

BOOK of heroic Races advanced androids



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Introduction

In your hands is the ninth in a series of releases that will ultimately become the **Book of Heroic Races: Advanced Compendium**. This book is being designed for those who want to play something beyond those races included in the *Pathfinder Core Rulebook* which encompass over 30 years' worth of thoroughly covered ground. It is for those who, like myself, were introduced to fantasy by something other than *The Hobbit* and *The Lord of the Rings*. With it, we hope to bring some exciting new elements to your game.

Androids are not what most people would classify as a fantasy race. They are far more common in science fiction. However, they are a derivation of the Frankenstein/Living Prometheus of classic horror (which we will discuss in greater depth in *Advanced Wyrwoods*). There are also a number of other places where science fiction steps into the fantasy genre. Most notable among them is the classic D&D adventure *Expedition to the Barrier Peaks*. Fantasy fiction routinely adds in some science fiction flare. A personal favorite of mine is the Roger Zelazny book *Forever After*. Several powerful magic items were brought together to defeat a terrible evil, but now the four items are bringing our world into their reality. It is a good read, and I have based more than one NPC in my time off of characters in that book. If you haven't read it, I highly recommend it.

When Kevin Morris and I discussed what to include in this book, the obvious question was, "How much science fiction do we include?" After a long talk, we agreed that this supplement should have a fantasy focus, allowing this race to integrate seamlessly with existing fantasy games. I considered the idea before, but it was this discussion that really cemented the idea of a science fiction appendix in the upcoming **Book of Heroic Races: Advanced Compendium**. This way every race, most especially androids, will have options for games set in high-tech and far-future worlds.

A minor change was made to androids as presented in the first-party material on which this book was based: the Emotionless racial ability has been changed to the Logical racial ability. These departures from our primary sources are always difficult decisions, but we agreed it was a solid choice for a number of reasons, chief among them being that androids possess the humanoid type. They get bonuses against mind-affecting effects and are immune to some of them, but not all. This told us that they still have a human-like mind somewhere in there. Plus, the Emotionless ability description says they "have problems processing emotions properly." To me, that sounds like they *can* process emotions but don't do so *well*, as if they possess an early version of Data's emotion chip from *Star Trek: The Next Generation*. So, we decided to give the ability a name change. This does make a notable difference in the flavor of

the race. If it is not to your liking, feel free to call the ability Emotionless instead.

An android ninja tickles my funny bone. Ninjas are lethal killers without remorse. Add into the mix someone who is far more logical than emotional, and you have an efficient killing machine. Be sure to check out the nanoshade ninja archetype.

When it came to the Religion section, Kevin decided to stick with a philosophy. This man-machine belief system syncs well with the flavor of the race. The seeker inquisitor archetype searches out forgotten lore and is devoted to the pursuit of knowledge. These new options mesh superbly with the android race.

If you want to see more science fiction in your fantasy games (such as adventures about crashed space ships, alien abductions, or weird races and monsters atypical of boilerplate fantasy), be sure to let us know. We want to hear your feedback. Tell us what you think on Facebook, Twitter, and Google+.

Dale C. McCoy, Jr.
President, Jon Brazer Enterprises
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How to Use

This book presents a number of new options you can use to create catfolk characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

Pathfinder Roleplaying Game Core Rulebook: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

Pathfinder Roleplaying Game: Advanced Players Guide ^(APG): alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

Pathfinder Roleplaying Game: Ultimate Magic ^(UM): magus

Pathfinder Roleplaying Game: Ultimate Combat ^(UC): gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Race Guide ^(ARG): no new classes

Pathfinder Roleplaying Game: Ultimate Equipment ^(UE): no new classes

Pathfinder Roleplaying Game: Advanced Class Guide ^(ACG): arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

Dreamscarred Press' Ultimate Psionics ^(UP): aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

Returning Home

Without warning, he was suddenly...aware. A locomotive urge swelled inside him, and slowly, he pulled himself up from the ground for the first time, but as though it were the hundredth. He blinked eyelids that were at once new and old and scanned the room, taking in a scene of strange materials, frayed wiring, and angular, metallic boxes adorned with blinking lights. A low hum seemed to hang all around him. He had no idea where he had awoken and stood still, trying to process the fact that "he" suddenly existed at all until his eyes caught sight of something peculiar: propped up in one corner of the room sat a body. He didn't know how he knew it was a body, but he did. Cautiously, he took a step—something he surprisingly found that he knew how to do—and then several more until he was in the corner, kneeling over the body.

As he examined it, he instinctively knew it to be female. Garbed in simple traveler's clothing, strange markings ran up and down her bare arms. Curiously, he extended a hand and ran his fingers along a particularly enchanting pattern, only to notice for the first time similar spiraling marks running along his own flesh. He closed his eyes reflexively, and a torrent of images and concepts flooded his mind: places, things, and types of people, a wellspring of new information that seemed to flow for an eternity. After a time, he shuddered and shook his head, opening his eyes armed with new understanding.

"He" was an android, and so, at one point, had been the figure before him, the body of which was in a state of self-repair. He, however, found himself inside an active vessel, one that had seemingly been active before, designated only as Unit Thirty-Seven. A name? It would do. He stood with a now-concrete sense of self and, realizing this place held nothing for him now, walked from the room, leaving behind the other android without another thought.

"Sev! You're daydreaming again." A familiar, melodic voice roused him from the memory, and was soon followed by the never-understood—but also familiar—gesture of her hand resting on his left shoulder.

He turned his bald head to look back at the green-haired, copper-skinned elven woman, who called herself Valyndra. "Thirty-Seven, Valyndra. Thirty-Seven. You have forgotten once more," he said, his monotone voice betraying neither irritation nor the warmth of friendship. Standing, he looked across the small camp they had set, noting that his companion had done the work of stamping out the fire and gathering her things. "I see that you are ready to depart, though I must again state that your insistence that we return to the ruins is unnecessary. There is nothing we have need of there."

Shaking her head and rolling her eyes—more pointless gestures—Valyndra adjusted her pack and checked her brown leather boots. "We've been over this before, Sev. Whether you care or not, I don't think it's right to leave her there, and besides, who knows what we might find inside? You already admitted you didn't take a look around. Let's go." Grabbing her longbow, she started back toward the road, and called back, "With luck, we should make it by the day's end!"

Kneeling down, Unit Thirty-Seven retrieved his own pack and slung it over one shoulder. Unfathomable as she was, Valyndra was right, as usual. They were about eight miles from the great, ancient dome by his estimation, which meant that, by nightfall, they would have come to the place of his awakening.

As they walked, Valyndra talked on and on, as always, while Thirty-Seven turned his mind quietly toward the task at hand. Though he had faced no opposition when he left the dome five years ago, he knew gaining entry would likely prove more difficult. Logically, the ruined complex would possess defenses, though he could not be certain that any of them remained active. Even if the dome had been rendered inert, it could have become home to any number of dangers in the years since his departure. As such, his connection to the place, and his own story being that which propelled Valyndra to explore the location, meant that Unit Thirty-Seven should be the one to accompany her. Logically.

Over the course of the next several hours, they left the beaten path, cutting across vast fields of tall and wild green, narrowly avoiding confrontations with larger specimens of the local wildlife. All the while, Unit Thirty-Seven kept analyzing. After concluding that he had considered all possible outcomes regarding the dome's defenses, he began to count the minutes of their journey while the elven woman rattled on with most of her musings barely registering to Thirty-Seven through the intensity of his focus. It wasn't until his internal clock reached the 463rd minute of their journey that her repeated and insistent calls of "Sev! Sev!" finally got his attention.

"Are you even listening to me?" she asked, pointedly, with her hands on her hips—a pose Thirty-Seven had come to learn meant she was distressed about his behavior, even if he rarely understood why.

He shook his head—stiffly. "I have been considering the possibilities for danger. We are very nearly arrived."

Valkyra sighed and smiled, letting her arms relax. "Of course you were. I had been trying to ask you about the woman—the other android...what was that word?"

"Vessel—or more accurately, chassis," he offered helpfully as he began to walk on ahead.

Catching up to him in a few quick strides and then matching his pace, Valyndra continued, “Chassis...that’s such a cold word, don’t you think, Sev? So...lifeless.”

“Logically, Valyndra,” he returned, and as the dome began to come into view on the horizon, he began once more to filter out her questions, focusing intently on the task at hand. Concealed as it was under a veil of carefully seeded wild grasses, the dome appeared to be little more than another hill on the landscape. A hidden entrance granted passage into the complex itself, which extended down into the earth for perhaps a mile. This much Thirty-Seven remembered from his own exodus, but he had no sense of the place’s purpose. Perhaps the two of them would discover it, he mused—something he did only rarely and even then undoubtedly due to Valyndra’s influence.

Before long, they had circled around to the northern side of the dome. Unit Thirty-Seven paced for several moments, examining the patterns in the grasses for signs of the entrance as Valyndra stood guard quietly, providing a moment’s reprieve for her android companion. It took some time to find the telltale signs, but when he did, he knelt down and carefully examined the seam in the door, running his hand along it to find the latch. The construction proved deceptive, however, and he was soon intently focused on the problem—so intently that he only barely registered the elf’s frantic call of “Sev!” before several hundred pounds of tiger slammed into him with a great roar.

The impact sent Thirty-Seven rolling across the ground and in the blink of an eye, the huge beast was upon him. Pinned as he now was, the android had little room to maneuver. He could just make out Valyndra in the corner of his eye, her bow trained on the pair. Hesitation held her shot, however—no doubt she was afraid of hitting the wrong target. Wrestling his arms free from the prison of the animal’s weight, he did his best to create at least a little space as it battered and clawed at his face. Unlike his companion, he had no fear—struggles such as these were his very purpose. Focused and resolute, he drew on the energy reserves of his inner nanites, and his circuitry-tattoos lit up with a bright flash. Two cackling blades of raw energy suddenly materialized in his hands; summoning all his strength, he shoved them upwards into the feline’s torso, driving the weapons through its hide. Sparks flew between them and flesh burned.

With a roar of pain, the tiger’s jaw clamped down at Thirty-Seven’s head, but the wound had dulled its ferocity, giving him enough time to shift aside and ultimately roll out from under it. He scrambled to his feet, the twin glowing blades still tightly in his grip, and the tiger looked at him in pained anger. Calmly, they circled one another, hunter and prey, affording Thirty-Seven a moment to examine

his foe more carefully. A strange viscous liquid—blood, but yet not blood—oozed from the cat’s belly wound, and the creature seemed ultimately undeterred by the damage. His own face and torso bore a number of gashes, dripping what he realized was the exact same liquid. He nodded in understanding and took a defensive posture, waiting for it to finally strike.

Moments later, however, the rapid twanging of a longbow sounded from behind him, and two arrows flew past, lodging in the beast’s skull, piercing the bone and where its brain would have been. Valyndra cried out in victory as the creature slumped to the ground, but she was soon at her friend’s side, concerned. “Sev! Are you alright?” She put her hand on his shoulder again, and he still did not understand why.

He nodded slowly, brushing the blend of oils that passed for his blood from his face with his sleeve. “Yes, I’m fine. Nothing a night’s rest won’t repair. There will probably be worse inside,” he said, shrugging off her hand and going back to the door of the complex.

“Worse? You think the place is overrun with animals?” she questioned incredulously. When Thirty-Seven declined to answer, she went over to the beast and knelt down, wondering if she could salvage its hide for tanning. As she got a clear look at the wounds in its body and the obviously synthetic material within, she gasped.

“Now you see,” he finally answered, as he managed to open the hatch into the dome. “Not a real tiger at all, but a facsimile of one. Part of the complex’s defenses. Whatever is inside will not seem so familiar.”

Valyndra rose, her face somewhat pale, and returned to Thirty-Seven’s side. “All right, then. Are we ready?” She took a deep breath and forced a smile, which had the side effect of calming her nerves.

He pulled the hatch up the rest of the way and motioned for Valyndra to go inside. “What is it that the humans say? Ladies first?” Something in her demeanor made him almost feel concerned, at least for a moment.

In spite of herself, she laughed. “They do say that, but we elves don’t! Come on, Sev, let’s go find your sister.” She leapt down into the darkness.

“She’s not my—” He started to retort, but Valyndra was already bolting ahead down below, the sound of her boots on the metal floor echoing loudly enough for him to hear up above. Shaking his head, Unit Thirty-Seven lowered himself down carefully and hurried after her.

Androids

Racial Traits

Tracing ultimately back to technological ruins, androids are not born as are most other races, but nor are they made, as are construct races such as the wyrwood or the psionically-created elans. Perhaps best thought of as “ensouled machines,” a living android is the result of a mortal soul inhabiting an effectively-immortal android body, which may have housed many souls over the centuries. Consequently, androids occupy a strange gray area between that of most humanoid races, who have bodies that deteriorate, and constructs such as golems, which lack souls altogether.

Android Racial Traits

Androids have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma:

Androids have swift reflexes and are very intelligent, but have difficulty relating to others.

Humanoid: Androids are humanoids with the android subtype.

Medium: Androids are Medium creatures and receive no bonuses or penalties due to their size.

Exceptional Senses: Androids have darkvision out to a range of 60 feet and low-light vision.

Alert: Androids gain a +2 racial bonus on Perception checks.

Constructed: For the purposes of effects targeting creatures by type (such as a ranger’s favored enemy and *bane* weapons), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.

Logical: Androids have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.

Nanite Surge: An android’s body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting a bonus equal to 3 + the android’s character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a torch in illumination for 1 round.

Languages: Androids begin play speaking Common. Androids with high Intelligence can choose any additional languages they so desire (except for secret languages such as Druidic).

Physical Description: Superficially, androids resemble humans, sharing their general physical shape and other characteristics, such that in crowded urban communities, androids pass for locals with ease. Two things set these strange beings apart from humans, however, and both hint at their technological origins. An android’s eyes shimmer with a kind of metallic glow, and strange subdermal biocircuitry snakes across his skin, in patterns that resemble ritualistic or otherwise symbolic tattoos. Android bodies are entirely synthetic, made from strange materials and crafted to resemble human bones, muscles, and organs with surprising accuracy. Their bodies even contain systems of artificial nerves and veins, through which flow electrical impulses and a metallic oil not unlike blood, respectively. Androids come in the same range of shapes and sizes as



humans do, with the average android being about 6 feet tall and weighing perhaps 200 pounds.

Society: Though they share the same mysterious technological origins, androids do not often congregate the way other humanoid races do, as their general lack of empathy complicates the formation of societal bonds. As such, androids are usually solitary individuals who blend quietly into human communities and keep to themselves. Some, emotionless as they are, live instead as lone hermits or nomads, wholly unable to connect with other sentient beings. Small enclaves of androids do occasionally form near ancient ruins believed to be connected to their origins, however. Such enclaves are normally bound together through research into android history and the exploration of the places that seem to give “birth” to them.

Alignment and Religion: Steeped as they are in technological artifice, androids are most comfortable when things are codified and structured. Many androids are lawful, and because they have difficulty with empathy, they are often neutral with respect to good and evil. Chaotic androids are rare and usually anomalous. Contrary to expectations, androids can sometimes be surprisingly pious individuals. The mysteries of their origins and the strange ways that souls interface with their synthetic bodies lead many androids to seek answers from the divine. They can be found worshipping or even serving deities of knowledge. Others devote themselves to the veneration of the soul itself, since an android’s soul, rather than her body, is the truest marker of her identity. A number of these androids have begun to follow the philosophy of the Final Cause, seeking purpose and meaning behind their existence.

Names: Android common names vary about as widely as those of humans do, since most of them take human names to blend in among them. An android’s name is normally self-chosen once the individual has become accustomed to her synthetic body. In addition to this chosen name, each android has another appellation: the identifier for her body and the processes that maintain it. While the chosen name used by the soul inhabiting an android body normally changes over the centuries, this identifier is constant, conveyed to a new soul sometime after its awakening as an android by the body itself. These “names” vary considerably. One android’s body might be identified with a simple unit number, while another might be named for an animal or plant, and still another could be identified with a flowery turn of phrase or an enigmatic word pairing. Whether androids share their identifiers varies from android to android, with some never feeling cause to and others using them as nicknames, substitutions for surnames, or even as their primary name.

Identifiers: #60091, Blue Fox, Ghost, Last Horizon, Prophet, Willow.

Androids, Emotions, and Morale Bonuses

Coldly rational artificial intelligences are a common trope in speculative fiction, a trope with a lot of influence on the android race, but it’s important to remember that unlike constructs, androids are in fact humanoid beings, thanks to the souls that they possess. This means that androids are capable of feeling emotions, such as apprehension or even love. As such, we’ve decided to rename the emotionless racial trait to “logical” to better represent this important distinction.

It’s also worth noting that, when it comes to game mechanics, androids cannot benefit from morale bonuses, which has impact on a number of class abilities and spells, including but not limited to the effects of a barbarian’s rage, the bonuses provided by some cavalier orders, and the bonuses provided by a wilder’s euphoric surge. If you want to play an android character of one of these classes or who can benefit from morale bonuses provided by your party members, consider using the anomaly alternate racial trait.

Traits

The following race traits are available for androids.

Memory Banks: Your body’s circuitry maintains records which you have learned to access. You gain a +1 trait bonus on Knowledge (history) checks, and Knowledge (history) is always a class skill for you.

Overclocked: Your biological circuitry runs with extreme efficiency, making you ever ready for action. You gain a +2 trait bonus on initiative checks.

Alternate Racial Traits

Anomaly: Sometimes, a particularly volatile soul can overwhelm the technology of an android body, making the resulting individual subject to emotions, and greatly so. Anomalous androids suffer a –2 racial penalty on saving throws against all mind-affecting effects, emotion effects, and fear effects but can gain the benefits of morale bonuses and suffer no penalty on Sense Motive checks. Additionally, Bluff and Sense Motive are always class skills for them. This racial trait modifies constructed and replaces logical.

Conduit: Rarely, an android’s circuitry is built to act as a potent conduit for divine power. Androids with this trait treat their Charisma score as 2 points higher for the purpose of the channel energy and lay on hands class features, and also for oracle class features (including both spellcasting and revelations). Furthermore, conduits treat their caster level as 1 higher when casting cure and inflict spells. This racial trait replaces nanite surge.

Factual: While most androids have difficulty processing emotions, others instead have an inability to imagine things outside of physical and factual reality, making it difficult for them to deceive others. Such androids suffer a -4 penalty on Bluff checks. This racial trait replaces logical.

Ironspy: Android bodies built for stealth and infiltration employ camouflage circuitry, foregoing the capacity for a nanite surge, since the resulting display can compromise delicate missions. Androids with this trait reduce the penalty for using Stealth while moving at full speed by 5 and reduce the Stealth check penalty for sniping by 10. This racial trait replaces nanite surge.

Magitech: Some androids possess circuitry infused with magical energies, which allow them to better channel arcane power. Androids with this trait choose a bloodrager or sorcerer bloodline at 1st level and treat their Charisma score as 2 points higher for all bloodrager and sorcerer class abilities (including spellcasting) if they have that bloodline. Androids with both bloodrager and sorcerer class levels gains this benefit for both bloodlines if they have the same bloodline for each class. Additionally, magitech androids gain a +2 racial bonus on Spellcraft checks. This racial trait replaces nanite surge.

Society and Lands

Aging and Death: Though android bodies do not generally die unless deliberately destroyed, the combined

entity of an android body and the soul it houses does undergo something akin to death. As an android ages, the processes that maintain the links between her body and her soul begin to deteriorate (resulting in behavioral patterns not unlike those of elderly humans), ultimately culminating in the shutdown of the body, at which point the soul is ejected and free to journey on to whatever awaits it beyond. After a period of self-repair, android bodies normally reactivate and are re-inhabited by a new soul. Typically, an android “lives” for about a century before her body shuts down.

Androids themselves do not normally mourn their “dead,” as strong emotional attachments tend to be rare for them. When an android’s body shuts down among her fellows, the body is generally transported to a remote location so that it can undergo its self-repair routines safely. Androids favor abandoned ruins for this purpose, both technological and mundane, and those rare android communities tend to settle close enough to suitable locations that particular stretches of ruins can become known as “android graveyards” to locals aware of them.

After an android body completes its self-repair routines, it becomes ready to house a new soul, and once a soul joins with it, a new android is “born.” Typically, body and soul need only a day or two to become acclimated to one another, as android bodies were designed long ago to connect with appropriate souls with great efficiency. Once acclimated, a newly awakened android is aware of her body’s identifier and typically chooses a name for herself, drawing on the body’s memories for context. If the new android has arisen near an android settlement, she will typically be aware of this fact and seek out that community. Otherwise, she finds herself alone and must make her way in the world without guidance.

Arts and Crafts: Though androids are not widely known for their artistic endeavors, some among them become skilled tattoo artists out of practicality. With an android’s circuitry-tattoos being their most notable feature, many of them find that incorporating these patterns into actual tattoos gives them a more human appearance. Like their circuitry tattoos, these tattoos often take the form of abstract patterns, rather than pictures or words. Anomalous androids favor less abstract tattoos, however.

Communities and Settlements: Androids rarely congregate in communities. When they do, they nearly always have a greater purpose in mind, with exploration and research of ancient ruins being the most common goal that brings them together. Such settlements are usually within a day or two of some promising site to facilitate ease of research. Other sorts of android settlements are even scarcer, and these are normally formed as a defensive measure in lands where locals are particularly hostile to androids.



Table 1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	4 ft. 10 in.	120 lbs.	+2d8	x5 lbs.
Female	4 ft. 5 in.	85 lbs.	+2d8	x5 lbs.

Table 2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
15 years	+1d4	+1d6	+2d6

Table 3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d20 years

Love and Mating: Androids have no practical reason to mate since they cannot reproduce, though most android bodies possess facsimiles of the necessary human organs, allowing them to engage in sexual activity, both among themselves and with other humanoid races. Even so, androids rarely do, since emotional and physical pleasures are of little import to them. Anomalous androids are more likely to develop lasting bonds and partnerships than their fellows, given that they better understand matters of the heart.

Magic: Androids see magic as a tool like any other, and their natural intelligence lends well to the art of wizardry. They rarely become bards, since the subtleties of music and performance are difficult for them to grasp. Though androids do not have natural bloodlines, some of their bodies are constructed with special circuitry capable of channeling arcane power. Such “magitech” androids are often sorcerers.

Divine magic is not often practiced among androids, but as with all souls, they are occasionally driven to serve something greater than themselves. Android clerics often serve deities of knowledge, though some instead adhere to philosophies centered around the mysteries of souls or life in general. Androids rarely become druids or other divine spellcasters with ties to the natural world, synthetic as they are.

Relations: Androids have interacted with many races over the centuries and possess different relations with each.

Gnomes: Androids find gnomes to be incessantly annoying. They have no time for practical jokes and frivolity, nor do they care to answer the hundreds of questions gnomes often have about them. Gnomes find android personalities to be even duller than those of the other “big” races, and many of them try to break what they see as an android’s emotional wall through humor, only to fail miserably at the task.

Humans: Androids sometimes feel jealous of humans, since they are, in some sense, imitations of that ubiquitous race. However, their lack of emotional understanding often prevents them from realizing their own envy, causing some to lash out against or resent humans. Most androids, however, realize the benefits of blending in among humankind and so try to live peacefully in human settlements. Humans, for their part, only rarely recognize androids for what they are, with their reactions to them ranging from scientific curiosity to abject horror. Humans sometimes find their sense of identity and purpose greatly shaken when they learn of the existence of androids, which can make them suspicious or outright hostile toward them.

Samsarans: Whereas an android’s body houses many souls over the centuries, a samsaran’s soul inhabits many bodies over the same span of time. Samsarans find androids discomfiting, as they seem to them to represent something of a foil to their own existence and quest for harmony. Androids, for their part, do not understand the samsaran obsession with spiritual enlightenment and find their penchant for deriving lessons from their past lives and moralizing pointless.

Wyrwoods: Androids and wyrwoods share a certain sort of kinship, since both races are created and also highly logical beings. Androids understand wyrwoods better than they do most other races, and on the rare occasions when the two races interact, things usually proceed amicably. In mixed company, an android and a wyrwood will often engage in long discussions over some topic of mutual interest, since they think more like one another than either of them thinks like other humanoids. Androids are still more like other humanoids than wyrwoods, however, as their souls give them a measure of mortality—something completely alien to the wholly constructed wyrwoods.

Adventurers: Androids can adventure for a variety of reasons, with their motivations being about as varied as those of humans. Many of them are driven to explore ancient ruins, seeking the secrets of their own origins or

to find others of their kind, dormant and waiting for new souls. Androids also recognize the value of money and power in a practical sense and may be driven to adventure to acquire one or both of them.

Alchemist: Keenly aware that synthetic concoctions power their very existence, androids approach the practice of alchemy with great drive. Many such alchemists experiment with formulae and mutagens with the goal of better understanding the nature of their own existences.

Cryptic: An android's logical mind is highly prone to pattern-seeking, which lends those androids whose souls have a psionic spark well to the path of the cryptic. Some android cryptics, commonly called wireminds, tap into the power of their circuitry, using it to augment their psionic prowess.

Oracle: Android oracles are exceedingly rare, but every so often, a god or some other power places its mark on a soul before it joins with an android body. Such souls are normally drawn to android bodies that are suitable conduits for divine power, and once embodied, they revel in mystery and revelation with a zeal quite uncommon among androids.

Rogue: Naturally agile and keen of mind, androids make excellent rogues. Those androids with ironspy circuitry modifications often find work as agents and runners for governments and military organizations.

Slayer: Practical and often unemotional, androids find the work of the slayer less distasteful than other humanoid do. Android slayers often act as hired killers or mercenaries, tracking their prey with cold, calculating intelligence.

Racial Options

Racial Archetypes

Androids can make use of these archetypes.

Living Weapon

The civilization that created the first android bodies specialized a certain model for combat and combat alone. While many of these units have not survived to the present day, a living weapon is occasionally found deep within remote ruins. Built with specialized circuitry and nanites capable of producing weapons made from raw energy, androids of this type make masterful assassins, bodyguards, and sellswords.

Associated Class: brawler

Associated Race: android

Replaced Abilities: unarmed strike, maneuver training, knockout, brawler's strike, close weapon mastery, awesome blow, improved awesome blow

Modified Abilities: brawler's flurry

Brawler's Flurry (Ex): A living weapon can perform a brawler's flurry with any combination of unarmed strikes, weapons from the close fighter weapon group, or any energy weapons she creates. She cannot perform a brawler's flurry with a special monk weapon.

Create Energy Weapons (Su): As a move action, a living weapon can form up to two semi-solid weapons composed of raw energy, powered and reinforced by her circuitry and nanites. These weapons can take the form of a handaxe, short sword, any simple weapon, or a weapon from the close fighter weapon group. If the living weapon uses these energy weapons with her brawler's flurry or Two-Weapon Fighting, she suffers any applicable penalties as normal.

An energy weapon lasts indefinitely but dissipates if it leaves her hand or if she dismisses it as a free action. The living weapon's circuitry can maintain up to two energy weapons at once; if she attempts to create more, any existing energy weapons she is wielding dissipate.

Improved Energy Weapons (Su): At 3rd level, any energy weapons the living weapon creates possess a +1 enhancement bonus on attack and damage rolls. At 7th level and every 4 levels thereafter, this enhancement bonus improves by +1, to a maximum of a +5 enhancement bonus at 19th level.

Malleable Weapons (Ex): Once she reaches 4th level, the living weapon can create energy weapons as a swift action, rather than a move action. At 10th level, she can use a swift action to change an energy weapon she has already created from one type of weapon to another (such as from a handaxe to a short sword). At 16th level, she can create or change the type of her energy weapons as an immediate action.

Augmented Energy Weapons (Su): Beginning at 5th level, the living weapon unlocks subroutines that can direct a greater flow of power to her energy weapons. Any energy weapons she creates gain the *shock* special property, dealing 1d6 electricity damage on a successful hit. At 9th level, her energy weapons are also treated as *ghost touch* weapons. At 13th level, her energy weapons gain the *shocking burst* property, and finally, at 17th level, they gain the *keen* property.

Finishing Strike (Ex): At 16th level, the living weapon can overload her energy weapons in an attempt to instantly kill a creature. She can use this ability once per day and must decide to use it before making her attack roll. On a successful hit with an energy weapon that deals damage, the target must succeed on a Fortitude saving throw (DC $10 + 1/2$ the living blade's level + the higher of her Strength or Dexterity modifiers) or die. Creatures immune to critical hits are immune to the living weapon's finishing strike.

After using this ability, any active energy weapons dissipate, and the living weapon must wait 1d4 rounds before creating further weapons.

At 20th level, the living weapon can use this ability twice per day.

Nanoshade

While androids, ensouled as they are, can harness and manipulate *ki* just as any other race can, the subtle nature of meditation can prove difficult for them. As such, over the centuries, a discipline has arisen among androids that superficially resembles the arts of ninjutsu. Where traditional ninjas harness their inner *ki* much as monks do, android nanoshades instead learn to master the nanites infused in their bodies.

Associated Class: ninja

Associated Race: android

Replaced Abilities: *ki* pool

Modified Abilities: ninja tricks, hidden master

Nanite Reserve (Ex): At 2nd level, a nanoshade gains a nanite reserve that he uses to augment his abilities. The number of points in the nanoshade's nanite reserve is equal to 1/2 his level + his Intelligence modifier. As long as he has at least 1 point in his nanite reserve, whenever he uses his nanite surge racial ability, the nanoshade may prevent the illumination of his circuitry-tattoos as a free action. Additionally, while 1 point remains in his reserve, the nanoshade's nanites enhance his reflexes, increasing his base speed by 10 feet. At 10th level and again at 16th level, his base speed improves by an additional +10 feet so long as he has 1 point in his nanite reserve.

By spending 1 point from his nanite reserve as a swift action, a nanoshade can make one additional attack at his highest attack bonus, but he can do so only when making a full attack. In addition, he can spend 1 point from his nanite reserve as an immediate action to cause his nanites to take a rigid formation, bolstering his body against attack and granting him DR 5/— for 1 round. Finally, he can spend 1 point from his nanite reserve as an immediate action to use his nanite surge racial ability, even if he has already used it once per day.

The nanoshade's nanite reserve replenishes itself through self-repair after 8 hours of rest; these hours need not be consecutive.

Ninja Tricks: If a nanoshade chooses a ninja trick or advanced ninja trick that uses or otherwise interacts with a *ki* pool, he instead uses his nanite reserve for that ability. Additionally, the nanoshade may use his Intelligence modifier in place of his Charisma modifier for any ninja tricks and advanced ninja tricks that require it. Nanoshades can also take the following ninja trick:

DISRUPTIVE NANITES

Type poison, injury; **Save** Fortitude DC 13

Frequency 1/round for 6 rounds

Effect 1d2 Con damage; **Cure** 1 save



Intrusive Nanites (Ex): A nanoshade with this trick can spend 1 point from his nanite reserve to coat a weapon with disruptive nanites which infest any inflicted wounds, disrupting an affected creature's biology. As an immediate action on a successful attack with a weapon coated in disruptive nanites, the nanoshade can spend an additional point from his nanite reserve to increase the save DC of the poison to 10 + 1/2 his class level + his Intelligence modifier or to increase the duration of the poison to 1 round for each class level he possess.

Hidden Master: Using the *invisibility* portion of this ability requires the use of 3 points from the nanoshade's nanite reserve. It otherwise functions as normal.

Thought Scribe

Tattoo artistry is a practical pursuit for many androids, and some psions among them take the art further, becoming specialists in the creation and use of psionic tattoos. Sometimes called thought scribes, these psions learn to weave these tattoos into their own circuitry with psionic energies, creating a reserve of psionic effects they have available at all times—even when their mental reserves are depleted.

Associated Class: psion

Associated Race: android

Replaced Abilities: discipline, discipline abilities

Psionic Circuitry (Su): The thought scribe's biological circuitry hums with psionic energy. The thought scribe's powers show up on his body in the form of tattoos that intertwine and interact with his circuitry-tattoos, not unlike a cryptic's pattern designs. When making a Spellcraft check related to a psionic power he knows, the thought scribe gains a competence bonus equal to his class level.

The thought scribe's known powers can be identified with a Spellcraft check with a DC equal to 10 + double the power's level. These tattoos do not count against the number of psionic tattoos the thought scribe can safely wear.

When the thought scribe manifests one of his powers, his circuitry-tattoos glow just as if he had used his nanite surge racial ability. He can suppress this glow by spending an additional power point whenever he manifests a psionic power.

Scribe Tattoo: At 1st level, the thought scribe gains Scribe Tattoo as a bonus feat. He does not need to meet the prerequisites for this feat.

Extended Tattoo (Su): Beginning at 2nd level, the thought scribe can use the psionic energy of his circuitry to extend the effects of his psionic tattoos. A number of times per day equal to his Intelligence modifier, he can cause any psionic tattoo he activates that does not have an instantaneous duration to function at twice its normal duration.

Swift Artistry (Ex): At 2nd level, the thought scribe can scribe psionic tattoos on his own body in one hour, rather than in one day.

Efficient Artistry (Ex): Once he has reached 7th level, the thought scribe can scribe a psionic tattoo on his own body with raw materials costing only one-fourth of the tattoo's base price, rather than one-half of the tattoo's base price.

Enhanced Tattoo (Su): Upon reaching 8th level, the thought scribe's circuitry can further enhance the power of his psionic tattoos. A number of times per day equal to his Intelligence modifier, he can cause any psionic tattoo he activates to function at a manifester level equal to his class level.

Instant Artistry (Su): At 12th level, the thought scribe gains the ability to scribe psionic tattoos instantaneously. Once per day, assuming he has the necessary materials on hand, the thought scribe can scribe a psionic tattoo on his own body as a standard action. Using this ability requires that the thought scribe expend a number of power points equal to double the cost of the power to be placed in the psionic tattoo. At 17th level, the thought scribe can use this ability twice per day.

Eternal Tattoo (Su): When a thought scribe of 14th level activates a psionic tattoo that he extends, the effects of that tattoo become permanent, sustained by his circuitry, until he chooses to make another tattoo effect permanent.

Conserve Tattoos (Su): At 20th level, the thought scribe's circuitry further reinforces his psionic tattoos, allowing them to be activated without being consumed. A number of times per day equal to his Intelligence modifier, when he activates a psionic tattoo, the tattoo is not consumed, allowing the thought scribe to activate the tattoo again.

Wiremind

Androids, being hyper-logical, naturally see the patterns and structure in all things, and those who become cryptics and investigate the hidden patterns in the world around them sometimes turn their exploration inward toward the intricate patterns of their own circuitry. These wireminds learn to spread their mind's energies throughout their biological circuitry, gaining greater insight into their own psionic potential.

Associated Class: cryptic

Associated Race: android

Replaced Abilities: trapfinding, trapmaker, swift trapper

Modified Abilities: pattern designs

Mind and Body: Through meditation, the wiremind harnesses the power of his circuitry to enhance his mental capabilities. He adds 1/2 his level to Autohypnosis checks made to memorize and to recall information (minimum +1). He also adds this bonus on Knowledge (psionics) checks.

Pattern Designs (Su): A wiremind's powers show up on his body as tattoos much as they do for other cryptics, but these designs intertwine and interact with his circuitry-tattoos, giving him an intimate familiarity with his own abilities. When making a Spellcraft check related to a psionic power he knows, the wiremind gains a competence bonus equal to his class level.

Circuitry Focus (Su): Beginning at 6th level, the wiremind can psionically focus his circuitry in the same manner which he normally gains psionic focus. Whenever he would need to expend or maintain psionic focus for an effect, he can expend or maintain his circuitry's psionic focus instead.

New Alchemist Discovery

Android alchemists can choose the following new discovery.

Nanite Storage (Ex): When the alchemist drinks a potion, he can elect to have his nanites store it instead of

immediately receiving its effects. If he does so, he can later release the potion as a swift action, gaining all its benefits as if he had drunk it normally. The alchemist can hold a potion in nanite storage for up to a number of hours equal to his Intelligence modifier.

New Barbarian/Skald Rage Power

Android barbarians can choose the following new rage power.

Nanite Reinforcement (Ex): While raging, the barbarian can expend a daily use of his nanite surge racial ability, employing them so that he can sustain a high level of exertion. When the barbarian uses this ability, he does not gain the fatigued condition at the end of his rage.

New Rogue/Slayer Talent

Android rogues and slayers can choose the following new talent.

Cloaking (Ex): The rogue or slayer's skin and circuitry-tattoos can blend in with her surroundings. For a number of minutes per day equal to her Intelligence modifier, she can gain a +4 enhancement bonus on Disguise and Stealth checks. These minutes need not be consecutive, but must be consumed in one-minute intervals. Activating this ability is a swift action.

New Advanced Rogue/Slayer Talent

Android rogues and slayers can choose the following new advanced talent.

Improved Cloaking (Ex): While the rogue or slayer's cloaking ability is active, she can slow down her body's internal functions and movement, allowing her to use Stealth to evade detection even by creatures with blindsense, blindsight, and tremorsense. Such creatures still need to make Perception checks to detect her while she is cloaked. The rogue or slayer must have the cloaking talent before choosing improved cloaking.

Racial Feats

Many androids make use of the following feats.

Conductive Body

Your body can conduct and diffuse even sudden bursts of electricity.

Prerequisite: Con 15, Toughness, android.

Benefit: You gain electricity resistance 5.

Extra Nanite Reserve

You can use your nanite reserve more often.

Prerequisite: Android, nanite reserve class feature.

Benefit: Your nanite reserve increases by 2.

Special: You can gain Extra Nanite Reserve multiple times. Its effects stack.

Extra Nanite Surge

You can use your nanite surge ability more often.

Prerequisites: Android, nanite surge racial trait.

Benefit: You can use your nanite surge one additional time per day.

Special: You can take this feat more than once. Its effects stack, granting you an additional daily use of your nanite surge each time you take it.

Formula Mastery

You have learned to store a selection of formulae within your circuitry routines and can prepare their extracts without referencing your formula book.

Prerequisites: Alchemy class feature, android.

Benefit: Each time you take this feat, choose a number of formulae that you already know equal to your Intelligence modifier. From this point on, you can prepare these extracts without referring to a formula book.

Normal: Without this feat, you must use a formula book to prepare all of your extracts.

Improved Conductive Body

Electricity energizes your nanites, accelerating your body's self-repair routines.

Prerequisite: Con 15, Conductive Body, Toughness, android.

Benefit: Whenever you take electricity damage that exceeds your electricity resistance, you gain fast healing 1 for a number of rounds equal to your Constitution modifier.

Magitech Spell (Metamagic)

You can infuse your spells with crackling energy from your circuitry.

Prerequisite: Elemental Focus (electricity) ^{APG}, android.

Benefit: A magitech spell deals 1d6 points of electricity damage per spell level, in addition to any damage it normally deals. A successful Reflex save (whether or not the spell normally allows a save) reduces this extra damage by half.

A magitech spell uses up a spell slot two levels higher than the spell's actual level.

Overcharged Strike

You can bolster your unarmed strikes with bursts of electricity from your circuitry.

Prerequisites: Con 13, Wis 13, Elemental Fist ^{APG}, Improved Unarmed Strike, android, base attack bonus +8.

Benefit: Your unarmed strikes deal an additional +2 electricity damage at all times. When you use the Elemental Fist feat to deal electricity damage with an unarmed strike, you add an additional 1d10 electricity damage on a successful critical hit.

Special: A monk of 6th level or higher can choose Overcharged Strike as one of his bonus feats. So long as he possesses the Elemental Fist feat, the monk need not meet this feat's other prerequisites to select it as a bonus feat.

Racial Equipment

Many androids make use of the following item.

Visor, Android: This visor, crafted from a transparent polymer, focuses the wearer's vision, allowing them to see more clearly than normal. Wearing an android visor provides a +2 circumstance bonus on sight-based Perception checks. **Cost** 250 gp **Weight** —

Religion

Philosophy

Though androids do not have a patron deity, a number of them have begun to follow this philosophy.

THE FINAL CAUSE

N philosophy of discovery, purpose, and souls
Priests clerics, inquisitors, monks, oracles, wizards
Domains Artifice, Knowledge, Repose, Travel
Subdomains Ancestors, Construct, Memory, Souls
Mysteries Ancestor, Lore, Metal
Inquisitions Fate, Oblivion, Persistence
Favored Weapon longbow

FAITH

Sacred Animal ant; **Symbol** winding road
Sacred Texts *Seeking the Cause*

The very existence of androids is a puzzle waiting to be solved, and over the centuries, android philosophers have spilled much metaphorical ink trying to find the solution. Throughout their metaphysical treatises, a common thread can be found: behind the cycle of android "births" and "deaths," there must exist some purpose, a purpose that has come to be called the Final Cause. Early thought presumed the existence of a deity who guided souls into suitable android bodies, but no concrete evidence of such

an entity has ever been produced, and so, logical as they are, androids abandoned this hypothesis.

Instead, androids with a certain reverence for the soul and the means by which it combines with an android body to create a living being have come to believe that there exists some "equation" or "process" underlying the cosmos that guides misdirected souls to android bodies. In accordance with the philosophy of the Final Cause, these androids further believe that each android is assigned some specific purpose upon the joining of soul and body, though this purpose is rarely explicitly known by a given android and must be sought out over the course of life. As such, adherents to the philosophy seek out new experiences, hoping for the "epiphany" that reveals to an individual android the nature of her own Final Cause. Many also devote their lives to the exploration of technological ruins and the recovery of inert android bodies, seeking anything that might lead to further understanding of the underlying "process" that guides the creation of new androids.

Adherents to the Final Cause often establish enclaves near technological ruins and other places of importance to the Cause, where they gather deactivated androids and pursue answers to the ultimate question of their existence. When a new android awakens in such an enclave, the adherents seek to offer the new individual guidance in finding meaning and purpose for her new life. Most androids cultivated in this way by the Final Cause become adherents themselves, though as is the case with all ideologies, some androids invariably reject the philosophy.

Generally, practitioners of this philosophy strive to be non-violent, seeking diplomatic and peaceful solutions to conflict whenever possible, as the destructive nature of violent resolutions can disconnect both one's self and others from their ultimate causes. Because the world does not always live up to this ideal, however, enclaves of the Final Cause recruit and train guardians called seekers (see below) who accompany expeditions into particularly dangerous locations.

Priest Archetypes

Adherents of the Final Cause can make use of this archetype.

Seeker

Though believers in the Final Cause are normally non-violent, they recognize the danger posed by expeditions into ancient ruins and forgotten places. When necessary, they call on the services of the seekers, warrior-scholars

Table 4: Deities

Philosophy	AL	Area of Concern	Domains	Mysteries	Favored Weapon
The Final Cause	N	discovery, purpose, souls	Artifice, Knowledge, Repose, Travel	Ancestor, Lore, Metal	longbow

who delve into dangerous places in search of forgotten lore. Though ultimately devoted to the pursuit of knowledge in the service of the Final Cause, seekers understand the unfortunate need for physical solutions when penetrating places not meant to be discovered, and they protect members of their expeditions with their lives.

Associated Class: inquisitor

Associated Race: android

Replaced Abilities: monster lore, stern gaze, *detect alignment*, track, bane, greater bane, exploit weakness

Seeker's Guile (Ex): A seeker adds his Wisdom modifier in addition to his Intelligence modifier on Knowledge (engineering) and Knowledge (geography) checks.

Seeker's Memory (Ex): Over time, every seeker learns and memorizes bits of knowledge relevant to his line of work, often gleaned from exploratory ventures. A seeker gains a competence bonus on Knowledge (arcana) and Knowledge (history) checks equal to 1/2 his class level (minimum +1).

Guide (Ex): At 2nd level, the seeker adds half his level on all Survival checks. This bonus does not apply when finding or following tracks.

Locate Vessel (Sp): A seeker of 2nd level, can use *locate vessel* at will as a spell-like ability.



Protective Judgment (Su): Beginning at 5th level, when the seeker uses his judgment ability, he can choose one target within 30 feet to share the benefits of the healing, protection, purity, and resiliency judgments. The target can receive the benefits of one such judgement at a time, and it must be the same one affecting the seeker. If the seeker takes a swift action to change his chosen judgment, he can also change the beneficiary of his protective judgment as part of the same action. The target must remain within 30 feet of the seeker to receive the benefits of the judgment, though if she moves beyond 30 feet away from the seeker and moves within 30 feet again while the effect is still active, she regains its benefits.

Greater Protective Judgment (Su): Once the seeker reaches 13th level, he can provide the target of his protective judgment with the benefits of his second judgment, chosen from the same list as normal for a protective judgment. Alternatively, he can choose a second target to receive a protective judgment, in which case both targets receive the benefits of his first judgment only. He can reassign this secondary effect (either the targets chosen or the judgments granted) whenever he changes his judgment.

Guardian Angel (Su): At 14th level, the seeker can take deadly blows for those he has sworn to protect. Whenever a target under the effects of the seeker's protective judgment is the subject of a critical hit, the seeker can elect to take the hit himself instead. The seeker must be within 30 feet of the target to use this ability. The seeker reduces the damage from the critical hit by an amount of damage equal to his class level. After the seeker uses this ability, his judgment immediately ends.

Racial Magic and Psionics

Many androids use these spells and powers, as do others that learn them.

ANIMATE CHASSIS

School transmutation; **Level** arcanist/sorcerer/wizard 3, magus 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one inert android body

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You activate the target android body's locomotive systems, giving it mobility and some semblance of life. The animated chassis functions as a Medium animated object ^{B1}, with the additional ability to perform a nanite surge (as the android racial ability) once during the duration of the spell. The animated chassis will attack a target that you designate, and you can also direct it to move or perform other simple actions as a move action.

Once a particular android body has been the target of this spell, it cannot be affected by it again for 24 hours.

Animate chassis can be made permanent with a *permanency* spell.

LOCATE VESSEL

School divination; **Level** arcanist/sorcerer/wizard 1, bard/skald 2, cleric/oracle/warpriest 2, inquisitor 2, magus 1

Casting Time 1 standard action

Components V, S, F/DF (an android visor)

Range long (400 ft. + 40 ft./level)

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You learn the number of inert android bodies within range. Additionally, you can sense the direction to the nearest of these vessels.

This spell is blocked by even a thin sheet of lead. Living androids cannot be found by this spell. *Polymorph any object* and *nondetection* can fool it.

NANITE CLOUD

School conjuration (creation); **Level** arcanist/sorcerer/wizard 6, magus 6

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect cloud of nanites spread throughout a 20-ft. radius, 20 ft. high

Duration 1 round/level

Saving Throw Reflex half; see text; **Spell Resistance** no
Nanite cloud creates a dense, violent swarm of nanites in the target area. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment, and creatures farther away have total concealment. Beginning on the turn you cast the spell, creatures within the cloud at the end of your turn take 4d6 bludgeoning and slashing damage from the swarming nanites. A Reflex save reduces this damage by half.

If you are an android, you can expend your nanite surge as part of casting *nanite cloud*. If you do so, the damage dealt by the cloud increases to 4d8.

UPLOAD

Discipline psychoportation; **Level** nomad 9

Display Visual

Manifesting Time 1 hour

Range close (25 ft. + 5 ft./2 levels)

Targets you and one inert android body

Duration instantaneous

Saving Throw Fortitude special(see text); **Spell Resistance** no

You transfer your soul from its current body into the target android body. If you are not already an android, you become one, gaining the humanoid type and android subtype. Your racial bonuses and penalties to Strength, Dexterity, and Constitution are replaced with the android racial bonus to Dexterity. Your Intelligence, Wisdom, and Charisma scores are unchanged. If you are already an android, your type and ability scores do not change.

Regardless of your original creature type, your class levels, feats, and skills do not change once you enter your new body. Your age becomes that of an adult android appropriate to your highest class level. If you have accumulated penalties to your ability scores due to age, those penalties are removed, but any bonuses you have accrued remain. Your height and weight are determined by your new body (roll random height and weight for an android). Your physical characteristics, such as eye and hair color, are also determined by the new body.

Manifesting *upload* carries great risk. Upon the transfer of your soul to the new body, you must make a Fortitude save against the power. On a successful save, your mind and soul survive the transfer, but on a failure, the android body rejects you, resulting in your death. If you die in this way, you cannot be resurrected by any means, except via *miracle* or *wish*. Each time you manifest *upload*, you suffer a cumulative –2 penalty on this Fortitude save.

Racial Magic Items

The following magic items are made by android spellcasters.

ANDROID NULLIFIER

Aura moderate abjuration; **CL** 11th

Slot none; **Price** 52,800 gp; **Weight** —

DESCRIPTION

This small metal cube occasionally shimmers with lines of energy not unlike the illumination of an android's circuitry tattoos following a nanite surge. Once per day, an *android nullifier* can be placed on the ground and activated (a standard action), creating a stationary *antimagic field* that lasts for one minute.

When activating an *android nullifier*, an android can expend her nanite surge to create a selective *antimagic field* instead. When used in this way, the android that activates the *nullifier* and up to three other creatures can use spells, spell-like abilities, and supernatural abilities inside the *antimagic field* normally. After a *nullifier* is used to create a selective field, it becomes inert and cannot be used again, though it can be used to cover half the cost of creation for a new *android nullifier*. An inert *nullifier* exhibits only a faint abjuration aura.

CONSTRUCTION

Requirements Craft Wondrous Item, *antimagic field*, creator must be an android; **Cost** 26,400 gp

NANITE KEY

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 2,400 gp; **Weight** —

DESCRIPTION

This small metallic sphere resembles a marble but hides magically enhanced nanites beneath its surface. Once per day, a *nanite key* can be pressed against a locked door or container, duplicating the effects of a *knock* spell as the nanites swarm out of the sphere and take a formation suitable to move the locking mechanism or (as in the case of magical locks, such as *arcane lock*), temporarily dispel the lock.

When using a *nanite key*, an android can expend her nanite surge to empower the device. If she does so, she uses her character level as the caster level for the *knock* effect, rather than the item's caster level.

CONSTRUCTION

Requirements Craft Wondrous Item, *knock*, creator must be an android; **Cost** 1,200 gp



RECONNAISSANCE ENGINE

Aura moderate illusion; **CL** 9th
Slot waist; **Price** 5,400 gp; **Weight** —

DESCRIPTION

Favored by ironspy class androids, *reconnaissance engines* are indispensable for clandestine work. A *reconnaissance engine* functions for one terrain chosen from the list of ranger favored terrains. This terrain can be changed to another terrain once per day. Wearing a *reconnaissance engine* (which straps around the waist like a belt), grants the *engine's* selected terrain as a favored terrain as if the wearer were a 5th-level ranger.

A ranger with the favored terrain class feature treats his level as five levels higher for the purposes of determining the bonuses he gains while in the favored terrain associated with the *engine* if he already possesses that favored terrain. If the character's effective ranger level with respect to the terrain would be high enough to gain the camouflage or hide in plain sight abilities, he can use those abilities while in the *engine's* assigned terrain, even if he does not normally possess them.

CONSTRUCTION

Requirements Craft Wondrous Item, *seeming*, creator just be an android ranger; **Cost** 2,700 gp

SEEKER'S VISOR

Aura faint divination; **CL** 3rd
Slot eyes; **Price** 8,370 gp; **Weight** —

DESCRIPTION

This specially-crafted android visor is favored by adherents of the Final Cause on exploratory expeditions. A *seeker's visor* grants its wearer a +5 competence bonus on Perception checks. Unlike a normal android visor, a *seeker's visor* is equipped with a special "jack" that connects to and interfaces with an android's spine. While wearing the visor, an android can use *detect magic* at will and may also use *locate vessel* once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect magic*, *locate vessel*, creator must be an android with 5 ranks in Perception; **Cost** 4,185 gp

In Your Campaign

Androids are a natural fit for any setting that involves ancient technology to some degree. The secrets of their construction are long lost, and an entire campaign could center around delves into ancient ruins meant to recover these secrets and other lost technology. Such expeditions could be driven by a wealthy wizard seeking the means to create life or, if you really want to focus on androids

themselves, a research enclave that reaches out to the PCs and other mercenaries for assistance in exploring a particularly dangerous location. If you want to add a more personal touch, you might have the PCs discover a newly-activated android who asks the PCs to take them to an android enclave located on the other side of a treacherous mountain range, giving the players time to learn about the nature of the androids in a direct way.

The logical minds of androids make them well-suited to positions in your campaign world that require impartiality, and they make excellent cold or uncaring judges or guard captains. Your PCs could see such an NPC as a villain if the android's handling of the law comes across as too unfeeling, or an unlikely ally in the event that they need someone to vindicate them in the face of an authority abusing their own power against the party. In a similar way, androids make excellent arbiters and negotiators of contracts of all sorts.

Naturally, androids also make excellent mercenaries and hired killers, since they often have little empathy for their targets. If you need the PCs to feel hunted, an android assassin or slayer could make an excellent adversary, particularly for a group that likes to talk their way out of problems, as their normal techniques won't phase the android's icy demeanor. An android brawler with the living weapon archetype could prove a danger to the party in situations where they've been forced to turn over their weapons, such as in a royal court or a masquerade ball. Androids, especially those with ironspy modifications, are also favored by thieves' guilds and governments as emissaries, infiltrators, and spies, as they are generally unflinchingly loyal to the contracts of their employment.

As player characters, androids make excellent alchemists, rogues, and wizards, thanks to their Dexterity and Intelligence bonuses. Thematically, in campaigns that allow psionics, you might find manifesting better suited to your character than spellcasting, but don't forget about the conduit and magitech alternate race traits if you want to bend science fiction tropes and play a character that blends the fantastic and the technological. To further play against type, consider being an anomalous android and taking levels in barbarian, sorcerer, or even bard.

When it comes to character traits and personality, consider emphasizing the difficulty your character has in connecting with others, but try not to use this as an excuse to avoid actually roleplaying. Instead, think about an android that struggles to empathize and perhaps sometimes succeeds, allowing room for character growth. Your android could, in the same vein, strive too hard to be social and need to learn how to be "natural" with those around them.

When it comes to philosophical and metaphysical concerns, an android character might be fascinated by the bond between android body and soul, researching the means by which the connection occurs or even hoping to someday replicate the process in another manner. Such a

character might adhere to the philosophy of the Final Cause or see such musings as childish and naïve. As a member of an adventuring party that contains members of long-lived races, such as dwarves or elves, you might discuss with another player the idea that their character recognizes your android's body from the last time it was active and must come to understand that the soul they once knew no longer rests within the shell. In groups with human characters, an android ally's human-like qualities could lead to discussions on the nature of humanity itself as both human and android strive to understand one another.

NPCs

SILENT STEPS

CR 1/2

XP 200

Male android rogue 1

LN Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSES

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)

hp 11 (1d8+3)

Fort +2, **Ref** +4, **Will** -1; +4 vs. mind-affecting effects, paralysis, poison, stun effects

Defensive Abilities constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6+2/18-20)

Ranged light crossbow +2 (1d8/19-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 14, **Wis** 8, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Extra Nanite Surge

Skills Acrobatics +4, Bluff +3, Climb +4, Disguise +3, Escape Artist +4, Knowledge (dungeoneering) +6, Knowledge (local) +6, Perception +5, Sleight of Hand +4, Stealth +4; **Racial Modifiers** +2 Perception, -4 Sense Motive

Languages Common, Dwarven, Goblin

SQ nanite surge 2/day, trapfinding +1

Combat Gear *potion of disguise self*; **Other Gear** rapier, light crossbow, bolts (10), alchemist's fire (2), 44 gp

UNIT THIRTY-SEVEN

CR 3

XP 800

Male android brawler ^{ACG} (living weapon) 4

LN Medium humanoid (android)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSES

AC 18, touch 14, flat-footed 14 (+2 Dex, +4 armor, +2 dodge)

hp 38 (4d10+12)

Fort +6, **Ref** +6, **Will** +2; +4 vs. mind-affecting effects, paralysis, poison, stun effects

Defensive Abilities constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +9 (1d6+4/19–20) or +1 *short swords* brawler's flurry +7/+7 (1d6+4, 19–20)

Ranged mwk light crossbow +7 (1d8/19–20)

Special Attacks brawler's flurry

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +7; **CMD** 21

Feats Dodge, Improved Initiative, Weapon Focus (short sword)

Skills Acrobatics +9, Climb +10, Escape Artist +9, Perception +10, Swim +10; **Racial Modifiers** +2 Perception, –4 Sense Motive

Languages Common, Elven

SQ create energy weapons, improved energy weapons, malleable weapons, martial flexibility 5/day, martial training, nanite surge 1/day

Combat Gear *potions of bull's strength* (2), *potion of cure moderate wounds*; **Other Gear** +1 studded leather, +1 *short sword*, 15 gp

#57294

CR 5

XP 1,600

Female android sorcerer 6

N Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSES

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 35 (6d6+12)

Fort +4, **Ref** +5, **Will** +6; +4 vs. mind-affecting effects, paralysis, poison, stun effects

Defensive Abilities constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Ranged mwk light crossbow +6 (1d6/19–20)

Special Attacks bloodline arcana

Bloodline Spell-Like Abilities (CL 6th; concentration +9)

6/day—*elemental ray* (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*haste*

2nd (6/day)—*acid arrow*, *mirror image*, *scorching ray* (electricity damage)

1st (7/day)—*burning hands* (electricity damage, DC 15), *expeditious retreat*, *locate vessel*, *mage armor*, *magic missile*

0 (at will)—*acid orb*, *dancing lights*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

Bloodline air elemental

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 16, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Casting, Elemental Focus (electricity) ^{APG}, Magitech Spell

Skills Appraise +12, Knowledge (arcana) +12, Knowledge (planes) +12, Spellcraft +14, Use Magic Device +11;

Racial Modifiers +2 Perception, +2 Spellcraft, –4 Sense Motive

Languages Auran, Common, Draconic, Elven

SQ magitech (air elemental)

Combat Gear *wand of magic missile*, *wand of magic weapon*, *potions of barkskin* (2), *potions of cure light wounds* (3), *potion of invisibility*, tanglefoot bags (2);

Other Gear *cloak of resistance* +1, mwk dagger, mwk light crossbow, bolts (10), 172 gp

CYBER

CR 8

XP 4,800

Female android alchemist 9

LE Medium humanoid (android)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +5 Dex)

hp 62 (9d8+18)

Fort +7, **Ref** +11, **Will** +5; +6 bonus vs. poison, +4 vs. mind-affecting, paralysis, poison, and stun

Defensive Abilities constructed; **Immune** disease, emotion, exhaustion, fatigue, fear, sleep; **Resist** poison resistance

OFFENSE

Speed 30 ft.

Melee dagger +7/+2 (1d4+1/19–20)

Ranged +1 *light crossbow* +12 (1d8+1/19–20) or bomb +12 (5d6+3 fire) or shock bomb +12 (5d6+3 electricity)

Special Attacks bomb 12/day (5d6+3 fire, DC 17)

Alchemist Extracts Prepared (CL 9th; concentration +12)

3rd—*cure serious wounds* (2), *displacement*, *heroism*

2nd—*bear's endurance*, *cure moderate wounds* (2), *fire breath* ^{APG} (2, DC 15)

1st—*bomber's eye* ^{APG}, *cure light wounds* (2), *expeditious*

retreat, shield, true strike

STATISTICS

Str 13, **Dex** 21, **Con** 12, **Int** 16, **Wis** 10, **Cha** 6

Base Atk +6; **CMB** +7; **CMD** 25

Feats Brew Potion, Defensive Combat Training, Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Throw Anything

Skills Craft (alchemy) +15 (+24 to create alchemical items), Disable Device +19, Heal +12, Knowledge (arcana) +15, Perception +14, Sense Motive -4, Sleight of Hand +17, Spellcraft +15; **Racial Modifiers** +2 Perception, -4 Sense Motive

Languages Aklo, Common, Draconic, Elven

SQ alchemy (alchemy crafting +9), discoveries (enhance potion, infusion, nanite storage, shock bomb), exceptional senses, logical, mutagen (+4/-2, +2 natural armor, 90 minutes), nanite surge, poison use, swift alchemy

Other Gear +2 *studded leather*, +1 *light crossbow*, dagger, *belt of incredible dexterity* +2, masterwork thieves' tools

AGENT DARK

CR 13

XP 25,600

Female android slayer 7/assassin 7

LE Medium humanoid (android)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSES

AC 23, touch 15, flat-footed 24 (+3 Dex, +8 armor, +1 shield, +2 deflection)

hp 94 (6d10+7d8+20)

Fort +8, **Ref** +12, **Will** +4; +4 vs. mind-affecting effects, paralysis, stun effects; +7 vs. poison

Defensive Abilities constructed, improved uncanny dodge; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee +1 *vicious handaxe* +16/+11/+6 (1d6+5/19-20, x3 plus 2d6), +1 *handaxe* +16/+11 (1d6+5/19-20, x3)

Ranged mwk composite longbow +16 (1d8+4/x3)

Special Attacks death attack (DC 19), quiet death, sneak attack +6d6, studied target (+2, two targets), true death (DC 22)

STATISTICS

Str 18, **Dex** 16, **Con** 13, **Int** 14, **Wis** 10, **Cha** 6

Base Atk +12; **CMB** +16; **CMD** 31

Feats Combat Reflexes, Double Slice, Improved Critical (handaxe), Improved Initiative, Skill Focus (Stealth), Two-Weapon Defense, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Bluff +15, Climb +20, Heal +10, Intimidate +15,

Knowledge (local) +12, Perception +19, Survival +17, Stealth +25; **Racial Modifiers** +2 Perception, -4 Sense Motive

Languages Common, Gnoll, Undercommon

SQ hidden weapons +7, ironspy, poison use, track +3, slayer talents (cloaking, ranger combat style [2]), stalker

Combat Gear *potions of cure serious wounds* (3); **Other Gear** +1 *vicious handaxe*, +1 *handaxe*, mwk composite longbow (+4 Str) with arrows, +2 *mithral breastplate*, *ring of protection* +2, *reconnaissance engine* (urban), 37 gp

TRANQUILITY

CR 14

XP 38,400

Male android monk (monk of the four winds ^{APG}) 15

LG Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSES

AC 22, touch 19, flat-footed 20 (+3 armor, +2 Dex, +4 monk, +3 Wis)

hp 131 (15d8+60)

Fort +13, **Ref** +13, **Will** +14; +2 vs. enchantments, +4 vs. mind-affecting effects, paralysis, stun effects

Defensive Abilities improved evasion; **Immune** constructed, disease, poison; **Resist** electricity 5; **SR** 25

OFFENSE

Speed 70 ft.

Melee +1 *unarmed strike* +17/+12/+7 (2d10+5 plus 2 electricity) or unarmed strike flurry of blows +19/+19/+14/+14/+9/+9 (2d10+5 plus 2 electricity)

Special Attacks elemental fist (15/day, 4d6 electricity), flurry of blows, quivering palm (1/day, DC 20)

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +11; **CMB** +19; **CMD** 38

Feats Conductive Body, Deflect Arrows, Elemental Fist (electricity) ^{APG}, Improved Conductive Body, Improved Grapple, Improved Trip, Improved Unarmed Strike, Overcharged Strike, Spring Attack, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +20, Knowledge (religion) +18, Perception +23, Stealth +20; **Racial Modifiers** +2 Perception, -4 Sense Motive

Languages Common

SQ diamond body, diamond soul, fast movement, high jump, ki pool (10 points, lawful, magic), maneuver training, nanite surge 1/day, purity of body, slow fall 70 ft., wholeness of body

Combat Gear *dust of disappearance*, *potion of cure serious wounds*, *potion of displacement*, *potion of fly*, *potion of haste*; **Other Gear** *amulet of mighty fists* +1, *belt of giant strength* +2, *bracers of armor* +3, *cloak of resistance* +2, *headband of inspired wisdom* +2, monk's robe, 500 gp



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