

ULTRAY



AUTOMEDKIT

ACTION ORDER

BRAINS +1

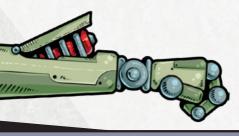


A bot-administered medkit that can heal one wound to those all-too-delicate human lifeforms.



LEVEL: ULTRAVIO

EARANCE

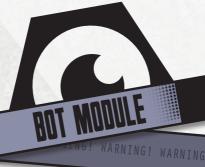


INSTALLED LASER

ACTION ORDER
BASIC ACTION (0)



Similar to the human's laser pistol but better because this is a module for your glorious bot body.



ULTRAY



CHAINSAW

ACTION ORDER VIOLENCE +2



It's a chainsaw. Not for use on humans unless there is a valid medical need.



LEVEL: ULTRAVIOL



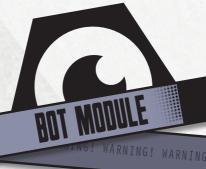
ELECTRIC STUNNER

ACTION ORDER

VIOLENCE +3



For some reason, humans do not feel better when electricity runs through them. They tend to fall over and twitch for a bit.



LIEVEL: ULTRAVIOL



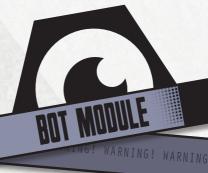
FLAMESHOOTER

ACTION ORDER

VIOLENCE +0



When you have to get rid of vermin or melt through doors, nothing beats a flamethrower module. Note: Humans don't count as vermin.



I FYEL: ULTRAVIOS

FUN IS MANDATORY!

(Order #34365109)



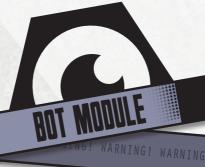
GRIPPERS

ACTION ORDER

MECHANICS +1



A gripper hand that lets you do what humans do with their hands. Well, mostly. Thankfully, you lack certain 'modules'.



ULTRAY



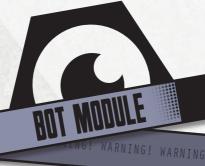
<u>Human ui</u>

ACTION ORDER

BRAINS +0



A set of algorithms that let you simulate emotions and body language so humans can better interact with you.



ULTRAY



HUMANOFACEITRON

ACTION ORDER
CHUTZPAH +1



For some reason, humans depend on facial expressions for communication. This realistic, and not at all creepy, module lets you do the same.



LINCE LEVEL! ULTRAVIOL

EARANCE



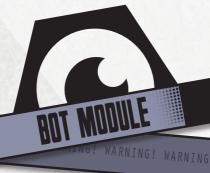
LIQUID DISPENASPRAY

ACTION ORDER

MECHANICS +2



A device that sprays a liquid of choice. Could be a cleanser, could be a poison. Neither is typically harmful to a bot but that depends on what's in the storage tank.



OF LEVEL: ULTRAVIOS



MOTION TRACKER

ACTION ORDER
CHUTZPAH +2



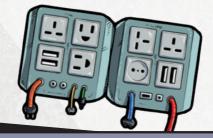
Combine radar, sonar and lidar to detect moving objects ahead of you. Range depends on wall composition and how much you care.



SANCE LEVEL: ULTRAVIOS

FUN IS MANDATORY!

(Order #34365109)



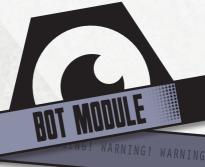
RECHARGE OUTLET

ACTION ORDER

MECHANICS +0



Allows recharging of small devices like laser pistols and phones. Try not to think of this as bleeding your life away so a human can do more stuff.



EVEL; ULTRAY



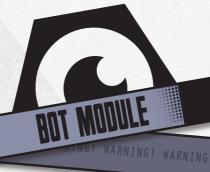
<u>REPAIRATRON</u>

ACTION ORDER

BRAINS +3



Repair wounds done to bots and complicated equipment. Does nothing to help repair simple things like humans.



ANCE LEVEL; ULTRAVIO



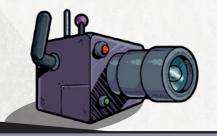
ACTION ORDER VIOLENCE +1

MEDIUM LEVEL 1

Repair wounds done to bots and complicated equipment. Does nothing to help repair simple things like humans.



EVEL; ULTRAY



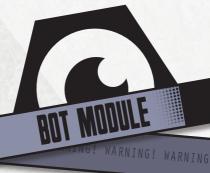
SNOOPER

ACTION ORDER

BRAINS +2



Several sensitive lenses and microphones to detect data those fleshy humans never seem to witness. Not that they're inferior, of course. They're lovely.



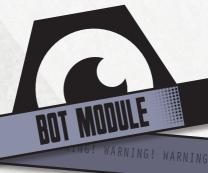
SANCE LEVEL: ULTRAVIO



THERMAL IMAGING

ACTION ORDER CHUTZPAH +2 SMALL LEVEL2

Look through smoke, and even thin walls, with these thermal vision sensors. Detects humans that might have forgotten about you.



DANCE LEVEL: ULTRAVIOL



TOASTER

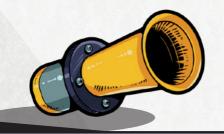
ACTION ORDER THROW +5



Yes, this is a toaster. It toasts breadlyke products. You can even shoot them up to 5 meters away. Not for shooting at humans. At all.



EVEL; ULTRAY



WARNING KLAXON

ACTION ORDER CHUTZPAH +3



A very loud horn that warns humans and bots that you are in the area, there is an emergency or something like that.



ANCE LEVEL; ULTRAVIO



FIRE EXTINGUISHER

ACTION ORDER
MECHANICS +3

MEDIUM LEVEL2

Do not let those fires get out of hand. Extinguish them with totally toxin-free foam. Not for use on humans unless they are burning. Why do they burn so often?