Robot Miscellaneous Mods

Mods listed are broken down by type; a robot can only equip two mods at a time, except where otherwise stated. If the table shows a Strength requirement in the Strength column for an armor set, the armor reduces the wearer's speed by 10 feet if they have a Strength score less than the listed score.

Next to a mod’s name, in parentheses, is the relevant perk rank necessary to craft it.

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| **Robot Mods** | | | | |
| Name | Effect | Weight | Cost | Components |
| None (0) |  | 0 | N/A | N/A |
| Hacking Subroutine (0) | +Advantage on checks to hack computers and machines | +2 | +40 | 4 adhesive  2 aluminum  1 ceramic  4 circuitry  3 rubber |
| Head-Lamp (0) | +Internal high-power flashlight  +1 AP to toggle on/off | 1 | +10 | 1 circuitry |
| Lockpicking Subroutine (0) | +Advantage on Lockpicking checks | +2 | +40 | 4 adhesive  2 aluminum  1 ceramic  2 circuitry  3 rubber |
| Advanced Sensor Suite (1) | Special | +3 | +40 | 2 adhesive  2 aluminum  4 circuitry  2 rubber |
| Calibrated Shock-Absorbers (1) | +Resistance to fall damage for falls less than 40 ft. | +2 | +30 | 2 adhesive  4 aluminum  3 fiberglass |
| Hot Rod Flames Paint (1) | Your movement speed increases by 5 feet. | 0 | +30 | 1 red paint can  1 orange paint can |
| Internal Database (1) | +Advantage on all ability checks using an Intelligence skill of your choice (you choose only once) | 0 | +40 | 3 adhesive  3 crystal  2 circuitry  2 fiber optics |
| CONTINUED ON NEXT PAGE | | | | |
| Rad Scrubbers (1) | During a short rest you can remove all rads from one irradiated food item and one irradiated drink item. | +5 | +40 | 3 adhesive  2 aluminum  2 circuitry  3 lead |
| VATS Matrix Overlay (2) | +1 to all attack rolls | +1 | +50 | 4 adhesive  3 aluminum  4 circuitry  3 fiber optics |
| Radiation Coils (2) | +Spend 1 AP to deal 1d10 radiation damage to all creatures within 5 feet (once per turn) | +4 | +55 | 4 adhesive  1 aluminum  2 circuitry  4 nuclear material  3 rubber |
| Tesla Coils (2) | +Spend 1 AP to deal 1d8 lightning damage to all creatures within 5 feet (once per turn) | +4 | +55 | 3 adhesive  2 aluminum  1 ceramic  1 circuitry  4 copper |
| Recon Sensors (2) | +Additional 60 ft. of Darkvision | +1 | +35 | 4 adhesive  2 aluminum  4 circuitry  1 fiber optics  3 rubber |
| Scorched Earth Protocol (2) | Special | 0 | N/A | 1 circuitry |
| Core Assembly (3) | +1 AP each turn | +7 | +70 | 6 adhesive  8 aluminum  4 circuitry  4 nuclear material |
| Hydraulics (3) | +1d6 ballistic damage for unarmed attacks | +3 | +35 | 4 adhesive  3 aluminum  4 oil  6 steel |
| Overdrive Servos (3) | +Double movement speed (excluding flying speed) until the start of your next turn (costs 1 MF cell) | +3 | +60 | 4 adhesive  8 aluminum  6 fiberglass  3 nuclear material |
| Sonar (3) | +Gain 30 ft. of Blindsight while you are not deafened | +5 | +60 | 3 adhesive  4 aluminum  7 circuitry  3 nuclear material |
| Tesla Bracers (3) | +1d8 lightning damage for unarmed attacks | +3 | +35 | 4 adhesive  4 aluminum  2 copper  2 rubber |
| Jet Pack (4) | +Gain a flying speed equal to your walk speed for 1 minute (costs 1 fusion core charge or 30 Fuel) | +20 | +100 | 7 adhesive  10 aluminum  9 asbestos  8 nuclear material |
| Ocular Distortion Field (4) | Special | 0 | +1000 | 3 adhesive  2 aluminum  4 circuitry  10 fiber optics  2 rubber |
| Photovoltaic Coating (4) | +2 AP when you start your turn in direct sunlight | 0 | +300 | 4 adhesive  2 aluminum  4 crystal  2 gold  4 nuclear material |
| Titano-Steel™ Sub-plating (4) | +1 Endurance (increases your hit point maximum like normal) | +15 | +200 | 6 adhesive  10 aluminum  10 steel |

Advanced Sensor Suite: You no longer suffer -5 to your passive Perception score nor disadvantage on Perception checks during long rests. Traveling at a fast pace doesn’t incur any penalty to your passive Perception either.

Ocular Distortion Field: You can expend 1 fusion core charge to distort the light surrounding. For the next hour you and everything within a 30-foot radius of you are heavily obscured when viewed from distances of 100 feet or greater and lightly obscured for distances less than 100 feet.

Scorched Earth Protocol: When reduced to 0 hit points, you can voluntarily self-destruct, beginning a countdown before detonating in a massive explosion (use the Nuka grenade rules) at the start of what would be your next turn. Detonating like this kills you, which no chance of recovery.

* Engaging this protocol resets you to factory default mode (or an Institute equivalent), meaning you cannot stop the countdown once it begins. Only a successful DC 20 Intelligence (Science) check can cancel the countdown.

The following mods are only available to Mr. Gutsy, Mr. Handy, and Ms. Nanny robots due to their unique thruster arms. These robots can have up to three of these mods, in addition to their normal mods.

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| **Gutsy/Handy/Nanny Robot Mods** | | | | |
| Name | Effect | Weight | Cost | Components |
| Thruster Arm Pincer (1) | Special | 1 | +25 | 2 adhesive  1 oil  2 screws  4 steel |
| Thruster Arm Saw (2) | +1d4 ballistic damage to melee and unarmed attacks | 1 | +50 | 2 adhesive  1 oil  2 screws  5 steel |
| Thruster Arm Flamer (3) | +Grants Hand Flamer attack (see Ranged weapons).  +Additional arm flamers add 1 additional damage die to attacks for 1 additional Fuel per attack | 1 | +75 | 2 adhesive  4 asbestos  4 circuitry  3 plastic  1 silver |

Thruster Arm Pincer: For each pincer equipped this way you can interact with one object on your turn for free, so long as that interaction only requires one hand.