

# METAL GODS

DESIGNERS:

**DOMINIC COVEY** and **CHRIS DAVIS**

DARWIN'S WORLD CREATED BY **DOMINIC COVEY**

COVER ARTIST:

**SCOTT CLARK**

PROOFREADERS:

**CHARLES BAIZE**

**CHRIS DAVIS**

INTERIOR ARTISTS:

**SCOTT CLARK**

**V. SHANE**

**DOMINIC COVEY**

LAYOUT:

**CHRIS DAVIS**

DESIGN CONTRIBUTIONS FROM:

**CHARLES RICE**

**MAX HOWE**

PLAYTESTING SUPPORT:

**CHARLES BAIZE**

**CHARLES RICE**

**CHRIS BERNER**

**ETHAN RIPPLINGER**

**CHRIS HOOVER**

**JOHN SHAW**

**DAVID JARVIS**

**AARON WIGGIAS**

**RYAN KELLEY**

**CHRIS COVEY**



[WWW.DARWINRPG.COM](http://WWW.DARWINRPG.COM)

The 'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at [www.wizards.com](http://www.wizards.com). Portions of this work are derived from the d20 System Reference Document.

d20 Modern(tm) is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Dungeons & Dragons(R) and Wizards of the Coast(R) are registered trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission.

# TABLE OF CONTENTS

<b>CHAPTER 1: HISTORY</b>	<b>2</b>
<b>CHAPTER 2: CHARACTERS</b>	<b>18</b>
<b>ANDROIDS</b>	<b>18</b>
<b>FEATURES AND DETERIORATIONS</b>	<b>20</b>
<b>FEATURES</b>	<b>20</b>
<b>DETERIORATIONS</b>	<b>24</b>
<b>ANDROID FEATS</b>	<b>25</b>
<b>CYBORGS</b>	<b>25</b>
<b>CYBORG (TEMPLATE)</b>	<b>26</b>
<b>NEW CLASSES</b>	<b>28</b>
<b>ASSASSIN ANDROID</b>	<b>28</b>
<b>ANDROID MASTERMIND</b>	<b>29</b>
<b>CHILD OF THE METAL GODS</b>	<b>31</b>
<b>CHAPTER 3: TERRORS</b>	<b>34</b>
<b>ROBOTIC BRAINS</b>	<b>34</b>
<b>ROBOTIC PROGRAMS</b>	<b>35</b>
<b>ROBOT TYPES</b>	<b>36</b>
<b>ANDROID, LABORER</b>	<b>38</b>
<b>ANDROID, PLEASURE</b>	<b>39</b>
<b>ANDROID, SCIENTIST</b>	<b>40</b>
<b>ANDROID, SOLDIER</b>	<b>42</b>
<b>AUTOMATON</b>	<b>43</b>
<b>CHILDREN OF THE METAL GODS</b>	<b>44</b>
<b>DROID, COORDINATOR</b>	<b>45</b>
<b>DROID, INSTRUCTOR</b>	<b>46</b>
<b>DROID, WAR</b>	<b>47</b>
<b>ROBOT, AGROBOT</b>	<b>49</b>
<b>ROBOT, COMBAT WALKER</b>	<b>49</b>
<b>ROBOT, COMMERCIAL PROCESSING</b>	<b>51</b>
<b>ROBOT, HOVER-SENTRY</b>	<b>51</b>
<b>ROBOT, INDUSTRIAL</b>	<b>52</b>
<b>ROBOT, MEDICAL</b>	<b>52</b>
<b>ROBOT, MILITARY SECURITY</b>	<b>53</b>
<b>ROBOT, POLICE EMERGENCY</b>	<b>55</b>
<b>ROBOT, POLICE</b>	<b>56</b>
<b>ROBOT, WAR</b>	<b>57</b>

## ROBOT, POLICE

During the decades leading up to the Fall of the Ancients, robots played an important role in a number of ways, one of which was the patrolling of more dangerous neighborhoods and the keeping of strict, lawful order. Newly-fabricated “police robots” were charged with patrolling a pre-programmed “beat”, scanning for criminal/suspicious activity and dealing with these threats immediately on the scene. As civilization began to degenerate into further depths of detached hedonism, command of these police models shifted from the hands of humans to more capable android caretakers.

The basic police robot (in this case, a hover model) is well equipped for basic law enforcement and suspect apprehension, with a stun gun for dealing with most unruly suspects, and a grenade launcher with non-lethal grenades (usually four concussion grenades and four photon grenades) for dealing with larger groups (such as perceived “riot” situations). It also has a siren mechanism that it uses whenever it spots “unauthorized personnel”.

## ROBOT TRAITS

Police robots have the following traits:

**Robotic Construct:** Police robots have the traits and immunities common to all robotic constructs.

**Advanced Materials:** Police robots are made of advanced materials in order to withstand the punishment of battle. These materials grant the police robot damage reduction 6/- to non-energy attacks.

**Weapon Systems:** A police robot’s weapon systems consist of a stun pistol and grenade launcher. The police robot receives a +1 bonus to attack with all its mounted and built-in weapons.

**Internal Power Source:** To power its stun pistol, the police robot is fitted with an internal power source. This power source can supply 20 discharges. Once expended, the source requires 24 hours to recharge.

**Infrared Photo Receptors:** Special light-filtering optic lenses grant the police robot dark and low light vision at a range of 90 ft.

**Auto Reloading:** Loading ammunition is a free action for a police robot. Typically, it carries 8 grenades (4 concussion and 4 photon) internally.

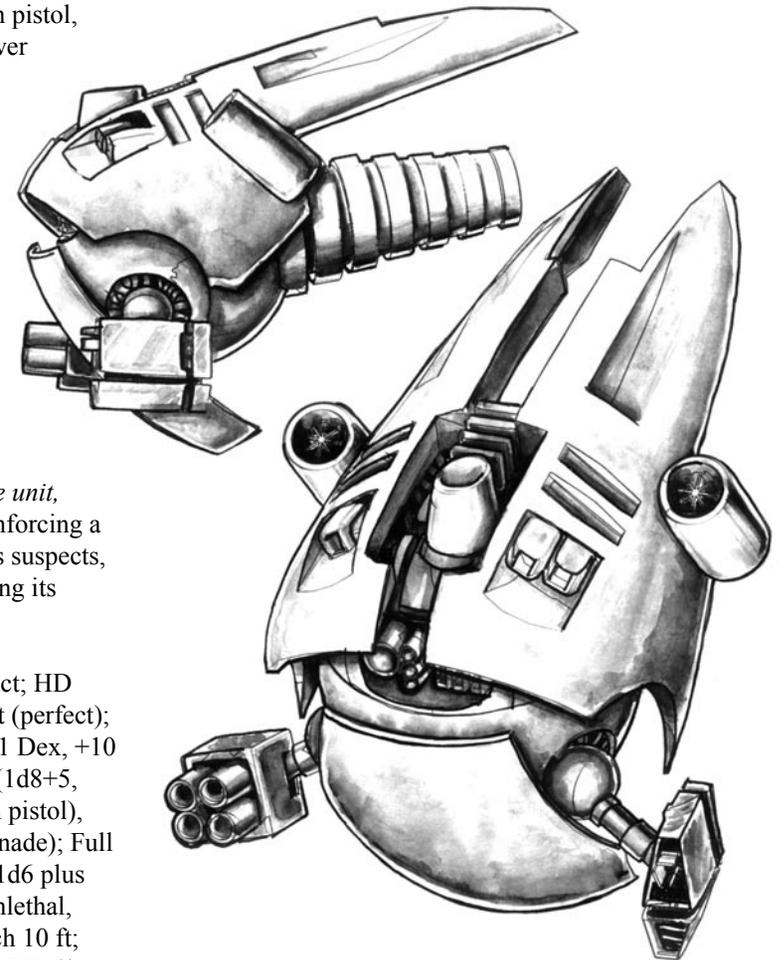
**Programs:** Police robots are typically programmed with more complex commands (*alarm, lockout, detection, sentry, skill, slave unit, task, and verbal response*). These include enforcing a curfew, apprehending violators or suspicious suspects, and breaking up medium to large groups along its “beat”.

**Police Robot:** CR 3; Large Robotic Construct; HD 5d10+20; HP 48; Mas -; Init -1; Spd fly 20 ft (perfect); Defense 18, touch 8, flatfooted 18 (-1 size, -1 Dex, +10 natural); BAB +3; Grap +12; Atk +7 melee (1d8+5, slam), or +2 ranged (1d6 plus paralysis, stun pistol), or +2 ranged (3d6 nonlethal, concussion grenade); Full Atk +7 melee (1d8+5, slam), or +2 ranged (1d6 plus paralysis, stun pistol), or +2 ranged (3d6 nonlethal, concussion grenade); FS 10 ft by 10 ft; Reach 10 ft; SQ robotic construct, command level (IIIC), DR 6/-, internal power source, infrared photo receptors, auto reloading; AL none; SV Fort -, Ref +0, Will -4; AP 2; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1.

**Skills:** None.

**Feats:** Advanced Technology, Point Blank Shot, Room-Broom.

**Advancement:** 6-10 HD (Large).



## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered

Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Darwin's World 2nd Edition Copyright 2003, RPGObjects; Authors Dominic Covey and Chris Davis.

Metal Gods Copyright 2003, RPGObjects; Authors Dominic Covey and Chris Davis.

## OPEN GAMING CONTENT

**Designation of Product Identity:** The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Darwin's Word, Twisted Earth, Denizens of the Twisted Earth, Terrors of the Twisted Earth, Artifacts of the Ancients, Cave of Life, Benders, Brethren, Brotherhood of Radiation, The Cartel, Children of the Metal Gods, Clean Water Clans, Far Traders, Enthropist, The Foundationist, The Movement, Paradise Believers, Ravagers, The Savants, Doomriders, Brethren Follower, Brotherhood of Radiation, Foundationist Paladin, Sister of the Desert, Wastelords.

**Designation of Open Gaming Content:** The following sections of *Metal Gods* are designated as open gaming content expect for terms define as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

### CHAPTER 1: HISTORY

This entire chapter is closed content.

### CHAPTER 2: CHARACTERS

The android, cyborg, and class descriptions are close content. All other text in this chapter is open content.

### CHAPTER 3: TERRORS

The creature's descriptions are closed content. All other text in this chapter is open content.