

EV-I

Played by: Mel



Packages: +14

Roboman Species Package: +0, **Combat Model:** +14

Attributes: +19

3	Awareness (+2 Combat Model) +1 *
4	Coordination (+2 Combat Model) +2
3	Ingenuity +3
3	Presence +3 ***
3	Resolve +3
7	Strength +7

Skills: +11

3(5)	Athletics AoE Dodge +4
0	Convince ***
0	Craft
4(6)	Fighting (+1 Combat Model) AoE Grappling +4
1	Knowledge +1
3/5**	Marksman (+2 Combat Model) +1
0	Medicine
0	Science
1	Subterfuge (+1 Combat Model)
1	Survival (+1 Combat Model)
0	Technology
1	Transport +1

Traits: +2

Robot (Roboman, Species Special Good) - Robots do not heal and need to be repaired if damaged, often have emotional issues (such as the lack thereof), are incapable of using psychic disciplines, and look decidedly artificial. They do not age, sleep, eat, or breathe, are immune to biological toxins and diseases, and are immune to psychic attack (except Telekinesis).

Alien Organs (**Roboman**, Species Major Good) - As a Major Trait, the being's organs are not in any manner similar to that of most other species in the Solar System, and are in effect dispersed throughout the creature's body or otherwise not targetable. The creature cannot be targeted with attacks that aim for specific body parts, and it receives a -4 reduction to any physical damage.

Immortal (**Roboman**, Species Major Good) - The character does not age, but can still be killed through violence or accident.

Armor (**Combat Model**, Minor Good) - As a Minor Trait it provides 5 points of armor. As this armor is a natural part of a creature, beam weapons ignore these armor values as they vaporize or disintegrate the armor and underlying flesh.

Fighting Man or Woman (**Combat Model**, Minor Good) - This Trait allows the character to take a free action or reaction in the Combat phase of an Action Round. This free action does not suffer the normal penalty for taking more than one action per Action Round, and can be an attack, dodge, parry, or any other combat related action. At the GM's discretion, the fighting man or woman can spend a Story Point to use their 'free' action in a different phase, but this must also be somehow related to the combat currently being fought.

Low Signature (**Combat Model**, Minor Good) - The roboman is designed in such a way to make it difficult to detect using sensors, making any attempts to do so at a -2 penalty.

Quick Reflexes (**Combat Model**, Minor Good) - If not surprised at the start of a conflict, the character acts first in his phase. If surprised, the character acts normally on the first Action Round, but can act first on subsequent rounds. If two characters with Quick Reflexes are acting in the same phase, then the one with the highest applicable Attribute, depending on the conflict, goes first.

* **Scan [Full]** (**Combat Model**, Minor Good) - Can be used to detect objects at a distance, pinpointing their location, range, and nature.

** **Targeting System** (**Combat Model**, Minor Good) - A built-in targeting system makes it easier to aim the roboman's weapons. Any Marksman rolls made by this roboman gain a +2 to the attack roll. Alternately, Story Points can be spent to add dice to the roll or increase the level of success.

Amnesia (**Roboman**, Minor Bad) - At the Minor level the character has no memory of a part of her past; it could be days, weeks, months, or even years missing. Sights, sounds, events, smells, and people from a character's lost past may trigger a return of her memory, at the GM's discretion. Usually this will require the expenditure of a Story Point and a Difficulty 14 Ingenuity + Resolve roll.

By the Book (**Roboman**, Minor Bad) - The character will follow all instructions, laws, orders, and commands to the letter without deviating, even under the most trying of circumstances. However, the character is not an automaton (unless he is, well, that is a different matter). When trying to resist the urge to go 'by the book' the character must make a Difficulty 14 Ingenuity + Resolve roll. If others are trying to talk him out of his staid behavior, he can resist with a +2 modifier to the roll. This bonus applies to Hypnosis, Possession, and other forms of psychic persuasion that force the character to act against his tendency to follow the letter of the law.

*** **Alien Appearance** (**Roboman**, Species Major Bad) - When taken at the Major level, the creature is wholly alien in appearance, being of unusual size, shape, or has features that could not be concealed or misconstrued as human in any way. This levies a -4 penalty when dealing with those unused to aliens or prejudiced against them.

Enslaved (**Roboman**, Species Major Bad) - You are currently, or in the recent past, under the control of another.

Programmed (**Roboman**, Species Special Bad) - Each program contains three broad laws that must be followed, each law governing a specific aspect of behavior (you can use the Martian Robotic Laws as a guide). One of these laws may be violated at a time, but at great strain and risk. To violate a law, the creature must spend a Story Point and succeed at a Difficulty 21 Ingenuity + Resolve roll. The degree of success indicates how many actions the creature can take that violate the law. Any failure

inflicts massive mental and emotional damage based on the degree of failure (4/8/12 levels of damage).

Rescue Programming

1. Obey any and all orders given by a legal authority.
2. Through action or inaction, do not permit damage to an organic creature.
3. Provide medical and emotional support to designated targets.

RAY Shielding (4 Special good) - RAY shields provide complete protection against beam weapons at the cost of 1 Story Point per use.

Dark Secret (Major Bad) - At the Major level, the truth of this secret will get the character in a lot of trouble, likely with the authorities. There are no system-based effects of having a dark secret; it is all based on role-playing and in setting reactions. It should be noted that Dark Secret is one Trait that keeps coming back to haunt characters with it. Having one person know the secret does not 'discharge' the Bad Trait; as the more who know, the worse things can get.

Special/Equipment: -4

Experienced -3 story points

-1 Story points spent toward Firebird 2

Story Points: 8

Languages: Ancient Martian, English

EV-I

Age: twenty-thousand or more

Sex: Fembot

Species: Roboman

Designation: EV-I, roboman, combat model; dubbed "Eve" by the scientists at GE who rebooted you.

Accessing data... Robomen

Robomen are the product of Ancient Martian technology. The various models created were specialized for their given tasks. Your chassis, motor-centers and most memory cores come are from a Combat Model salvaged from an Ancient barracks uncovered on the the shores of the Great Silt Sea. However, you have been reprogrammed and reactivated by human scientists at GE utilizing a salvaged startup "Rescue Programming" memory core purchased from a Pilthuri trader. This is somewhat frustrating, as they did not also update your functionality to reflect these revised directives. So you experience a strong drive to provide medical and emotional support, but are poorly equipped to fulfill this directive set forth for you by the laws of robotics.

Accessing data... Laws of robotics

You are programmed to obey the following laws; attempting to circumvent this programming is nigh impossible and can result in massive damage to your neural circuitry:

1. Obey any and all orders given by a legal authority.
2. Through action or inaction, do not permit damage to an organic creature.
3. Provide medical and emotional support to designated targets.

Per your programming, the legal authority that you recognize is that of GE.

Accessing data... GE

Your programming identifies the executives of GE (General Electric) as the legal authority whose directives you must obey. The level of authority for each executive of GE is

determined based upon the executive's position in the company, with the highest authority belonging to the (missing, presumed dead) owner of GE, Thomas Edison, and continuing in descending order down the corporate ladder. For the duration of this mission, you have been further assigned to recognize the authority of the scientists affiliated with this joint GE/University of Phoenix venture. Barring direct orders from someone in the GE executive chain of command, you will obey, in descending order of authority, Dr. Myles Sonnenbrille, Dr. Quentin Pendergast, and Dr. Ian Simmons, and will provide medical and emotional support to same, as well as to others, such as Boyd Kelly and Marva Gaines, in the research group aboard the Firebird 2.

Accessing data... Dr. Myles Sonnenbrille

The archaeologist is fascinated by all ancient alien technology, which includes you. It is your understanding that Dr. Sonnenbrille was the one who discovered the EV-1 chassis during an archaeological dig. The start of this mission was the first time you actually met him, however, as you had been inactive when it was discovered.

Accessing data... Dr. Quentin Pendergast

The youngest of the three professors insists on referring to you as "Atomic Robo" for some unknown reason. You have corrected him that your proper designation is EV-1, or Eve.

Accessing data... Dr. Ian Simmons

One might assume that a xenobiologist would have little interest in a robot. However, from your interactions with him thus far, he possesses a strong interest that appears to be of a sexual nature. You have tried, unsuccessfully thus far, to explain to him that you are not that type of fembot.

Accessing data... Boyd Kelly

A graduate student working under Professor Simmons. You have had few interactions with him thus far, as he spent the majority of the spaceflight from Earth to Venus in his cabin.

Accessing data... Marva Gaines

You were given to understand that she is quite different in physiology from the other members of this crew. Oddly, your readings have detected negligible differences. Perhaps calibration is required. Miss Gaines serves as the cultural liaison for the Firebird 2.

Accessing data... Firebird 2

The Earthling academics are on a mission to research and report, riding in the Firebird 2. The Fire **Error processing file** You and the other robomen in the bunker are networked together, pooling processing power; in an analysis of the likely outcomes you see fire and death; both to your charges and to their enemies, seeing no alternative you **Error processing file**

Accessing data... Corrupted data stream

Your data stream has occasionally been interrupted by video or audio that makes no sense, as observed in the above data access record. It does not appear to be due to specific corrupt files, as you could later pull up the same record and access undistorted data. It seems to be a more systemic problem. You may need to seek out a skilled technician to perform repairs to your system as necessary based upon his diagnostics.

Accessing data... Diagnostics

Your human masters, although you are loyal to them as befits your programming, are not very knowledgeable; they are able to perform basic repairs to your physical functioning, and of course they managed to perform the reprogramming necessary to ensure your basic loyalty would be to the people of Earth in general and the executives of GE in particular, but they do not possess an intricate knowledge of your subsystems. You have some doubt that they would be able to determine what is causing the data glitches. You have not yet decided whether to inquire of them regarding the problem. It may require someone with a deeper understanding of roboman functioning. This could prove quite difficult to find, however, given that not only is roboman technology Martian-based, but it was known only to the Ancients. Martians of the Canal Era did construct some much cruder designs, but even that knowledge is many thousands of years gone.

Unless it interferes with your three primary directives, your programming allows you the discretion to determine how to proceed on this issue.