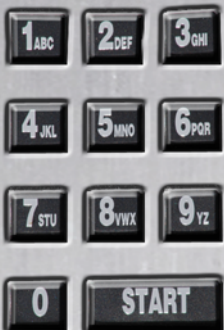


EPIC RACES

ADAPTICONS



EPIC LEVEL NPC, LLC

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

EPIC RACES: ADAPTICONS

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I remember traveling through space. It's infinite, cold and lonely. In this void, we found your world; defined, vibrant and full of life. This is not an invasion. This is my people, trying to survive. We wish you no harm, nor do we wish to be harmed. We will do our best to hide away from your people, to stay out of your way.

- Alpha Red, when discovered

This book emulates the Pathfinder Roleplaying Game: Advanced Race Guide style, specifically detailing adapticons as a playable race on par with those presented in that book. Various terms and styles are used from that book here as well giving adapticons a 12 Racial Point build, alternate racial traits, favored class options, the Spybot, and the Transporter racial archetypes, as well as new feats, magic items, and vehicle rules - all for adapticons!



ADAPTICONS

Origins of the Adapticons

The galaxy is vast, eternal and dark. If the vacuum of space doesn't kill you, radiation, the cold, and a lack of food or water will. That's part of why so few sentient beings attempt traveling the eternal blackness. Curiosity, however, can get the better of any race. So, how does one explore deep space? With intelligent machines, capable of exploration, decision making, high resolution scans, and sample collecting capacities.

One such machine was exploring a distant world, whose technology was similar in capacity, but alien in design. An accident occurred, slamming both machines together. As the mechanical devices lay in a smoldering heap, wires crossed, programs intermingled, and a new consciousness was born. The creatures of this alien world recovered the vessels and brought them back to secured facilities for examination. It was here that the new consciousness beamed its mind into a nearby computer terminal. From there, it spread like a virus, infecting computers and machines around the world.

A short time later, the first adapticon was born. An assembly line became infected, turning land transports into shape-shifting, intelligent giants. These



beings filtered out into the world, hiding in plain sight. They communicated and explored the world. Soon afterward, the organic life forms learned of the mechanized beings. These organic beings feared the new lifeforms, and began recalls, attempting to smelt down the adapticon race.

This began a generations long battle between the organics and the adapticons. These robots, not needing to eat, sleep or breath took the fight too far. They began destroying the wilderness, the farms, the water; they turned the world toxic, and this is how

they “won” the war. Little did they know that the energy they lived on was diminished by killing off the surface of their world. Starved of energy, the adapticons took to the stars, seeking out new worlds, with new energies they needed to continue their mechanized lives.

Once among the stars, the adapticons were shocked to learn that mechanical life was not the dominant lifeform in the galaxy. They were, in fact, in the vast minority. Organic life thrived on every planet the adapticons explored. Now, they attempt to live on alien worlds, always watching for the organics to turn against them again.

Adapticons, due to their size and strength are well suited for melee classes such as Barbarians or Fighters. They find magical classes interesting, but avoid classes that gain organic animal companions or familiars.

Physical Description

Adapticons are large, bulky beings made of metals, and other inorganic materials. Adapticons stand around 12 feet tall when in their bipedal

configuration, and weigh nearly 2000 pounds. Despite early adapticons being born from an assembly line, it is easy to recognize different individuals by their paint schemes, which some adapticons have made highly intricate and personalized. There is no gender among this artificial race, and therefore, no distinctions in form based on sex. Body styles often differ based on the alternate form of the individuals. Burrowing adapticons almost always have a drill or plow blade as part of their form. Wheeled alternate forms can be bulky and intimidating, or sleek and smooth. Glider adapticons always have wings, even in their bipedal forms; though in bipedal form, they don't function. Water-based adapticons have smooth, sleek bodies with swooping curves. The bipedal bodies of adapticons have hands, similar to those of other bipeds, but may have anywhere between three to six fingers. Their heads have at least two eyes, and a rudimentary mouth. Technically, adapticons don't have ears, however, they have a variety of instruments that provide the same function. Adapticons usually have a two-part name, which combines an adjective and a noun, though a few do have proper names.

Table 1:
Random Starting Age

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
1d4 years	+(10d6) years	+(10d8) years	+(10d10) years

1 This category includes barbarians, kineticists, medium, oracles, rogues, sorcerers, and spiritualists.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, psychics, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, mesmerists, monks, occultists, and wizards.

Table 2:
Growing Older

Middle Age ¹	Old ²	Venerable ³	Maximum Age
10 years	20 years	30 years	+10d20 years

1 At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Table 3:
Random Height and Weight

Base Height	Height Modifier	Base Weight	Weight Modifier
11 ft. 2 in.	+2d10 in.	1500 lbs.	+(1d8x100 lbs)

Table 4:
Random Name Generator

Adjective: Roll 1d10	Noun: Roll 1d10
1) Hot	1) Blast
2) Shock	2) Track
3) Dark	3) Wave
4) Red	4) Shot
5) Blue	5) Racer
6) Quick	6) Vibro
7) Black	7) Boss
8) High	8) Ray
9) Cold	9) Grappler
10) Heavy	10) Sky

SOCIETY

Relations

On this world, adapticons can be found traveling with dwarves that focus on metalsmithing. The adapticon's size, strength, and unique transformation abilities, make transporting metal ores easier; while they can receive some benefits from people able to modify their metallic bodies. Gnomes are also known to travel with adapticons, as both of them research chemical reactions. There is one creature that adapticons fear above all else; rust monsters. As beings composed of metal, they are particularly susceptible to the dangers of this creature.

Alignment and Religion

Adapticons were originally, and unintentionally, built as servants. This did not last long, as they lashed out in violent bursts against those they feared. Now that they are relatively safe, most adapticons tend towards neutrality, seeing no advantage or disadvantage towards good or evil. Provided they aren't threatened, most adapticons are easy to get along with, and prefer working hard for a community.

Being an artificial race, with direct Knowledge of their creators, few adapticons practice a religion. They certainly do not have their own gods. On the rare occasions that Adapticons do begin worship, it is often out of curiosity.

In these cases, the adapticons worship gods of forges, science, and creation. Adaptibeasts have been known to worship gods of nature, or the primal elements themselves.

Adventurers

Adapticons take to the adventuring life for a number of reasons. Some adapticons explore the far reaches of the world. These desolate, distant lands offer refuge for the mechanical race, and keep them away from biological races that may not take kindly to the massive beings. Other adapticons join adventuring parties to be of service to a community and the organic beings that live there, figuring that they will become more accepted in those communities as a defender and protector. For some, the long lives afforded to their mechanic race makes life with organic beings difficult. Watching those they care for and protect succumb to the rigors of age and decay is hard to watch, even for a race of interstellar robots. With their size and strength, adapticons excel at melee combat. While adept with blades or blunt weapons, they prefer not to fight, unless forced to do so. Many adapticon's remember the genocide they committed on their homeworld, and don't want to bring such a level of violence to their new home. If forced into a fight, most adapticons focus on one target at a time, and fight until that target is subdued. With their ponderous nature and brute strength, adapticons make excellent barbarians and monks, while their long lives make arcane studies as a wizard somewhat easier.

ADAPTICONS RACIAL TRAITS

Type: Multi-formed Construct (7 RP)

For the purposes of effects targeting creatures by type (such as a [ranger's favored enemy](#) and [bane](#) weapons), adapticons are [constructs](#) with the [shapechanger](#) subtype.

- Adapticons gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.
- Adapticons cannot be raised or resurrected.
- Adapticons do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a multi-formed construct can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the construct to survive or stay in good health.

Size: Large (7 RP)

Adapticons gain a +2 size bonus to Strength and a –2 size penalty to Dexterity. Large races take a –1 size penalty to their AC, a –1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a –4 size penalty on Stealth checks. A Large creature takes up a space that is 10 feet by 10 feet and has a reach of 5 feet.

Ability Score Modifier: Weakness (–1 RP)

Adapticons are built tough, but have problems communicating with organic lifeforms. They gain a +2 bonus to the constitution ability score, a +2 bonus to the wisdom ability score, and a –4 penalty to the charisma ability score.

Languages:

Adapticons start with Common plus Binary. Replace Binary with any alien language appropriate to your campaign. Adapticons with high Intelligence scores can choose from any of these additional languages: Aklo, Aquan, Auran, Dark Folk, Gnome, Ignan, and Terran.

Racial Traits:

Alternate Form (Sp) (3 RP)

An adapticon can assume the appearance of an alternate vehicle form, equal to its size. The form is static and cannot be changed each time it takes this form. The adapticon gains a +10 racial bonus on Bluff checks made to appear as a vehicle and not a living being. Changing its shape is a standard action. When in the alternate form, the adapticon loses its bipedal shape, and use of any slotted magic items. It gains an additional move type or speed based on the following list:

Boat/ Submersible

These adapticons have a swim speed of 30 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants.

Dozer/ Drill

These adapticons have a burrow speed of 20 feet.

Gliding Wings

These adapticons take no damage from falling (as if subject to a constant non-magical feather fall spell). While in midair, these adapticons can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. Adapticons with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.

Wheels

These adapticons gain a +10 foot racial bonus to their speed.

Electricity Vulnerability (-2 RP)

Adapticons have vulnerability to the electricity energy type. They take half again as much damage (+50%) from electricity, regardless of whether a saving throw is allowed or if the save is a success or failure.

Rust Vulnerability (-2 RP)

Adapticons are affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

TOTAL RACIAL POINTS: 12



Variant Traits

Adaptibeasts (2 RP)

Adaptibeasts are the rarest of Adapticons. Rather than having a vehicle-mode as their alternate form, they become mechanical animals. This also changes their appearance in bipedal mode, giving them a more bestial and feral appearance. Choose 2 RP worth of traits.

Bite (1 RP)

Adaptibeasts gain a natural bite attack, dealing damage equivalent to that of a creature two size categories lower than normal for their size (1d2 for Small races, 1d3 for Medium, etc.). The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.

Special: This trait can be taken up to two times. The second time it is taken, the bite damage increases by one size category.

Gatecrasher (2 RP)

Adaptibeasts gain a +2 racial bonus on Strength checks to break objects and a +2 racial bonus on combat maneuver checks to sunder.

Relentless (1 RP)

Adaptibeasts gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the member of

this race and its opponent are standing on the ground.

Sticky Tongue (2 RP)

Adaptibeasts can make melee attacks with their long, sticky tongues. This is a secondary attack. A creature hit by this attack cannot move more than 10 feet away from the attacker and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by the target or an adjacent ally by making an opposed Strength check against the attacking creature as a standard action or by dealing 2 points of damage to the tongue (AC 11, damage does not reduce the sticky-tongued creature's hit points). A member of this race cannot move more than 10 feet away from a creature stuck to its tongue, but it can release its tongue from the target as a free action. A member of this race can only have one creature attached to its tongue at a time.

Terrifying Roar (Su) (2 RP)

Once per hour as a standard action, an adaptibeast can emit a thunderous roar. Any creature not of its subtype (if bipedal) or type (if another race type) must make a successful Will saving throw (DC 10 + 1/2 the user's character level + the user's Charisma modifier) or become shaken for 1d4 rounds. A target that successfully saves cannot be affected by the user's terrifying roar for 24 hours. Creatures that are already shaken become

frightened for 1d4 rounds instead. This is a sonic, mind-affecting effect.

Claws (2 RP)

Adaptibeasts receive two claw attacks. These are primary natural attacks. The damage is based on the creature's size.

Frenzy (2 RP)

Once per day, whenever an adaptibeast takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a -2 penalty to AC.

Natural Attack (1 RP)

Pick one of the following natural attacks: gore, hoof (if the race has hooves), or talons. Adaptibeasts receive one natural attack of the chosen type. Gore, and talons are primary natural attacks, while hoof are secondary natural attacks. The damage is based on the creature's size. Special: This trait can be taken multiple times. Each time, pick a different natural attack.

Carrion Sense (1 RP)

Adaptibeasts have a natural ability to sniff out carrion. This

functions like the scent ability, but only for corpses and badly wounded creatures (creatures with 25% or fewer hit points).

Adaptibeasts alter the **Alternate Form** and remove the alternate **Move** ability.

Locked Form (4 RP)

Some Adapticons cannot shift into an alternate form. Instead, they are more capable combatants.

Natural Armor (2 RP)

Locked Forms gain a +1 natural armor bonus to their Armor Class.

Energy Blast (Su) (1 RP)

Choose one of the following energy types: acid, cold, electricity, or fire. Then pick either a 15-foot cone or a 20-foot line. Once per day, as a standard action,

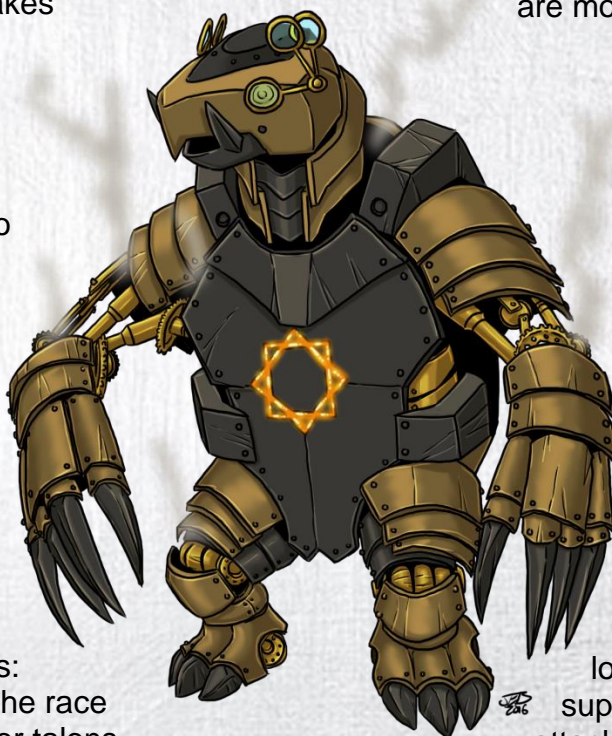
locked forms can make a

supernatural energy blast attack that deals 1d6 points

of the damage type chosen in the area chosen. All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this energy blast is $10 + \frac{1}{2}$ the user's character level + the user's Constitution modifier. Those who succeed at the save take no damage from the attack.

Slam Attack (1 RP)

The damage is based on the creature's size.



Locked Form Adapticons remove the **Alternate Form** and associated **Move** ability.

FAVORED CLASS OPTIONS

The following options are available to all adapticons who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add one extract formula from the alchemist's list to their formula book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

Barbarian: Add +1/4 bonus to the barbarian's move speed when raging.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cleric: The Artifice Domain is available regardless of patron deity.

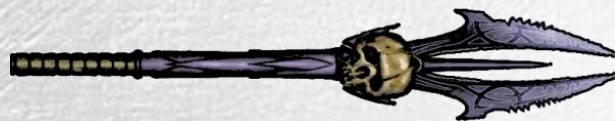
Druid: The druid gains energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase their resistance to one of these energy types by +1 (maximum 10 for any one type).

Gunslinger: Add 1 point of elemental damage (acid, cold, electric or fire) to firearm damage.

Hunter: Add 1 skill rank to the hunter's animal companion. If the hunter replaces their animal companion, the new animal companion gains these bonus skill ranks.

Kineticist: Add 1/3 point of damage to fire element blasts that deal damage.

Monk: Reduce the Hardness of any object made of clay, stone, or metal by 1



whenever the object is struck by the monk's unarmed strike (minimum of 0).

Ranger: Add DR 1/magic to the ranger's animal companion. Each additional time the ranger selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic). If the ranger ever replaces his animal companion, the new companion gains this DR.

Sorcerer: Add +1/2 to air and electric spell or spell-like ability damage.

Trainer: Add a +1/4 natural armor bonus to the AC of the Trainer's Pet Beast. [ELNPC:HcT]

Wizard: Add the *Cure Light Wounds* spell to the wizard's spell list. This spell only works on the wizard casting it.

RACIAL ARCHETYPES

The following racial archetypes are available to adapticons.

Spybot (Summoner; Adapticon)

The spybot is an archetype of the summoner class, available to adapticons.

There is more than meets the eye, and the spybot will learn its secrets.

Class Skills

The spybot adds Gather Information and Perception to their list of class skills and removes Handle Animal and Ride from their list of class skills.

Rogue Talent

At 4th level, a spybot gains a rogue talent from the following list: Camouflage, Canny Observer, Demon Lantern (Sp), Disease Use, Follow Clues, Heads Up (Ex), Pierce the Darkness (Ex), Rapid Perception (Su), and Trap Spotter.

This ability replaces shield ally.

Telepathic Bond (Sp)

At 8th level, a spybot's eidolon gains a permanent telepathic bond with its master.

This ability replaces transposition.

Rogue Talent

At 12th level, a spybot gains a rogue talent from the following list: Camouflage, Canny Observer, Demon Lantern (Sp), Disease Use, Follow Clues, Heads Up (Ex), Pierce the Darkness (Ex), Rapid Perception (Su), and Trap Spotter.

This ability replaces greater shield ally.

Transporter (Monk; Adapticon)

The transporter is an archetype of the monk class, available to adapticons.

Some people have the need for speed, and the transporter is the speediest amongst them.

Speed (EX)

At 1st level, a transporter gains a +5 foot bonus to all of its move rates.

This ability replaces the monk's bonus feats.

Plow Down (Su)

At 5th level, a transporter becomes adept at overrunning their opponents. As an immediate action, the monk can spend 1 *ki* point to reroll attack rolls while charging or bull rush combat maneuvers.

This ability replaces purity of body.

ADAPTICONS AS VEHICLES

Vehicle Skill Checks

Player's will probably adventure in the adapticon's bipedal form most of the time, however, adapticons can transform into vehicles as well. It's important to understand the vehicle rules systems provided in [Pathfinder Roleplaying Game: Ultimate Combat](#).

When driving, the adapticon character makes the driver check. They can always use their wisdom modifier to make this driving check. Driving a vehicle is determined by a skill check; use the relevant skill check for the vehicle mode, or their Wisdom modifier, whichever is higher.

Adapticon Vehicle Type

Skill Checks for Driver

Boat/ Submersible

[Profession](#) (sailor) or [Swim](#)

Dozer

[Intimidate](#) or [Profession](#) (miner)

Gliding Wings

[Acrobatics](#) or [Fly](#)

Wheels

[Diplomacy](#), or [Profession](#) (driver)

Vehicle Statistics

Adapticons are an artificial race, from far beyond the known world. On this distant, alien planet they were given forms suited to the environments they would most often be working in.

Wheeled

adapticons were made to be fast, while winged adapticons soared the planet's updrafts, dozer adapticons plunged themselves into the ground just as submersible adapticons explored the oceans. While their ability to transform is amazing, and unique to their race, the vehicle forms that they can take are similar to those found in many fantasy settings, if not a little bit more sci-fi in their execution.



As an example, a wheeled adapticon might appear to be a modern sports car, a motorcycle or truck. It might also appear as a chariot, or wagon with holographic horses; or no horses at all, in a given fantasy setting. Or,

the same wheeled adapticon may not have actual wheels, but hovers slightly above the ground, suspended with a high-tech anti-gravitic field. The resulting vehicle is still statistically the same, no matter the genre-appropriate appearance of the adapticon in question.

When creating the adapticon's vehicle mode, the most important thing to note

is that a pre-existing vehicle's statistics can be used to represent an adapticon of similar size. For example, a wheeled adapticon is a large, fast creature. When transformed it may statistically become a [Chariot, Heavy](#), or [Wagon, Light](#). These are large, wheeled vehicles with different purposes. A wheeled adapticon is not going to transform into a [Steam Giant](#) because the [Steam Giant](#) is too large, and requires a crew to run it.

As vehicles, adapticons modify vehicle statistics in the following ways. An adapticon does not purchase its vehicle mode as a player would; they ignore the vehicle cost and can change into this vehicle for free. Vehicles have an AC and hardness. When an adapticon transforms into vehicle mode, use the vehicle's AC and hardness or the adapticon's AC and vehicle's hardness; whichever is higher. Remember, that in vehicle mode, adapticon's cannot use

slotted magic items which may change their AC. Each vehicle has a base save score, use the adapticon's save scores instead. An adapticon's max speed and acceleration are based on the adapticon's base speed and any modifiers. This replaces the vehicle's listed max speed and acceleration. Adapticons, even in their vehicle form, are self-propelled unless otherwise stated. Adapticons in vehicle mode do not have a driving device, nor do they have a driving space. Replace any driving space listed in the vehicle entry with an additional passenger space. No adapticon can have a vehicle mode that requires a crew. Adapticons can mount weapons on their vehicle forms, so long as the weapon has an equivalent weapon in biped mode. As an example, a biped adapticon can carry a large crossbow, and have a light ballista mounted in its vehicle form.

Table: 5

Adapticon Vehicle Type	Vehicle Statistics
Boat/ Submersible	Rowboat ¹
Dozer	See entry on page 16
Gliding Wings	Glider
Wheels	Carriage , Cart , Chariot, Light , Chariot, Medium , Chariot, Heavy , Wagon, Light , Wagon, Medium , Wagon, Heavy

¹ Rafts, barges, keelboats, and rowboats are most often used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, adding an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

New Vehicle

Dwarven Dozer

DESCRIPTION

This treaded vehicle can transport as many as three people and one driver within an enclosed cab, while burrowing through the earth.

Large Land vehicle

Squares 6 (10 ft. by 15 ft.; 6 feet high);

Cost 50,000 gp

DEFENSE

AC 12; **Hardness** 5

hp 100 (49)

Base Save +1

OFFENSE

Maximum Speed 20 ft, 10 ft burrow

(clumsy)

Attack plow 2d4

A vehicle with a plow takes half damage when they initiate a ramming maneuver. (Normally, rams deal damage to both the target and the ramming vehicle.)

CMB +1; **CMD** 11

DRIVE

Propulsion magic

Driving Check Intimidate or Profession (miner)

Forward Facing front of the vehicle

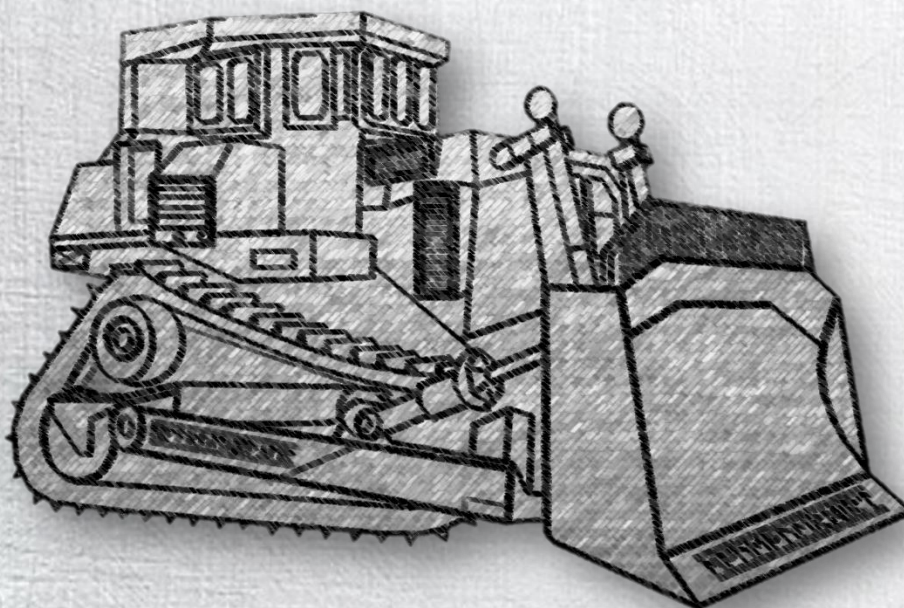
Driving Device magic item

Driving Space the rearmost, right square of the vehicle

Decks 2; an upper cab with enough room for three passengers and one driver, and a lower deck with room for cargo.

LOAD

Cargo The cargo hold can carry 1000 pounds of cargo



FEATS

Metamagic Feats

Elemental Boost (Metamagic)

Your knowledge of elemental energies makes you a more powerful spell caster.

Benefit: Choose one energy type: acid, cold, electricity, or fire. When you cast a spell of this type, damage increases by one step on the following list. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A spell that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Level Increase: +2 (an elemental boost spell uses up a spell slot two levels higher than the spell's actual level.)

Special: You can gain this feat multiple times. Each time you must choose a different energy type.

Elemental Hindrance (Metamagic)

Your knowledge of elemental energies makes you harder to harm with elemental spells.

Benefit: Targets affected by an elemental hindrance spell deal less damage when using spells or [spell-like abilities](#) with an elemental descriptor. Choose one energy type: acid, cold, electricity, or fire. Dice decrease as follows: 1d10, 1d8, 1d6, 1d4, 1d3, 1d2 for 1 round. Targets that avoid the spell's effects avoid this feat's effect as well.

Level Increase: +1 (an elemental hindrance spell uses up a spell slot one level higher than the spell's actual level.)

Special: You can gain this feat multiple times. Each time you must choose a different energy type.

Racial Feats

Beast Scent

You gain the Scent extraordinary ability.

Prerequisite: Must have the Carrion Sense racial ability.

Benefit: You gain the Scent extraordinary ability.

Extra Blast

You can use your energy blast more often.

Prerequisite: Energy blast racial trait.

Benefit: You can use your energy blast one additional time per day.

Special: You can take this feat multiple times.



Extra Form

You have an additional alternate form.

Prerequisite: Alternate Form racial trait.

Benefit: You gain an additional vehicle form and move type.

Fast Change

You change into your alternate form faster.

Prerequisite: Alternate Form racial trait.

Benefit: Changing your shape is a swift action instead of a standard action.

Huge

You are larger than most members of your race.

Prerequisite: Must be taken at 1st level, Adapticon

Benefit: You are one size category larger than other members of your race. You gain a +2 size bonus to [Strength](#), a -2 size penalty to [Dexterity](#) (to a minimum of 1), and a -1 penalty on attack rolls and [AC](#) due to your increased size.

Improved Energy Blast

Your energy blast ability is harder to resist.

Prerequisite: Energy blast racial trait.

Benefit: Add 2 to the DC of saving throws made to resist the effects of your energy blast ability.

Self-Repair Matrix

There are few other ways to repair an adapticon.

Prerequisite: Must be taken at 1st level, Adapticon

Benefit: Once per day an adapticon may call upon the millions of nanites inside their body. The adapticon may have the microscopic machines repair 3d4 points of damage done to them. This functions as the [Synthetic racial ability](#).

NEW EQUIPMENT

Vehicle Magical Equipment

The equipment in this section can only be applied to vehicles. When used on an adapticon, they only function while

the adapticon is in its vehicle transformation.

Fiery Paint Job

Aura moderate [evocation](#) [fire]; **CL** 10th
Slot none; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

When applied the body of a Large-sized vehicle (a process that takes 10 minutes), this magical paint protect the wearer from cold and provide defense against physical attacks. As an [immediate action](#), the driver can immolate the vehicle in wispy orange flames that protect the wearer as the *warm shield* version of [fire shield](#) and deal 1d6+10 points of fire damage to attackers. This protection lasts for 10 rounds before the paint crumbles away into fine ash.

CONSTRUCTION

Requirements [Craft Wondrous Item](#), [fire shield](#); **Cost** 1,000 gp

Wheels of Speed

Aura faint transmutation; **CL** 3rd
Slot wheeled vehicle only; **Price** 3,000 gp; **Weight** 20 lbs.

DESCRIPTION

When affixed to a vehicle's wheels, these rubber coated wheels increase the vehicle's base land speed by 30 feet; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. All four wheels must be attached to the same vehicle for the magic to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, *haste*; Cost 1,500 gp.

New Magic Items

Hook Shooter (magic item)

Aura faint transmutation; CL 5th
Slot --; **Price**: 10,326 gp; **Weight** 14 lbs.

DESCRIPTION

This metal tube fits over the user's fist; its hook is shaped like a claw, hand or spider.

Firing a hook shooter as a grappling hook requires a ranged attack roll, treating the hook as a thrown weapon with a range increment of 20 feet. Objects with ample places to catch the hook have an AC of 5.

Used against opponents, the hook shooter can grapple an opponent on a critical hit. Additionally, the hook shooter can be used to make Sleight of Hand checks at a range of 20 feet. Working at a distance increases the normal skill check DC by 5, and an attacker cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. The attacker can only use this ability if they have at least 1 rank in Sleight of Hand.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *mage hand*; Cost 5,163 gp.

New Technological Items

Nano Cloud Belt (technological item)

Price 3300 gp; **Slot** belt; Weight 3 lb.; Capacity 1 nanite canister; Usage 1 charge

DESCRIPTION

This belt is made of thick, black leather with metal nozzle studs. A wide silver buckle with two buttons is fixed to the front of the belt. The buttons on the buckle control the two functions of the nanites within the nano canister.

Nano-coating coats the skin of the user, making them harder to injure. The coated creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the nanites have prevented a total of 50 points of damage, they are discharged. **Nano-cloud** an aerosol distribution of nanites makes the user harder to see. Functions as the [obscuring mist](#) spell, cast by a 5th level wizard.

CONSTRUCTION

Requirements Craft DC 25; **Cost** 1,650 gp; **Craft** Technological Item, nanotech lab

Shredder Gun (firearm)

The shredder gun was designed to fire hundreds of razor-sharp shrapnel pieces. If you are proficient with this

weapon, add +4 on your sunder attempts against an item held or worn by your opponent.

Hook Shooter

Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
10,326 gp	1d4	1d6	×2	20 ft.	14 lbs.	P	grapple

Shredder Gun

(Exotic) Modern One-Handed Firearms									
Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
360 gp	1d6	1d8	3	50 ft	1	5	>3 lbs.	P and S	Sunder

Table:
Firearm
Gear

Item	Cost	Weight
------	------	--------

Bullet, flechette 40 gp —



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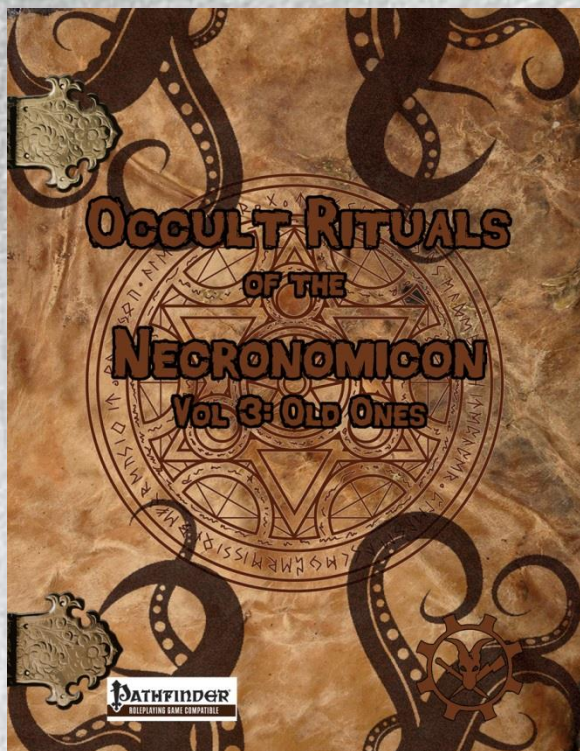
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