rounds and does 1d6 damage with a range of 10' and 1d4 up to 30'. This is addition to his normal attack.

Physician – The android has been trained in the health care of organic beings. Patients under the android's care will heal normally at twice the usual rate. Once per week per being, the android may cure disease with a successful intelligence ability check.

Recorder – The android records the audio and visual of everything he sees or hears for a month (i.e., anything that happened 30 days ago is erased unless the player specifically says the android is storing an event).

These scenes may be played back as a holographic projection, half-sized and roughly 5' feet away from the android

Self-Destruct – The android may explode, destroying itself utterly and doing 10d6 damage to all within a 10' radius

Telescopic Digit – One of the android's fingers may be extended up to 10', serving as a 10' pole in all respects. If damaged, the finger slowly regenerates at 1' per day as part of the android's self repair ability, but reduces the hit points restored by half (only one hit point per level per day).

Telescopic Vision – The android may see far distances, as per *eyes of the eagle*.

Thermal Vision – The android has infravision/darkvision up to 60'

Tracking – The android can track as a ranger of the same level as the android.

Vital Strikes – The android has an understanding of a human's sensitive areas, allowing it to do 1d6 damage (plus strength bonus) while fighting unarmed against humans and similar beings (demi-humans, humanoids, even giants)

Followers

At 9th level, the Android may build an android manufacturing plant.

This requires an expenditure of 100,000 gp in addition to normal stronghold costs and takes 3 months to build.

Once built, the android's facility may produce 1 android per week. Basic versions cost 5,000 gp each, lack sentience and lack the ability to gain levels, but will completely obey the android's orders, up to a maximum of 10 androids per level the android has.

The android may build up to 5 advanced models, capable of advancement and fully sentient, but use the henchmen rules for loyalty. Each advanced model costs 25,000 gp to produce.

Follower androids only have 5 hit points per hit die, as opposed to 8.

The First Edition Android Advancement Table

Level	Experience Points Required	Hit Dice (Hit Points)	Title	Special
1st	0	2d8 (16)	Robomaton	
2nd	2,250	3d8 (24)	Animatron	Upgrade
3rd	4,500	4d8 (32)	Automaton	
4th	10,000	5d8 (40)	Mechanoid	Upgrade
5th	20,000	6d8 (48)	Mechaman	
6th	40,000	7d8 (56)	Syntheticon	Upgrade
7th	90,000	8d8 (64)	Humaniform	
8th	150,000	9d8 (72)	Replicant	Upgrade
9th	225,000	10d8 (80)	Android	Build Android Followers
10th	325,000	11d8 (88)	Android	Upgrade
11th	650,000	+2 hp (90)	Android	
12th	975,000	+4 hp (92)	Android	Upgrade
13th	1,300,000	+6 hp (94)	Android	
14th	1,625,000	+8 hp (96)	Android	Upgrade
15th	1,950,000	+10 hp (98)	Android	
16th	2,275,000	+12 hp (100)	Android	Upgrade
17th	2,600,000	+14 hp (102)	Android	
18th	2,925,000	+16 hp (104)	Android Lord	Upgrade
19th	3,250,000	+18 hp (106)	Android Lord	
20th	3,575,000	+20 hp (108)	Android Lord	Upgrade
21st	3,900,000	+22 hp (110)	Android Lord	
22nd	4,225,000	+24 hp (112)	Android Lord	Upgrade
23rd	4,550,000	+26 hp (114)	Android Lord	
24th	4,875,000	+28 hp (116)	Android Lord	Upgrade
25th	5,200,000	+30 hp (118)	Android Lord	

Weapon Proficiencies: 4 at first level, 1 additional every 3 levels. -2 non-proficient penalty.

Non Weapons Proficiencies: 4 at first level, 1 additional every 2 levels

Attacks Per Melee Round: 1st -7th Level: 1/1, 8th -14th Level: 3/2, 15th Level and up: 2/1

Starting Money: None

Note: The android gains additional hit points based on high constitution as the fighter does. They cannot specialize in weaponry.

The Original Edition Android Advancement Table

Level	Experience Points Required	Hit Dice (Hit Points)	Title	Special
1st	0	2d6 (12)	Robomaton	
2nd	2,500	3d6 (18)	Animatron	Upgrade
3rd	5,000	4d6 (24)	Automaton	
4th	12,000	5d6 (30)	Mechanoid	Upgrade
5th	25,000	6d6 (36)	Mechaman	
6th	50,000	7d6 (42)	Syntheticon	Upgrade
7th	100,000	8d6 (48)	Humaniform	
8th	175,000	9d6 (56)	Replicant	Upgrade
9th	275,000	10d6 (60)	Android	Build Android Followers
10th	400,000	11d6 (66)	Android	Upgrade
11th	550,000	+2hp (68)	Android	
12th	700,000	+4 hp (70)	Android	Upgrade
13th	850,000	+6 hp (72)	Android	
14th	1,000,000	+8 hp (74)	Android	Upgrade
15th	1,150,000	+10 hp (76)	Android	
16th	1,300,000	+12 hp (78)	Android	Upgrade
17th	1,450,000	+14 hp (80)	Android	
18th	1,600,000	+16 hp (82)	Android Lord	Upgrade
19th	1,750,000	+18 hp (84)	Android Lord	
20th	1,900,000	+20 hp (86)	Android Lord	Upgrade
21st	2,050,000	+22 hp (88)	Android Lord	
22nd	2,200,000	+24 hp (90)	Android Lord	Upgrade
23rd	2,350,000	+26 hp (92)	Android Lord	
24th	2,500,000	+28 hp (94)	Android Lord	Upgrade
25th	2,650,000	+30 hp (96)	Android Lord	

Note: If using the OE retro-clone that uses a single saving throw, it starts at 14 at 1st level and decreases by 1 until reaching 3.

Androids gain additional hit points on high constitution as per a fighter and also gains improved armor class for high dexterity as per a fighter.

The Basic & Expert Edition Android Advancement Table

Level	Experience Points Required	Hit Dice (Hit Points)	Title	Special
1st	0	1d8 (8)	Robomaton	
2nd	2,250	2d8 (16)	Animatron	Upgrade
3rd	4,500	3d8 (24)	Automaton	
4th	9,000	4d8 (32)	Mechanoid	Upgrade
5th	18,000	5d8 (40)	Mechaman	
6th	35,000	6d8 (48)	Syntheticon	Upgrade
7th	70,000	7d8 (56)	Humaniform	
8th	140,000	8d8 (64)	Replicant	Upgrade
9th	270,000	9d8 (72)	Android	Build Android Followers
10th	400,000	10d8 (80)	Android	Upgrade
11th	530,000	11d8 (88)	Android	
12th	660,000	+2 hp (90)	Android	Upgrade
13th	790,000	+4 hp (92)	Android	
14th	920,000	+6 hp (94)	Android	Upgrade
15th	1,050,000	+8 hp (96)	Android	
16th	1,180,000	+10 hp (98)	Android	Upgrade
17th	1,310,000	+12 hp (100)	Android	
18th	1,440,000	+14 hp (102)	Android Lord	Upgrade
19th	1,570,000	+16 hp (104)	Android Lord	
20th	1,700,000	+18 hp (106)	Android Lord	Upgrade

Notes:

For 18/01 Strength, use 15. For 18/51 Strength, use 16. For 18/76, use 17. For 18/91 and 18/00, use 18 Strength

This edition does not have some of the abilities mimicked by android upgrades (such as ranger's tracking, assassin's disguise, or mercifully, any thief-acrobat stuff). If possible, simply use similar skills

The Cyclopedic Edition Android Advancement Table

Level	Experience Points Required	Hit Dice (Hit Points)	Title	Special
1st	0	1d8 (8)	Robomaton	
2nd	2,250	2d8 (16)	Animatron	Upgrade
3rd	4,500	3d8 (24)	Automaton	
4th	9,000	4d8 (32)	Mechanoid	Upgrade
5th	18,000	5d8 (40)	Mechaman	
6th	35,000	6d8 (48)	Syntheticon	Upgrade
7th	70,000	7d8 (56)	Humaniform	
8th	140,000	8d8 (64)	Replicant	Upgrade
9th	270,000	9d8 (72)	Android	Build Android Followers
10th	400,000	10d8 (80)	Android	Upgrade
11th	530,000	11d8 (88)	Android	
12th	660,000	+2 hp (90)	Android	Upgrade
13th	790,000	+4 hp (92)	Android	
14th	920,000	+6 hp (94)	Android	Upgrade
15th	1,050,000	+8 hp (96)	Android	
16th	1,180,000	+10 hp (98)	Android	Upgrade
17th	1,310,000	+12 hp (100)	Android	
18th	1,440,000	+14 hp (102)	Android Lord	Upgrade
19th	1,570,000	+16 hp (104)	Android Lord	
20th	1,700,000	+18 hp (106)	Android Lord	Upgrade
21st	1,830,000	+20 hp (108)	Android Lord	
22nd	1,960,000	+22 hp (110)	Android Lord	Upgrade
23rd	2,090,000	+24 hp (112)	Android Lord	
24th	2,220,000	+26 hp (114)	Android Lord	Upgrade
25th	2,350,000	+28 hp (116)	Android Lord	
26th	2,480,000	+30 hp (118)	Android Lord	Upgrade
27th	2,610,000	+32 hp (120)	Android Lord	
28th	2,740,000	+34 hp (122)	Android Lord	Upgrade
29th	2,870,000	+36 hp (124)	Android Lord	
30th	3,000,000	+38 hp (126)	Android Lord	Upgrade
31st	3,130,000	+40 hp (128)	Android Lord	
32nd	3,260,000	+42 hp (130)	Android Lord	Upgrade
33rd	3,390,000	+44 hp (132)	Android Lord	
34th	3,520,000	+46 hp (134)	Android Lord	Upgrade
35th	3,650,000	+48 hp (136)	Android Lord	
36th	3,780,000	+50 hp (138)	Android Lord Weber	Upgrade

For immortality, treat as a Fighter.

Sample Androids

These are meant to be NPCs to use, or simply just examples of how androids are constructed. Some are a bit tongue in cheek.

Lydia 412 Engineer Model Android Str 18/76; Int 16, Wis 14, Dex 16, Con 12, Cha 10; hp 16; AC 3 (Base 5 improved by 2 due to her dexterity); Attack Laser Torch 1-6 or By weapon + 4 (strength)

Upgrades: Improved Visual Sensors (Find Traps 20%), Integral Laser Torch, Integral Toolkit (Set/Remove Traps 20%)

Gear: Greasy khaki overalls

Lydia is short and quiet, with bobbed brown hair and green eyes. She was an engineer on a generation starship on a 400 year voyage. A group of adventurers mysteriously appeared on it (thanks to a cursed scroll) and when they eventually found a way back, Lydia was drawn back as well.

Kawea 212, 2nd Level Scout Model Android Str 18/91; Int 12, Wis 14, Dex 16, Con 16, Cha 8, hp 30 (24 plus 6 due to her constitution); AC: 3 (Base 5 improved by 2 due to her dexterity); Attack Spear 1-6 + 5 (strength) or Long Bow 1-6 + 5 (strength)

Upgrades: 360' Vision, Chemical Analyzer, Improved Audio Sensors (Listen 10%), Improved Visual Sensors (Find Traps 25%), Telescopic Vision, Tracking, Chameleon Skin (Hide 15%)

Gear: Spear, Long Bow

Tall, raven haired and copper skinned, Kawea was dropped off on the planet by a scoutship with a mission to study the world for possible colonization

Amadeus 11, 3rd Level Medical Model Android Str 18/51; Int 16, Wis 14, Dex 18, Con 12, Cha 14, hp 32, AC 1 (Base 5 improved by 4 due to his dexterity); Attack Scalpel 1-6 + 3 (strength)

Upgrades: Chemical Analyzer, Integral First Aid Kit, Integral Scalpel, Physician

Gear: White coat

Tall, dark skinned and with short dark hair, Amadeus was a member of the same ship as Lydia 412, following her as he always considered her a friend. The two can often be found in each other's company and will sometimes hire on with adventuring parties.

Spartacus 9, 4th Level Companion/Secretary

Android Str 18/00; Int 14, Wis 10, Dex 16, Con 18, Cha 16, hp 60 (40 plus 20 due to constitution)

Upgrades: Integral First Aid Kit, Recorder, Vital Strikes, Enhanced Strength (18/76 to 18/91), Enhanced Strength (18/91 to 18/00); AC 3 (Base 5 improved by 2 due to his dexterity); Attack Unarmed 1-6+6 (strength)

Gear: Toga

Muscular, curly haired and olive skinned, Spartacus 9 looks like a Roman god. He served as a personal trainer to a noblewoman in an alternate reality where Rome never fell. Alas for him, his very personal training drew the ire of the noblewoman's wife, a prominent scientist, who transported Spartacus into another dimension.

Zara, 5th Level Assassin Model Android Str 18/91; Int 10, Wis 8, Dex 18, Con 16, Cha 16; hp 60 (48 plus 12 due to her constitution); AC 1 (Base 5 improved by 5 due to her dexterity); Attack: Unarmed 1-6 + 5 (strength)

Upgrades: Adaptable Appearance, Integral Lockpicks (Open Locks 42%), Self-Destruct, Vital Strikes, Integral Drill, Integral Toolkit (Set/Remove Trap 40%)

Gear: Leather bodysuit

Zara has no memory of who she is, beyond her name, or where she comes from. She knows she must kill someone, but cannot remember who, just that she will know that person when she sees them. She is tall and athletic, but not overly muscular. Ordinarily her complexion is somewhat dark, with black straight hair, though she changes this to fit in her current locale better.

Kaella, 6th Level Science Model Android Str 18/51; Int 18, Wis 10, Dex 18, Con 12, Cha 10, hp 56, AC 1 (5 improved by 4 due to her dexterity); Attack: Starsword 2-20

Gear: Starsword (Treat as sword of sharpness in all respects, save it does 2-20 damage with no strength bonus)

Upgrades: Bioscanner, Chemical Analyzer, Improved Audio Sensors (Listen 20%), Improved Visual Sensors (Find Traps 40%)

Kaella is a crew member of a survey starship that crash landed in a remote region. The survivors split up to explore the world and try to find materials to repair their ship. She is average sized, but has metallic blue hair and eyes and golden skin.

Arnold 1000, 7th Level Hunter/Killer Model

Android Str 19, Int 12, Wis 10, Dex 16, Con 18, Cha 8; hp 96 (64 plus 32 due to his 18 constitution); Attack Crossbow 1-4 or Two Handed Sword 1-10 + 9 (7 for strength, 2 from +2 sword)/3-18+9

Upgrades: Electronic Targeting, Integral Navigation System, Tracking, Improved Armor (to AC 3), Thermal Vision, Enhanced Strength (18/00 to 19)

Gear: Crossbow of Speed, +2 Two-Handed Sword, Leather jacket and pants.

You've seen this movie. A machine intelligence has sent Arnold 1000 into the world to kill a certain person because that person has offspring that affects the future. But there are no phonebooks!

Apple 9137, 8th Level Pleasure Model Android

Str 18/91 Int 10 Wis 8 Dex 18 Con 16 Cha 18, hp 90 (72 plus 18 due to her constitution), AC: -1 (5 improved by 2 thanks to her +2 armor, improved by 4 due to her 18 dexterity); Attack Long Sword 1-8+8 (5 damage from strength, 3 from +3 sword)/1-12+7

Upgrades: Acrobatics, Vital Strikes, Improved Visual Sensors (Find Traps 55%), Improved Audio Sensors (Listen 25%), Enhanced Strength (18/76 to 18/91), Integral Navigation System

Gear: +2 Leather Armor, +3 Long Sword

Apple 9137 originally hails from a parallel world that suffered a great nuclear war. An explosion ripped the fallout shelter she was staying in from her world into a dungeon in this one. She soon met a party of adventurers and decided to tag along to learn more about her new world. She is tall, and as her name implies, has shoulder length red hair with bangs, slightly yellowish white skin and green eyes.

Callahan 2211, 9th Level Combat Model Android

Str 18/00, Int 10, Wis 10, Dex 18, Con 18, Cha 8, hp 120 (80+40 due to his 18 constitution); AC -1 (Improved Armor gives base of 3, improved by 4 due to his dexterity); Attack Very Large Handgun 1-10 or Club 1-6+6 (strength)/1-3+6

Upgrades: 360' Vision, Electronic Targeting, Electronic Countermeasures, Integral First Aid Kit, Improved Armor, Integral Grapple, Enhanced Dexterity (16 to 17), Enhanced Dexterity (17 to 18)

Gear: Very Large Handgun (1-10 damage, 10 shots), Club, Suit, Sunglasses

An android has got to know his limitations. Callahan has been sent from a futuristic police agency to capture a futuristic criminal hiding on this world.

Notes:

This is a bit strange. Not just androids, but race as class in 1st Edition. However, I think they are too different to simply make them a race and give them a class.

At first glance, giving the android the maximum hit points might seem overpowered, but it's meant to compensate for their lack of being able to be healed magically.

Given that both Ilmarinen and Hephaestus created magical robots (essentially), it is likely that their clerics would have special healing spells for robots and androids, but not many clerics would pray for them regularly. Similarly, there may be mage spells that are analogs of the various cure spells, only applicable to golems and other constructed beings. It's really your call.

Androids can use some magic items, ones that are clearly devices, like a cube of force or flying carpet, but not something like a crystal ball

Lastly, I realize "Pleasure Model" might be viewed as "problematic", but it's from the seminal movie on androids, which also helped envision this class.

Credits:

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The cover art is by Alex Ebel, taken from the excellent short story Second Variety by Philip K Dick at Gutenberg.org. Do android nipples count as nudity? I guess I will find out.

The various upgrades are largely taken from various OGL books dealing with robots, though I have rewritten most of the descriptions.

Inspiration:**Literature**

Second Variety by Philip K Dick

R. Daneel novels by Isaac Asimov, later Foundation novels and many of his robot stories involve androids

Do Androids Dream of Electric Sheep by Philip K. Dick

Movies

Blade Runner
The Terminator
Android
Alien/Aliens
Weird Science
Metropolis

Westworld/Futureworld

Jason X

Halloween III

Galaxina

Solo

Omega Doom

Unidentified Flying Oddball (Android in King Arthur's Court)

Project Shadowchaser (there are 4 of these, the first one is pretty good, the second not bad and they get worse)

R.O.T.O.R. (unintentionally hilarious)

Cherry 2000

Eliminators

Eve of Destruction

Veronica 2030

TV Shows

Small Wonder

Almost Human

Homeboys in Outer Space (beat me to the Android Lloyd Weber joke)

Get Smart

Logan's Run (excellent TV show)

My Living Doll (Julie Newmar as a pleasure model)

Westworld

OGL:

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Declaration of Open Content: The class tables and game mechanics for (and names of) the powers, background description.

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