

Mr. Gutsy

Medium Robot (Construct), CR:4

Hit Dice: 8d10(30hp)

Initiative: +3

Speed: 20ft (hover)

Defense: 17 (+4 natural, +3 Dex)

Base Attack/Grapple: +6/+9

Attacks: Flamethrower +11* ranged (3d6), or
Plasma Rifle +11* ranged (2d10)

Special Attacks: Plasma Pistol, Flamer

Special Qualities: All-Around Vision, Construct,
Darkvision 60ft, Repairable.

Saves: Fort +2, Ref +5, Will +4

Abilities: Str 16, Dex 16, End -, Int 15, Wis 14, Cha 11

Skills: +14 Spot, +10 Listen, Intimidate +5, Navigation +9

Feats: Pointblank Shot*, Weapon Focus (Plasma & Flamer)

Mister Gutsy is a line of military robot models created by General Atomics International. It is a militarized version of the Type-II Mister Handy, an earlier civilian model robot created by the same company for use in household duties.

The Mister Gutsy, unlike the Mister Handy, is a dedicated combat robot and is easily distinguished from the Handy model by its military olive-drab paint job, WWII-era US Army roundel insignia, improved weapons and the replacement of its British butler voice with an American drill sergeant's. This model was commissioned by the U.S. Army just before the Great War in 2077. They have distinctive "soldierly" personalities, with an advanced AI somewhat similar to that of the Mister Handy model. More likely than not, due to the conflict with China that caused the Great War, Mister Gutsies often scream anti-communist phrases. Mister Gutsies also have a more 'gung-ho', patriotic personality compared to the other combat robots.

Darkvision: Mr. Gutsies can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and homunculi can function with no light at all

All-Around Vision (Ex): Due to the three eyes equally spaced around its chassis, Mr. Gutsy can see in all directions at once. Because of this, it gains a +4 bonus on Search and Spot checks, and it cannot be flanked.



Construct: Mr. Gutsies are immune to mind-influencing effects, as well as poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Repairable: Mr. Gutsies cannot heal damage on their own, but can be repaired, using the repair skill. A successful repair check (DC 30) heals 1d10 points of damage, and each check represents 1 hour of work. Mr. Gutsy cannot heal itself unless it has one or more ranks in the repair skill.

Plasma Pistol (Ex): Mr. Gutsy's plasma pistol has five tributary energy arcs connected to a central cathode, which functions as a point of focus. The energy is projected forward, by an electromagnetic propeller built around the cathode. The propelled energy forms a Plasma Pinch; though rather slow, the pinch carries high levels of both thermal and kinetic energy.

Flamethrower (Ex): Mr. Gutsy's flamethrower or "flamer" projects an ignited stream of highly flammable liquid. The flamer utilizes an external fuel canister.