

ARTIFICIAL LIFEFORMS

There are various forms of artificial lifeforms: androids and robots, sentient computer software (holograms and sentient computers.)

ANDROID

Personality: Androids run the gambit from emotionless automaton to sentient creatures with emotions and similar personality quirks to biological beings.

Physical Description: Androids are designed to resemble humanoid beings. They can look like any kind of humanoid creature.

Culture: Androids are not common enough to have their own culture, instead they emulate the culture and habits of their creators. Female androids are sometimes referred to as gynoids.

Language: Federation Standard and others

Common Names: Data, Lore, Lal

SOONG-class Android

Species Adjustments: +3 Strength, +2 Vitality, +2 Intellect

Species Abilities:

MECHANICAL: Androids are constructed from various materials, but are mostly non-organic/biological. They are invulnerable to pisonic attacks and biological hazards. They $\frac{1}{2}$ their injury modifiers, but are incapable of natural healing and must be repaired. (Construct, android or Sys Eng the target number is equivalent to the medical skill targets for damage.) Soong style androids also can operate in space without special equipment.

DATABASE: Most androids are programmed with a plethora of information. They make most knowledge tests at TN 5 and receive a +2 to academic tests.

SENSE OF TIME:

BONUS FLAW: Emotionless. Most androids are incapable of emotional response or understand of emotional response, though some systems can evolve emotions. (The flaw can be bought off.) -2 to savvy and presence-based tests

BONUS FLAW: Behavior Restraints. Most androids have Asimovs behavioral programming based on the Three Laws of Robotics created by author Issac Asimov. It is the equivalent of level 2 Pacifist flaw.

BONUS FLAW: Diminished Social Status. Many biological beings are intimidated or frightened by artificial beings. As a result, they receive a -1 to social skills.

BONUS TRAIT: Ageless.

DAYSTROM MKIII Android

Species Adjustments: +2 Strength, +2 Vitality, +2 Intellect

Species Abilities:

MECHANICAL: The Mark III is based on medical cybernetic technologies and are invulnerable to psionic attack and biological infection. They can operate in anaerobic conditions, but are susceptible to the extreme cold of space. They do not self-repair (construct or repair/android to repair with target numbers the same as medical tests for the same damage ratings) and 1/2 the effects of injury. They do not test for fatigue.

DATABASE: Mark III androids are allowed to explore whatever information attracts their attention as they develop. They have a wide wealth of knowledge and effectively never forget what they learn. They receive a +2 to any academic tests, and all knowledge skills may be used untrained with a TN5 for any data in public domain. They may spend 3 pts in development to gain the journeyman and/or engineering certification abilities.

COMPUTER INTERFACE: +4 to computer use tests.

SENSE OF TIME

BONUS FLAW: Emotionless or Emotionally Immature. Soong-style and other androids were often incapable of emotional awareness; Mark III s develop emotional awareness over the space of a year or two. All androids begin with this flaw, which can be bought off at the GM s discretion. -2 Savvy, -2 to social tests.

BONUS FLAW: Diminished Social Status. Android life is generally distrusted or viewed as inferior, though few admit this. -1 to social tests.

BONUS FLAW: Behavioral Restraints. All android have behavioral restraints that act as a Pacifist 2. Mark III androids have proven to be able to evolve past these Asimovs, though they prove a moral/ethical core to the lifeform.

BONUS TRAIT: Ageless.

ARTLIECT (ARTificialintelLECT)

Artilects encompass artificial lifeforms without a bodyform per se: holograms, sentient computer software, sentient computers.

HOLOGRAPHIC LIFEFORM

Personality: Holograms are usually programmed with the personality quirks of the being or characters they were based on. All holograms are dependent on a computer system in which their intellect resides. As such, a hologram cannot be killed by an attack on its projection; the computer must be destroyed or the program hacked/deleted.

Physical Description: Holograms are composed of holographic light patterns and force fields. Their generation requires specialized equipment; as such, they are usually limited in their mobility to a room or facility. They usually have a specific appearance, but can often change it to suit their needs. They can also be incorporeal, by cutting out the force field elements of their projection.

Culture: Holograms are not common enough to have their own culture, instead they emulate the culture and habits of their creators.

Language: Federation Standard and others

Common Names: EMH program, Professor Moriarty

Species Adjustments: +2 Intellect

Species Abilities:

HOLOGRAPHIC: The entity is a hologram. It can become selectively incorporeal. It is immune to biological or psionic attacks, and can be invulnerable to physical attacks. (Its emitters, however, are not...)

PROGRAMMED: Most holograms are purpose-specific. They begin only with the knowledge necessary to fulfill their function.

COMPUTER INTERFACE: The hologram gains a +4 to computer use tests.

BONUS FLAW: Limited Mobility. The hologram is limited to a specified area or area in which it can manifest.

BONUS FLAW: Diminished Social Status. Most people don't consider holographic forms life. -2 social tests and -2 Savvy.

SENTIENT SOFTWARE

*** This type of artificial lifeform is closer to that of a creature than a playable character.***

Personality: Sentient software runs the gambit from emotionless AI to sentient creatures with emotions and similar personality quirks to biological beings.

Physical Description: Sentient Software resides in a computer system and is often parasitic or symbiotic to that system. They manifest usually as holograms or via audiovisual devices.

Culture: Sentient software is not common enough to have their own culture, instead they emulate the culture and habits of their creators.

Language: Federation Standard and others

Common Names:

Species Adjustments: NO PHYSICAL STATS, +2 Intellect

Species Abilities:

ARTILECT: Sentient Software requires a platform to operate on. It usually can only use a portion of the computer's resources, so it is limited in computation power and can be destroyed if deleted or the program memory area damaged. However, an artilect can be copied and run on multiple platforms.

COMPUTER INTERFACE: +4 to computer use/retrieve and /hacking

PROGRAMMED: Most sentient software starts out as a specialized expert system or a copy of a biological brain pattern. Choose a program package for Early Life.

BONUS FLAW: Emotionless or Emotionally Immature. Most sentient software doesn't have the resources or need to develop emotional awareness. -2 Savvy and to social tests.

BONUS FLAW: Diminished Social Status. Most sentient software is not seen as life. -1 social tests.

BONUS FLAW: Limited Mobility. Most sentient software cannot manifest physically, unless as a hologram.

SENTIENT COMPUTERS

Personality: A mainstay of science fiction, sentient computers run the gambit from emotionless machines overseeing cities and planets to sentient creatures with emotions and similar personality quirks to biological beings.

Physical Description: Most sentient computers are tied into city or planetary command and control grids, and as such can manipulate the world through outside systems. They are usually immobile themselves.

Culture: Sentient computers are not common enough to have their own culture, instead they emulate the culture and habits of their creators.

Language: varies

Common Names: Vaal, M5

Species Adjustments: +3 Intellect, -3 Strength

Species Abilities:

MECHANICAL: Computers are immune to psionic and biological attacks. They cannot heal naturally and (often) unaffected by adverse pressure and temperature conditions.

DATABASE: Sentient computers usually have access to planetary, if not larger, databases. They gain a +2 to academic tests, and all knowledge skills are used untrained with a base TN of 5.

SENSE OF TIME

BONUS FLAW: Emotionless. Sentient computers are often emotionless. -2 Savvy and to social tests.

SYSTEM CONTROL: Often, sentient computers run cities and whole worlds. As such, they can manipulate vehicles, buildings, etc. throughout the range of their control.

SENTIENT STARSHIPS

(Shouldn't these be sentient computers with a system control ability that controls the ship? Sure! But this is easier...)

Personality: Sentient starships run the gambit from emotionless automaton to sentient creatures with emotions and similar personality quirks to biological beings. Their personality is also often based on their function: warships are more aggressive, science vessels more curious...

Physical Description: Whatever the ship their in looks like.

Culture: Sentient starships are too rare to have a culture. Usually, they emulate the culture of the beings that constructed them.

Language: varies.

Common Names:

Species Adjustments: Sentient starships physical traits are determined by the ship class of the vessel. Their intellect bonus is based on their command trait, as is their quickness for initiative.

Species Abilities:

MECHANICAL: Starships are unaffected by biological and psionic attacks. They cannot heal naturally and require repair from their crew.

SENSE OF TIME

BONUS FLAW: Emotionless or Emotionally Immature. Like most artificers and other artificial beings, sentient starships take a while to become emotionally aware, if they ever do. -2 savvy and to social skills.

BONUS TRAIT: +2 renown for sentient starships due to the rarity of this trait.

BONUS FLAW: Behavioral Constraints. The starship cannot act without the express orders of her captain or crew. Only in the event of crew incapacitation can the vessel act independently.

NEW TRAITS AND ABILITIES

NEW ABILITIES:

Computer Interface: The artificial lifeform can link to computers, either directly or through a transceiver. It allows a +4 to computer use skills.

Database: The artificial lifeform has access to incredible amounts of data. It gains a +2 to academic tests and all knowledge skills can be used untrained with a base of TN5. Also, they can buy the journeyman and/or engineering certification abilities during construction.

Holographic: The lifeform is a hologram, with its intellect stored in a computer somewhere. It can render itself incorporeal; immune to physical attacks. It is also immune to biological infection and psionic attack. However, the emitters and computer, can be physically attacked...

Limited Mobility: The entity can only manifest in a limited area: a room, deck, or ship.

Mechanical: The lifeform is mechanical in nature. It is immune to biological infection and psionic attack. It cannot heal naturally and must be repaired (construct or repair/android or computer vs. the same test as a medical test for the level of damage.) Androids ignore 1/2 the injury modifiers. Most are able to withstand vacuum and extremes of temperature.

Programmed: The lifeform is limited to the specific function. It receives a +1 to all professional skills, but a -2 to all not professional one.

Systems Control: The computer or machine has control over a specified set of systems in an area.

NEW TRAITS:

Ageless: The character does not show any signs of age. No upgrade.

Behavioral Constraints: The being is programmed with behavioral inhibitors that prevent them from taken hostile action against their owners, crewmates, or biological creatures in general. Acts as Pacifist 2. Upgrade: sentient starships are rarely able to act without the orders of their superiors.

Diminished Social Status: The character is not accepted by the general population. -1 to social tests.

Emotionless/Emotionally Immature: The entity is either devoid of emotional awareness or is inexperienced. They receive a -2 Savvy and to social tests.

NEW EARLY LIFE PACKAGES:

Relic of a Lost Civilization

You were found on a far-flung world, the last testament to a dead race or inventor.

Pick 1 Skill: Culture (civilization) +2, Computer Use +2, Specific World 2

Pick 3 Skill: Athletics +1, Construct +1, any one Knowledge skill +1, Repair +1, any one Science skill +1, Survive +1

Pick 1 Trait: Alert, Curious, Innovative

Scientific Experiment

You are a scientific experiment that has escaped or gone not-so terribly awry.

Pick 1 Skill: Computer Use +2, any one Knowledge +2, Construct +2

Pick 3 Skills: Athletics +1, any one Knowledge +1, Investigate +1, Repair +1, Stealth +1

Pick 1 Trait: Contacts, Curious, Skill Focus (Furtive), Unyielding

Uploaded Personality

You had yourself moved into a computer or android before the moment of death.

Pick 1 Skill: Computer Use +2, Systems Engineering +2, Physical Sciences +2

Pick 3 skills: Construct +1, any one Engineering +1, any one Enterprise skill +1, Repair +1, Systems Operations +1

Pick 1 Trait: Contacts, Curious, Unyielding, Wealth

PROGRAMMING PACKAGES (take the place of an Early Life package)

Combat Training

You were designed for combat operations.

Pick 1 Skill: Energy Weapon +2, Tactics +2, Unarmed Combat +2

Pick 3 Skills: Athletics +1, any other Combat skill +1, Investigate +1, Observe +1, Repair +1, Stealth +1

Pick 1 Trait: Alert, Bold, Dodge, Martial Artist, Sherpa

Emergency Medical Programming

Your main focus is medical treatment. You were designed to augment the medical staff of a unit or ship.

Pick 1 Skill: First Aid +2, Medicine +2

Pick 3 Skills: Administration +1, Investigate +1, Life Science +1, Observe +1, Repair +1, Systems Operations +1

Pick 1 Trait: Skill Focus (Compassionate), Meticulous, Thinker

Engineering Programming

You were designed and programmed to aid engineers in the field or on board a ship.

Pick 1 Skill: any one Engineering skill +2, Computer Use +2, Repair +2

Pick 3 Skills: any another Engineering skill +1, Construct +1, Repair (if not taken above) +1

Pick 1 Trait: Bold, Curious, Contacts, Meticulous, Skill Focus (Craftsman)

Espionage Programming

You were designed to spy on other cultures.

Pick 1 Skill: Investigate +2, Observe +2, Stealth +2

Pick 3 Skills: Appraise +1, Computer Use +1, Energy Weapon +1, Impersonate +1, Inquire +1, any Knowledge skill +1, Streetwise +1

Pick 1 Trait: Contacts, Cultural Flexibility, Friendly, Shrewd, Unyielding

Service Programming

You were made to aid biological life be more comfortable or efficient.

Pick 1 Skill: Administration +2, any Knowledge skill +2, Operate Vehicles +2, System Operations +2

Pick 3 Skills: Computer Use +1, any one Knowledge skill +1, Inquire +1, Observe +1

Pick 1 Trait: Blends In, Contacts, Friendly, Meticulous

Toy Programming

You were made and programmed to entertain your owner or those around you.

Pick 1 Skill: any Entertain skill +2, Influence +2

Pick 3 Skills: another one Entertain skill +1, any Knowledge skill +1, Observe +1, Streetwise +1

Pick 1 Trait: Cultural Flexibility, Friendly, Skill Focus (Seductive)