

# RANDOM ROBOT GENERATOR

by Sean Wills a.k.a. Geordie Racer

*This quick and easy generator will create a variety of Robots*

ROLL ALL THE DICE!  
(1d4, 1d6, 1d8, 1d10, 1d12 & 1d20)

Generator Layout  
concept by  
James R. "Grim" Cone  
2009

d4 = HD  
AC = 3 [16]  
Move: 12  
Attacks: 1  
Add all dice, if >30  
robot is unique

| d4 | Power Source |       |
|----|--------------|-------|
|    | 1            | Steam |
| 2  | Clockwork    |       |
| 3  | Magic        |       |
| 4  | Alien Tech   |       |

| d6  | Size (add to damage) |       |
|-----|----------------------|-------|
|     | 1                    | Small |
| 2-5 | Medium               |       |
| 6   | Large (HD x2)        |       |

| d10  | Shape    |        |
|------|----------|--------|
|      | 1        | Spider |
| 2    | Wolf     |        |
| 3    | Tiger    |        |
| 4    | Ape      |        |
| 5    | Snake    |        |
| 6    | Monkey   |        |
| 7    | Ant      |        |
| 8    | Lizard   |        |
| 9-10 | Humanoid |        |

| d8  | Weapon         |             |
|-----|----------------|-------------|
|     | 1              | Spikes (d4) |
| 2-3 | Blade (d6)     |             |
| 4-5 | Ram (d6)       |             |
| 6   | d6 Bolts (d6)  |             |
| 7   | 10ft Ray (d8)  |             |
| 8   | d10 Darts (d4) |             |

| d20 | Special Feature |           |
|-----|-----------------|-----------|
|     | 1               | Polymorph |
| 2   | +1 to Hit       |           |
| 3   | Swims (9)       |           |
| 4   | Find Traps      |           |
| 5   | +1 Damage       |           |
| 6   | 50% Magic Res   |           |
| 7   | Pan-Lingual     |           |
| 8   | Detect Magic    |           |
| 9   | Teleport        |           |
| 10  | +2 To Hit       |           |
| 11  | Shield spell    |           |
| 12  | Cure L Wound    |           |
| 13  | Infravision     |           |
| 14  | ½ Move          |           |
| 15  | AC -1 [+1]      |           |
| 16  | Flies (6)       |           |
| 17  | Suggestion      |           |
| 18  | 2 Attacks       |           |
| 19  | Breakdance      |           |
| 20  | (Roll Twice)    |           |

| d12   | Mission     |           |
|-------|-------------|-----------|
|       | 1-3         | Retrieval |
| 4-5   | Combat      |           |
| 6     | Spying      |           |
| 7     | Guard       |           |
| 8     | Kidnap      |           |
| 9     | Escort      |           |
| 10-12 | Exploration |           |