

Mr. Handy

Medium Robot (Construct), CR 3

Hit Dice: 6d10+3(18hp)

Initiative: +1

Speed: 20ft(hover)

Defense: 13(+1 Dex, +2 natural)

Base Attack/Grapple: +4/+6

Attacks: Flamethrower +5 ranged (3d6), or
Utility Saw +6 melee (2d6)

Special Attacks: -

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

Saves: Fort +2, Ref +3, Will +3

Abilities: Str 14, Dex 13, Con -, Int 16, Wis 13, Cha 16

Skills : Knowledge(Science) +8, Diplomacy +8, Repair +13,
Profession (Butler) +9, Search +12

Feats : Skill focus (Profession), Skill focus (Repair)

The Mister Handy series of robots, named so because of the robot's large number of hands,[1] was first brought to market in 2037 as a general construction and maintenance unit by General Atomics International, with some assistance from RobCo. Primarily used in the United States and Mexico (where it was the leader in sales after the Mexico City earthquake of 2042), the Mister Handy was a reliable robot. An early bug that caused interference in the operation of the multiple arms was fixed with a hardware update in 2039, with no major problems since then. A key selling feature is the nuclear power unit (a model 238B, licensed from Calpower) and self-maintenance modes. Multiple Mister Handies are capable of keeping themselves in working condition and are also fully programmed to perform nuclear fuel replacements. Secondary programming handles radiation cleansing after refueling.

Repairable: Mr. Handies 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.



Construct: Mr. Handies 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.

Darkvision: Mr. Handies 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. Handy 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.

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

Utility Saw (Ex): Mr. Handy come equipped with a powered circular utility saw.