ADVENTURE PATH PLUG-I





GREDITE

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The power of magic and machinery are melded in a marvelous way with this exciting variant class for the *Pathfinder Roleplaying Game*! The **steel soul** is an unchained summoner infused and infested with nanite probes that connect him with vast and inscrutable alien devices from computers to interplanetary portals, allowing him to tap into eldritch energies and malleable matter and reshape both into robotic servants and soldiers. What a typical summoner accomplishes through pure magic and entreaties to the powers of the planes, the steel soul performs through an impossible interface with technologies far beyond his understanding. Turn the tables on all who would stand against you and show what your esoteric studies into the extraterrestrial can do in the campaign. Your enemies will tremble beneath the steely gaze and iron fist of your robot army!

The Robot Summoner is a Pathfinder Roleplaying Game character class supplement that merges sorcery and science. It can be used in any campaign blending magic and machines, but it is also an ideal accessory to the Metal Gods Adventure Path (#85-90) from Paizo, Inc. Like every product from Legendary Games, it brings together the talents of the top authors and artists in the business to bring you a fantastic play experience at the table and a product that is as pleasurable to read as it is to use. When you combine innovative layout, beautiful aesthetics, and excellence in design that is second to none, that is when you **Make Your Game Legendary**! We hope you enjoy using *The Robot Summoner* as much as we enjoyed making it! Game on!



Warana to Reventeval Parts Prus-ha

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Key, Wiare Wax we Name?

You will see us use phrases such as "Metal Gods Campaign" instead of the title of the official Adventure Path for the *Pathfinder Roleplaying Game*, issues #85-90. Or, you may see us use names such as the "Science League," the " Land of Savage Science," the "Goddess of Invention," or the town of "Forge" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Metal Gods Adventure Path," helping to tame the "Land of Savage Science." See, that wasn't so hard, was it?

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We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d2oPFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and headed up by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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Upgrades

The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks:

ACG Pathfinder Roleplaying Game Advanced Class Guide

APG Pathfinder Roleplaying Game Advanced Player's Guide

ARG Pathfinder Roleplaying Game Advanced Race Guide

^{B1} Pathfinder Roleplaying Game Bestiary

 ${}^{\rm B2}$ Pathfinder Roleplaying Game Bestiary 2

^{B3} Pathfinder Roleplaying Game Bestiary 3

^{B4} Pathfinder Roleplaying Game Bestiary 4

PU Pathfinder Roleplaying Game Pathfinder Unchained

^{TG} Companion softcover guide to technology in the official campaign setting

^{UC} Pathfinder Roleplaying Game Ultimate Combat

UE Pathfinder Roleplaying Game Ultimate Equipment

^{UI} Pathfinder Roleplaying Game Ultimate Intrigue

^{UM} Pathfinder Roleplaying Game Ultimate Magic

Ever cour (Unexane Evernance Variant)

While most summoners tap into the denizens of the outer planes to call forth their servants, or even weave together a portmanteau abomination of their own devising, some characters that follow this path, either through intention or by strange accident, become host to nanites that are connected to great alien machines that sit in hidden vaults deep beneath the surface of their world, or crashed in remote craters in the farthest ends of the earth, or orbit endlessly above their terrestrial home. These lucky few can utilize this connection, commanding the machines to create automatons which can be summoned forth using the same energies that allow for travel between planets via interplanetary gateways of the selfsame alien technology. The steel soul is a variant class of the unchained summoner^{PU} that creates and controls a unique robot ally which can be returned below to be repaired and summoned to fight again. Because the summoning utilizes the same system as the gates, the steel soul can bring forth his robot companion anywhere, even on other planets.

Unchained: The steel soul uses the unchained version of the summoner as its base. In place of an eidolon, the steel soul gains a construct companion with the robot subtype.

Alignment: any.

Hit Die: d8.

CLASS SKILLS

The steel soul's class skills are Craft (Int), Disable Device (Dex), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the steel soul.

Weapon and Armor Proficiency: Steel souls are proficient with all simple weapons and light armor.

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th
ıst	+0	+0	+0	+2	Cantrips, nanite healing +1d6, nanite link, robot	1			-	10	- Parte
2nd	+1	+0	+0	+3	Craft Construct	2	-	-		-	1
3rd	+2	+1	+1	+3	Nanite healing +2d6	3	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	-	-	-	-
4th	+3	+1	+1	+4	Shield ally	3	1	-	-	2 m	-
5th	+3	+1	+1	+4	Nanite healing +3d6	4	2	No.	-		-
6th	+4	+2	+2	+5	Maker's call	4	3	4	1	2	
7th	+5	+2	+2	+5	Nanite healing +4d6	4	3	1	-	-	
8th	+6/+1	+2	+2	+6	Ranged nanite healing	4	4	2	-	-	-
9th	+6/+1	+3	+3	+6	Nanite healing +5d6		4	3	RT	-	-
10th	+7/+2	+3	+3	+7	Extended nanite healing		4	3	1	-	-
11th	+8/+3	+3	+3	+7	Nanite healing +6d6		4	4	2	-	
12th	+9/+4	+4	+4	+8	Improved shield ally		5	4	3	120	-
13th	+9/+4	+4	+4	+8	Nanite healing +7d6		5	4	3	1	-
14th	+10/+5	+4	+4	+9			5	4	4	2	-
15th	+11/+6/+1	+5	+5	+9	Nanite healing +8d6		5	5	4	3	-
16th	+12/+7/+2	+5	+5	+10	Greater nanite healing	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Nanite healing +9d6		5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Greater shield ally		5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Nanite healing +10d6	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Instant restoration	5	5	5	5	5	5

TABLE 1: THE STEEL SOUL

TABLE 2: STEEL SOUL SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th
ıst	4	2	_	- 00	19	1	-
2nd	5	3	-	-	-	1	-
3rd	6	4	-	-		-	-
4th	6	4	2	-		-	-
5th	6	4	3	-			-
6th	6	4	4	-	-	11-2	
7th	6	5	4	2	_	-	-
8th	6	5	4	3	-	<u> </u>	-
9th	6	5	4	4	_	_	-
10th	6	5	5	4	2	-	-
11th	6	6	5	4	3	-	-
12th	6	6	5	4	4	-	-
13th	6	6	5	5	4	2	-
14th	6	6	6	5	4	3	-
15th	6	6	6	5	4	4	
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

A steel soul can cast spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, A steel soul wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A steel soul still incurs the normal arcane spell failure chance for arcane spells granted by other classes.

Spells: A steel soul casts arcane spells from the steel soul list. He can cast any spell he knows without preparing it ahead of time.

To learn or cast a spell, A steel soul must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against A steel soul's spell is 10 + the spell level + the steel soul's Charisma modifier.

A steel soul can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on the steel soul table. In addition, he gains bonus spells per day if he has a high Charisma score.

A steel soul's selection of spells is limited. A steel soul begins play knowing four o-level spells and two ist-level spells of the steel soul's choice. At each new Steel soul level, he gains one or more new spells as indicated on **Table 2: Steel Soul Spells Known**. Unlike spells per day, the number of spells A steel soul knows is not affected by his Charisma score. The numbers on the table are fixed.

Upon reaching 5th level, and at every three steel soul level thereafter (8th, 11th, and so on), A steel soul can choose to learn a spell in place of one he already knows. In effect, the steel soul "loses" the old spell in exchange for the new one. The new spell's level must be the same level as that of the spell being exchanged, and it must be at least one level lower than the highest level Steel soul spell the steel soul can cast. A steel soul can swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known.

A steel soul doesn't need to prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the level.

Cantrips: A steel soul learns a number of cantrips, or o-level spells, as noted on the steel soul Spells Known table. These spells are cast like any other spell, but they do not consume any slots and may be used again. Cantrips prepared using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Nanite Link (Ex): The nanites infused in the steel soul keep his robot tied exclusively to him. This bond allows the steel soul to bolster the robot's attacks. Any abilities the robot possesses that require a saving throw have the DC of the save modified by the steel soul's Charisma modifier.

Nanite Healing (Ex): At 1st level, a steel soul can send forth a surge of nanites to effect near instantaneous repairs to his robot companion. This is a standard action that does not provoke attacks of opportunity. The steel soul must touch the robot to initiate nanite healing. The nanites repair 1d6 points of damage to the robot companion. Every two levels, the amount of damage repaired increases by 1d6 points (2d6 points at 3rd level, 3d6 points at 5th level, and so on). A steel soul may use this ability a number of times per day equal to 3 + his Charisma modifier.

Robot: A steel soul begins play with the ability to summon a powerful robot ally. The robot is specifically created to the specifications of the steel soul, and the same robot is called forth each time. A steel soul can summon his robot using his nanites to open a one-way portal to the underground vault that built it. This summoning takes 1 minute. The robot remains until dismissed by the steel soul (a standard



action). If the robot is destroyed, its remains return to the vault, where it is rebuilt. If destroyed, the steel soul cannot summon his robot again for 24 hours, at which time it can return with full hit points and abilities. If A steel soul dismisses his robot and then summons it again, it returns in the same condition in which it left. The steel soul must let the robot remain in the vault for 24 hours in order for it to be restored to full hit points.

Craft Construct: At 2nd level, A steel soul gains the Craft Construct feat, even though he does not meet the prerequisites for the feat. Until the steel soul reaches 5th level, however, he is limited to using the feat to repair his robot, as per the rules on building and modifying constructs.

At 5th level, the steel soul can craft constructs as per the rules regarding them, with the following exceptions. All constructs crafted by the steel soul cost half the normal cost to build. A steel soul may only craft constructs that are primarily made of metal. All constructs crafted by a steel soul have the robot subtype, even if they normally do not, and have all the bonuses and penalties associated with the subtype. The steel soul is unable to provide a permanent power source for such creations. They last for 1 day per level of the steel soul, before their energy source is drained and they become inert objects. A steel soul can spend a day to recharge a drained robot, at a cost equal to 1/2 the original cost to craft the robot.

Shield Ally (Ex): At 4th level, whenever a steel soul is within his robot's reach, the steel soul gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the robot is grappled, helpless, or otherwise rendered immobile.

Maker's Call (Su): At 6th level, as a standard action, the steel soul can call his robot to his side. This functions as *dimension door*, using the steel soul's caster level. When this ability is used, the robot appears adjacent to the steel soul (or as close as possible if all adjacent spaces are occupied). If the robot is out of range, the ability is wasted. The steel soul can use this ability once per day at 6th level, plus one additional time per day for every four levels beyond 6th.

Ranged Nanite Healing (Ex): At 8th level, the steel soul can spend two uses of his nanite healing ability to heal his robot from a distance. The maximum range is equal to 25 ft. + 5 ft./2 levels above 8th.

Extended Nanite Healing (Ex): At 10th level, the steel soul can spend two uses of his nanite healing ability to give his robot fast healing of 2 for 1 minute.

The rate of fast healing increases to 3 at 12th level, 4 at 16th level, and 5 at 20th level. The ranged nanite healing ability can be used in conjunction with this ability, costing a total of four uses of nanite healing to grant the robot fast healing at range.

Improved Shield Ally (Ex): At 12th level, whenever an ally is within reach of the steel soul's robot, the ally gains a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the steel soul, these bonuses increase to +4. This bonus does not apply if the robot is grappled, helpless, or otherwise rendered immobile.

Greater Nanite Healing (Ex): At 16th level, the steel soul can activate his nanite healing ability as a swift action.

Greater Shield Ally (Ex): At 18th level, whenever an ally is within reach of the steel soul's robot, the ally gains a +4 shield bonus to its Armor Class and a +4 circumstance bonus on its saving throws. If the ally is the steel soul, these bonuses increase to +6. In addition, if the robot possesses the scatterlight shell or force field upgrades, the steel soul gains their benefits. These bonuses do not apply if the robot is grappled, helpless, or otherwise rendered immobile.

Instant Restoration (Ex): At 20th level, the steel soul can reform his robot companion at a moment's notice. Once per day, when the robot is reduced to o hit points and would be transported back to its vault, the steel soul may expend any remaining uses of nanite healing he has for the day as an immediate action, instantly restoring the robot to full hit points and function. The steel soul must have at least one use of nanite healing left for the day to use this ability.

STEEL SOUL SPELL LIST

Steel souls gain access to the following spells.

o-Level Steel Soul Spells—acid splash, arcane mark, daze, detect magic, guidance, light, mage hand, mending, message, open/close, read magic, resistance

1st-Level Steel Soul Spells—blurred movement^{ACG}, compel hostility^{UC}, corrosive touch^{UM}, daze monster, endure elements, enlarge person, expeditious retreat, feather fall, glue seal^{ACG}, grease, icicle dagger^{UM}, identify, jump, jury-rig^{UC}, long arm^{ACG}, mage armor, magic fang, magic mouth, mount, protection from chaos/evil/good/law, ray of sickening^{UM}, reduce person, shield, summon minor monster^{UM}, summon monster I, unseen servant, ventriloquism

2nd-Level Steel Soul Spells—ablative barrier^{UC}, alter self, ant haul (communal)^{UC}, barkskin, bear's endurance, blood armor^{ACG}, blur, cat's grace, create pit^{APG}, cushioning bands^{UM}, detect thoughts, eagle's splendor, fog cloud, fox's cunning, glide^{APG}, glitterdust, invisibility, levitate, make whole, misdirection, mount (communal)^{UC}, owl's wisdom, phantom steed, protection from arrows, protection from chaos/evil/good/law (communal)^{UC}, resist energy, see invisibility, slow, spider climb, summon robot*, summon monster II, summon swarm, time shudder^{ACG}, twisted space^{UC}, warding weapon^{UC}, web shelter^{UM}, whip of spiders^{ACG}, wind wall.

3rd-Level Steel Soul Spells—aqueous orb^{APG}, creeping ice^{ACG}, discharge^{TG}, dispel magic, displacement, haste, heroism, irradiate^{TG}, mad monkeys^{UM}, magic circle against chaos/ evil/good/law, marionette possession^{UM}, minor creation, nondetection, pellet blast^{UC}, phantom steed (communal)^{UC}, protection from arrows (communal)^{UC}, protection from energy, rage, resist energy (communal)^{UC}, seek thoughts^{APG}, shield companion^{ACG}, spider climb (communal)^{UC}, spiked pit^{APG}, summon monster III, tongues, water breathing, wind wall.

4th-Level Steel Soul Spells—acid pit^{APG}, adjustable polymorph^{ACG}, agonize^{UM}, black tentacles, daze (mass), dimension door, dimensional anchor, enlarge person (mass), fire shield, invisibility (greater), locate creature, magic circle against technology^{TG}, make whole (greater)^{TG}, obsidian flow^{UC}, stoneskin, summon monster IV, summoner conduit^{UC}, wall of fire, wall of ice.

5th-Level Steel Soul Spells—baleful polymorph, cloudkill, conjure black pudding^{UM}, contact other plane, dismissal, dispel magic (greater), hold monster, hostile juxtaposition^{UC}, hungry pit^{APG}, mage's faithful hound, magic jar, overland flight, planar adaptation^{APG}, planar binding (lesser), rapid repair^{UM}, sending, stoneskin (communal) ^{UC}, summon monster V, teleport, wall of stone, whip of centipedes^{ACG}, wreath of blades^{UC}.

6th-Level Steel Soul Spells—acid fog, banishment, bull's strength (mass), bear's endurance (mass), call construct^{UM}, control construct^{UM}, discharge (greater)^{TG}, eagle's splendor (mass), fox's cunning (mass), heroism (greater), invisibility (mass), owl's wisdom (mass), planar adaptation (mass)^{APG}, planar binding, summon monster VI, teleport (greater), true seeing, wall of iron, whip of ants^{ACG}.



SUMMON ROBOT

School conjuration (summoning); Level Steel soul 2 Casting Time 1 round Components V, S, M (a small, steel gear) Range close Target 1 robot Duration 1 minute/level (D) Saving Throw none; Spell Resistance no You use magic to activate the portal that brings your robot to you. Treat this as if you had summoned your robot normally, except that it only remains for the duration of the spell. While summoned in this way, your robot cannot touch any creature warded by *protection from evil* or a similar effect and your robot can be returned to the vault by *dispel magic*.

If you cast this spell while your robot is already summoned, this spell has no effect. This spell allows you to summon your robot even if it has been sent back to the vault due to damage.

A robot's abilities are determined by the steel soul's level and by the choices made using its upgrade pool. **Table: Robot Base Statistics** determines many of the base statistics of the robot. Each robot possesses a base form that modifies these base statistics. Robots are intelligent constructs with the robot subtype.

Class Level: This is the character's Steel soul level.

HD: This is the total number of 10-sided (d10) Hit Dice the robot possesses. Each robot receives a number of bonus hit points determined by its size.

BAB: This is the robot's base attack bonus. A robot's base attack bonus is equal to its Hit Dice. Robots do not gain additional attacks using their natural weapons for a high base attack bonus.

Saves: This is the base for all the robot's saving throws. Robots have no good saving throws.

Skills: This lists the robot's total skill ranks. A robot can assign ranks to any skill, but it must possess the appropriate appendages to use some skills. Robots with high Intelligence scores modify these totals as normal (a robot gains a number of skill ranks equal to 2 + its Intelligence modifier per Hit Die). A robot cannot have more ranks in a skill than it has Hit Dice. Robot skill ranks are set once chosen, even if a robot's upgrades change when the steel soul gains a level. As constructs, robots have no class skills, unless they take an upgrade which grants them class skills.

Feats: This is the total number of feats possessed by a robot. Robots can select any feat they qualify for, but they must possess the appropriate appendages to use some feats. Robot feats are set once chosen, even if the robot changes when the steel soul gains a new level. If, due to such changes, the robot no longer qualifies for a feat, the feat has no effect until the robot again qualifies for the feat.

Armor/Hardness Bonus: The numbers noted here are the robot's natural armor bonus and hardness.

These numbers are modified by the robot's base form and some options available through its upgrade pool. A robot cannot wear armor of any kind, as the armor interferes with the connection to the steel soul.

Str/Dex Bonus: Add this modifier to the robot's Strength and Dexterity scores, which are determined by its base form. Some options available through the robot's upgrade pool might modify these scores.

Upgrade Pool: The value given in this column is the total number of points in the robot's upgrade pool. Points in this pool can be spent on a variety of modifications that add new abilities, attacks, and powers to the robot. Whenever the steel soul gains a level, the number of points in this pool increases and the steel soul can spend these points to change the abilities of the robot. These choices are not set—the steel soul can change them whenever he gains a level (and through the transmorgrify spell).

Max. Attacks: This indicates the maximum number of attacks that the robot is allowed to possess at the given level. If the robot is at its maximum, it cannot take upgrades that grant additional attacks. Attacks made with weapons, including those granted by a high base attack bonus, are counted against this maximum.

Special: This includes a number of abilities gained by all robots as they increase in power (see the table below). Each of these bonuses (and penalties) is described below.

Darkvision: The robot has darkvision with a range of 60 feet.

Immunities: The robot is immune to the following: ability damage, ability drain, bleed, death effects, disease, energy drain, exhaustion, fatigue, mindaffecting effects, necromancy effects, nonlethal damage, paralysis, poison, sleep effects, and stun.

Link (Ex): A steel soul and his robot share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the steel soul to give orders to his robot at any time. In addition, magic items interfere with the steel soul's connection to his robot. As a result, the steel soul and his robot share magic item slots. For example, if the steel soul is wearing a ring, his robot can wear no more than one ring. In the case of conflict, the items worn by the steel soul remain active, and those worn by the robot become dormant. The robot must possess the appropriate appendages to use a magic item.



The following skills are class skills for robots:

TABLE 3: ROBOT BASE STATISTICS

Class Level	HD	BAB	Saves	Skills	Feats	Armor/ Hardness Bonus	Str/ Dex Bonus	Upgrade Pool	Max Attacks	Special
ıst	1	+1	+0	2	1	+0/+0	+0	1	3	Darkvision, immunities, link, low-light vision, share spells, vulnerabilities
2nd	2	+2	+0	4	1	+2/+1	+1	2	3	- 1522
3rd	3	+3	+1	6	2	+2/+1	+1	3	3	Evasion
4th	3	+3	+1	6	2	+2/+1	+1	3	4	Ability score increase
5th	4	+4	+1	8	2	+4/+2	+2	4	4	
6th	5	+5	+1	10	3	+4/+2	+2	5	4	Integrated weaponry
7th	6	+6	+2	12	3	+6/+3	+3	6	4	1943 -
8th	6	+6	+2	12	3	+6/+3	+3	6	4	Ability score increase
9th	7	+7	+2	14	4	+6/+3	+3	7	5	Multiattack
10th	8	+8	+2	16	4	+8/+4	+4	8	5	""""""""
11th	9	+9	+3	18	5	+8/+4	+4	9	5	-
12th	9	+9	+3	18	5	+10/+5	+5	9	5	Ability score increase
13th	10	+10	+3	20	5	+10/+5	+5	10	5	
14th	11	+11	+3	22	6	+10/+5	+5	11	6	
15th	12	+12	+4	24	6	+12/+6	+6	12	6	Improved evasion
16th	12	+12	+4	24	6	+12/+6	+6	12	6	Ability score increase
17th	13	+13	+4	26	7	+14/+7	+7	13	6	· · · · · · · · · · · · · · · · · · ·
18th	14	+14	+4	28	7	+14/+7	+7	14	6	天 得到 争杀的
19th	15	+15	+5	30	8	+14/+8	+7	15	7	-
20th	15	+15	+5	30	8	+16/+8	+8	15	7	Ability score increase

Low-Light Vision: The robot has low-light vision and can see twice as far as humans in conditions of dim light.

Share Spells (Ex): The steel soul can cast a spell with a target of "you" on his robot (as a spell with a range of touch) instead of on himself. A steel soul can cast spells on his robot even if the spells do not normally affect creatures of the robot's type (construct). Spells cast in this way must come from the steel soul list. This ability does not allow the robot to share abilities that are not spells, even if they function like spells.

Vulnerable to Critical Hits: Whenever a robot takes extra damage from a critical hit, it must succeed at a DC 15 Fort save or be stunned for 1 round. If the robot succeeds at its save, it is staggered for 1 round. The robot remains immune to all other sources of the stunned condition.

Vulnerable to Electricity: A robot takes 150% as much damage as normal from electricity attacks.

Evasion (Ex): At 2nd level, if the robot is subjected to an attack that normally allows a save for half damage, it takes no damage if it succeeds at its saving throw.

Ability Score Increase: At 4th level, and every four levels thereafter, the robot adds 1 to one of its ability scores.

Integrated Weaponry (Ex): At 9th level, a robot that has a technological weapon built into its body from an upgrade treats it as a natural weapon and not a manufactured weapon, and can't make iterative attacks with it. An integrated weapon can still be targeted by effects that target manufactured weapons (such as *magic weapon* or sunder). A robot is always proficient with its integrated weaponry. Integrated ranged weapons don't provoke attacks of opportunity when fired into combat.

Multiattack: At 9th level, the robot gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have the feat. If it does not have the prerequisite three or more natural attacks (or it is reduced to fewer than three attacks), the robot instead gains a second attack with one of its natural weapons, albeit at a –5 penalty. If the robot later gains three or more natural attacks, it loses this additional attack and instead gains Multiattack.

Improved Evasion (Ex): At 15th level, when subjected to an attack that allows a Reflex saving throw for half damage, a robot takes no damage if it succeeds at its saving throw and only half if it fails.

ਅਸ਼ਿਆਗਪਤੀ ਕੁਸ਼ਰ ਵਿਸ਼ਕੁਵਕਤੀ

The robot is programmed to serve the steel soul, who controls its actions through verbal commands or the link ability. The robot is always Neutral in alignment, serving the steel soul to the best of its ability. If the robot is unable to receive commands, it will do what it perceives best to preserve itself and to protect and serve its master to the best of its ability.

Each robot has one of three base forms that determines its starting size, speed, AC, attacks, and ability scores. All natural attacks are made using the robot's full base attack bonus unless otherwise noted (such as in the case of secondary attacks. A robot's melee attacks add the robot's Strength modifier to the damage rolls, unless the robot has only one melee attack, in which case the attack adds 1-1/2 times the robot's Strength modifier.

Alternatively, any one of these base forms can be used to make a Small robot. If the robot is small, it gains a +2 bonus to Dexterity. It takes a -4 penalty to Strength. It also has a +1 size bonus to AC and on attack rolls, a -1 penalty on combat maneuver checks and to CMD, a +2 bonus on Fly checks, and a +4 bonus on Stealth checks. Reduce the damage of all its attacks by 1 step (for example, 1d6 becomes 1d4). If this choice is made, the robot can be made Medium whenever the steel soul can change the robot's upgrade pool (which causes it to lose these modifiers for being Small). Likewise, a Medium robot can be made Small whenever the steel soul can change the robot's upgrade pool.

Each base form provides basic upgrades common to all robots with that form. These upgrades do not cost points from the robot's upgrade pool.

BIPED

Starting Statistics: Size Medium; Speed 30 ft.; AC +2 natural armor; Hardness 4; Saves Fort (poor), Ref (poor), Will (poor); Attack 2 slams (1d4); Ability Scores Str 16, Dex 12, Con –, Int 7, Wis 10, Cha 11; Upgrades basic combat training, limbs (arms), limbs (legs).

QUADRUPED

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Hardness 4; Saves Fort (poor), Ref (poor), Will (poor); Attack bite (1d6); Ability Scores Str 14, Dex 14, Con –, Int 7, Wis 10, Cha 11; Upgrades bite, limbs (legs) (2).

SERPENTINE

Starting Statistics: Size Medium; **Speed** 20 ft., climb 20 ft.; **AC** +2 natural armor; **Hardness** 4; **Saves** Fort (poor), Ref (poor), Will (poor); **Attack** bite (1d6), tail slap (1d6); **Ability Scores** Str 12, Dex 16, Con –, Int 7, Wis 10, Cha 11; **Upgrades** bite, climb, reach, tail, tail slap.

Each robot gains a number of upgrade points that can be spent to give the robot new abilities, powers, or other modifications. These abilities, called upgrades, can be changed whenever the steel soul gains a new level, but are otherwise set. Some upgrades require that the robot have a specific base form or the steel soul be of a specific level before they can be chosen. A number of upgrades grant the robot melee and ranged attacks. Weapon upgrades are built into the robot's body and cannot be disarmed (though melee and ranged weapons can still be sundered) or given to allies. A robot is proficient with all weapons gained through upgrades.

Upgrades are grouped by their cost in upgrade points. Upgrade points cannot be saved. All of the points must be spent whenever the steel soul gains a level. Unless otherwise noted, each upgrade can be selected only once.

1-POINT UPGRADES

The following upgrades cost 1 point from the robot's upgrade pool.

Advanced Programming (Ex): The robot is especially adept at a specific skill, gaining a +8 racial bonus on that skill and treating it as a class skill. This upgrade can be selected more than once. Each time the robot selects this upgrade, it applies to a different skill. **Basic Combat Programming (Ex):** The robot is programmed with an array of combat techniques. The robot gains proficiency in all simple weapons. *Requirements*: limbs (arms) upgrade.

Bite (Ex): The robot has a maw filled with metal teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). If the robot already has the bite attack upgrade, taking this upgrade a second time allows it to deal 1-1/2 times its Strength modifier on damage rolls with its bite.

Climb (Ex): The robot becomes a skilled climber, gaining a climb speed equal to its base speed. This upgrade can be selected more than once. Each time the robot selects this upgrade, increase the robot's climb speed by 20 feet.

Dart Gun (Ex): The robot is outfitted with a dart gun. The weapon deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). If the robot has the acid or poison upgrade, it can be designated to work with this upgrade. Otherwise, a liquid can be poured into a receptacle on the robot to be delivered by the next dart fired. Either the robot (if it has a free hand) or the steel soul can do this as a move action.



Improved Damage (Ex): One of the robot's natural attacks is particularly deadly. Select one natural attack form and increase the damage die by one step. This upgrade can be selected more than once, but its effects do not stack. Each time the robot selects this upgrade, it applies to a different natural attack.

Improved Natural Armor (Ex): The robot is reinforced with armored plates, giving it a +2 bonus to its natural armor. This upgrade can be taken once, plus one additional time for every 5 levels the steel soul possesses. Each additional time it's taken, the bonus increases by 2.

Mount (Ex): The robot is properly programmed and formed to serve as a mount. The robot must be at least one size category larger than its rider. *Requirements*: quadruped or serpentine base form.

Pincers (Ex): The robot is built with large pincers at the ends of one pair of its limbs, giving it to pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large, 2d6 if Huge). Robots with the grab upgrade linked to their pincers gain a +2 bonus on combat maneuver checks made to grapple. The robot must have the limbs (arms) upgrade to take this upgrade. This upgrade can be taken more than once, up to the number of limbs (arms) upgrades the robot possesses.

Pull (Ex): The robot gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the robot makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the robot succeeds at this check, it pulls the target of the attack 5 feet directly away from it. This ability only works on creatures of a size category equal to or smaller than the robot. Creatures pulled in this way do not provoke attacks of opportunity. This upgrade can be selected more than once. Its effects do not stack. Each time a robot selects this upgrade, it applies to a different natural attack. *Requirements*: Reach of 10 feet or more.

Push (Ex): The robot gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the robot makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the robot succeeds at this check, it pulls the target of the attack closer to it. This ability only works on creatures of a size category equal to or smaller than the robot. This upgrade can be selected more than once. Its effects do not stack. Each time a robot selects this upgrade, it applies to a different natural attack.

Reach (Ex): One of the robot's melee attacks is capable of striking foes from a distance. Select one melee attack. The robot's reach with that attack increases by 5 feet.

Resiliency (Ex): The robot's systems have been fortified against attack. The robot gains a +1 resistance bonus to all saving throws. The robot can take this upgrade up to five times, receiving an additional +1 bonus to saves with each upgrade. Requirements: None for the first upgrade. The second upgrade requires Steel soul level 3rd; each additional upgrade requires another three Steel soul levels.

Resistance (Ex): The robot is modified to be resilient to one particular energy type. Select one energy type (acid, cold, electricity, fire, or sonic). The robot gains resistance 5 against that energy type. This resistance increases by 5 for every 5 levels the summoner possesses, to a maximum of 15 at 10th level. This upgrade can be selected more than once. Its effects do not stack. Each time the robot selects this upgrade, it applies to a different energy type.

Scatterlight Shell (Ex): The robot's chassis is layered with a highly reflective coating. The robot gains a +1 bonus to AC against beam weapons and rays. This upgrade can be taken up to five times. Each time it is taken, the robot's touch AC against beam weapons and rays increases by +1.

Slam (Ex): The robot can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 3d6 if Huge). The robot must have the limbs (arms) upgrade to take this upgrade. This upgrade can be selected more than once, up to the number of the robot's limbs (arms) upgrades.

Tail (Ex): The robot is built with a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks to balance on a surface. This upgrade can be selected more than once.

Tail Slap (Ex): The robot can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). This upgrade can be selected more than once, up to the number of tail upgrades the robot possesses.

Tentacle (Ex): The robot possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This upgrade can be selected more than once.

2-POINT UPGRADES

The following upgrades cost 2 points from the robot's upgrade pool.

Ability Increase (Ex): The robot is equipped with stronger servos, programmed with faster reflexes, given greater processing power leading to more intelligence, or acquires another upgrade to increase one of its abilities. Increase one of the robot's ability scores by 2. This upgrade can be selected more than once. It can be applied only once to an individual ability score, plus one additional time for every 6 levels the steel soul possesses.

Adaptive Cognitive Functions (Ex): The robot's memory and subroutines are improved and versatile. A robot with this upgrade has a number of skill points equal to 4 + its Intelligence modifier per Hit Die, and treats Craft and Profession as class skills. This upgrade may be taken twice. With the second upgrade, the robot gains a number of bonus skill ranks equal to its Hit Dice that can be applied to any one skill. The robot can change what skill these ranks apply to up to once per day by concentrating for 1 minute, during which time the robot can take no other actions. Rather than spend these points on a skill, the robot can choose to devote them to weapon knowledge, gaining proficiency with a single weapon rather than bonus ranks in a skill.

> Advanced Combat Programming (Ex): The robot possesses a superior array of combat techniques. The robot gains proficiency in

all martial weapons. This upgrade can be taken more than once. Each time the upgrade is taken beyond the first, the robot gains proficiency in two exotic weapons of its choice. *Requirements*: Basic Combat Programming upgrade, limbs (arms) upgrade.

Booster Jets (Ex): The robot gains rockets which can provide temporary flight. As a swift action up to 10 times per hour, the robot can gain a fly speed of 60 feet (poor maneuverability) for a duration of 1 minute. *Requirements*: Steel soul level 5th.

Chainsaw (Ex): The robot has a chainsaw affixed to one of its limbs. This weapon deals 1d12 points of damage (3d6 if Large, 4d6 if Huge). The robot can still have a working hand on the limb that bears the chainsaw, but cannot hold or manipulate anything when the chainsaw is in use. This upgrade can be taken more than once, up to twice for every limbs (arms) upgrade the robot possesses. *Requirements*: Steel soul level 3rd, limbs (arms) upgrade.

Charge Weapon (Ex): The robot can send an electrical charge through its natural weapon attacks or any metal melee weapon that it wields, doing 1d6 electrical damage in addition to its normal melee damage. *Requirements*: Steel soul level 5th.

Constrict (Ex): The robot is upgraded with powerful hydraulic action to crush those it grapples. Whenever

the robot successfully grapples a foe using the grab upgrade, it deals additional damage equal to the amount of damage dealt by the attack the grab upgrade is tied to. *Requirements*: Serpentine base form, grab upgrade.

Grab (Ex): The robot becomes adept at grappling foes, gaining the grab ability. Select one of the following attacks: bite, claw, pincers, slam, tail slap, or tentacle. Whenever the robot makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the robot grapples the target. This ability works only on creatures at least one size category smaller than the robot. Robots with this upgrade gain a +4 bonus on combat maneuver checks to grapple.

Laser Torch (Ex): The robot is equipped with a laser torch, a technological tool that can double as a weapon. The laser torch deals 1d10 points of fire damage (2d8 if Large, 3d8 if Huge). The robot can also use it as a tool as described in its entry in the *Pathfinder Campaign Setting Technology Guide*. *Requirements*: Steel soul level 5th.

Limbs (Ex): The robot has an additional pair of limbs attached. These limbs can take one of two forms. They can be legs, complete with feet. Each pair of legs increases the robot's base speed by 10 feet. Alternatively, the robot can receive an additional pair of arms, complete with hands. The robot does not gain any additional natural attacks for an additional pair of arms, but it can take other upgrades that add additional attacks (such as pincers or slam). Arms that have hands can be used to wield weapons, if the robot is proficient. This upgrade can be selected more than once.

Net Gun (Ex): The robot is equipped with a cannon that fires a net. This is a ranged touch attack with a range increment of 30 feet. The net fired from the gun has no trailing rope. The robot can spend up to 2 extra upgrade points, gaining another net as ammunition for the net gun for every upgrade point. In order to reload the net gun, the nets must be refolded and reinserted, a process taking 5 rounds.

Poison (Ex): The robot produces a toxic chemical. Select a bite, sting, or dart gun attack. Whenever the selected attack hits, the target is poisoned.

Robot poison: Injury; save Fort negates; frequency 1/ round for 4 rounds; effect 1d4 Str damage; cure 1 save.

The save DC is equal to 10 + 1/2 the robot's Hit Dice + the steel soul's Charisma modifier.

Pounce (Ex): The robot is upgraded with quick reflexes, allowing it to make a full attack action after a charge. *Requirements*: Steel soul level 7th, quadruped base form.

Tracked Locomotion (Ex): The robot is equipped with tracks, allowing it to move quickly and steadily over rough terrain. A robot with this upgrade can move through difficult terrain without penalty. It cannot run or charge through difficult terrain however. The robot also gains a +4 racial bonus to CMD against trip attacks. *Requirements*: biped or quadruped base form.

Trample (Ex): The robot gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the robot can overrun any creature at least one size category smaller than itself. This works like the overrun combat maneuver, but the robot does not need to attempt a check; it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge) plus 1-1/2 times the robot's Strength modifier. A trampling robot can deal trampling damage to a specific creature only once per round. *Requirements*: Biped or quadruped base form.

Wheels (Ex): The robot is equipped with sturdy wheels rather than legs. Increase the robot's movement by 10 feet. For each additional pair of legs the robot has, this evolution costs 1 additional upgrade point. Wheeled robots have difficulty navigating steps. A wheeled robot moving up steps moves at half speed. It can move down steps at its full movement rate, but must succeed at a DC 10 Acrobatics check when doing so or fall prone. If the robot has at least six legs replaced with wheels, it loses the disadvantages listed here. *Requirements*: biped or quadruped base form.

3-POINT UPGRADES

The following upgrades cost 3 points from the robot's upgrade pool.

Blindsense (Ex): The robot is equipped with a high yield sensor array, giving it blindsense with a range of 30 feet. This ability allows the robot to pinpoint the location of a creature it cannot see without having to attempt a Perception check, but such creatures still have total concealment from the robot. Visibility still affects the robot's movement, and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. *Requirements*: Steel soul level 9th.



Immunity (Ex): The robot has been rebuilt to withstand a particular energy type. Select one energy type: acid, cold, fire, or sonic. The robot gains immunity to that energy type. For an extra 3 upgrade points, the robot can gain immunity to electricity. This upgrade can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. *Requirements*: Steel soul level 7th.

Pistol (Ex): The robot is equipped with a weapon that duplicates the effects of an arc pistol, laser pistol, sonic pistol, or zero pistol^{TG}. This weapon deals 1d8 points of energy damage (2d6 if Large, 3d6 if Huge) of the appropriate type.

Nanite Repair (Ex): The robot contains nanites which slowly but constantly affect repairs to the robot's systems. The nanites mend a number of hit points equal to the robot's Hit Dice every hour, up to the robot's maximum hit points. This upgrade functions as long as the robot has at least 1 hit point. Nanite repair does not function while the robot is dismissed.

Stunning Charge (Ex): When the robot deals a critical hit with a charged weapon, it has a chance of stunning its target. Any creature that takes electrical damage from the robot's charged attack must succeed at a Will save (DC = 10 + damage dealt + the steel soul's Charisma modifier) or be stunned for 1 round. Creatures immune to stun are immune to this effect. *Requirements*: Charged attack upgrade.

Superior Optics (Ex): The robot's sensor array is upgraded to view a greater range of the spectrum. The robot sees invisible creatures and objects as if they were visible.

4-POINT UPGRADES

The following upgrades cost 4 points from the robot's upgrade pool.

Blindsight (Ex): The robot's sensor array is upgraded even further, granting it blindsight with a range of 30 feet. The robot can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. *Requirements*: Steel soul level 11th, blindsense upgrade.

Chameleon Circuit (Ex): The robot is upgraded with a system that produces digital camouflage that masks its presence. When active, the robot gains a +10 competence bonus to Stealth checks and can hide in plain sight as a ranger in his favored terrain. Requirements: Steel soul level 12th. **Fast Healing (Ex):** The robot's nanites work incredibly fast, giving it fast healing 1. The robot heals 1 hit point of damage per round. Fast healing does not allow the robot to reassemble severed limbs, but it can reattach severed parts if they are held to the main body while the nanites work (requiring 1 minute of holding the part in place, or until hit points reach maximum, whichever comes first). *Requirements*: Steel soul level 11th.

Force Field (Ex): The robot is equipped with a force field. This field provides a number of temporary hit points equal to 5 x the robot's Hit Dice. All damage dealt to the robot is deducted from these temporary hit points first. As long as the force field is active, the robot is immune to critical hits. The force field has fast healing equal to the robot's Hit Dice, but once all temporary hit points are reduced to 0, the force field shuts down and cannot be reactivated for 24 hours.

Large (Ex): The robot's chassis is increased in size, making it Large. The robot gains a +4 bonus to Strength and a +2 bonus to its natural armor, and 10 bonus hit points. This size change also gives the robot a -1 size penalty to AC and on attack rolls, a +1 bonus on combat maneuver checks and to CMD, a -2 penalty on Fly checks, and a -4 penalty on Stealth checks. If the robot has the bipedal base form, it also gains a reach of 10 feet. Any reach upgrades the robot possesses are added to this total.

If 6 additional upgrade points are spent, the robot becomes Huge. The robot gains a +8 bonus to Strength, a +5 bonus to its natural armor, and 20 bonus hit points. It takes a -4 penalty to Dexterity. This size change also gives the robot a -2 size penalty to AC and on attack rolls, a +2 bonus on combat maneuver checks and to CMD, a 10-foot reach, a -4 penalty on Fly checks, and a -8 penalty on Stealth checks. If the robot has the bipedal base form, its reach increases to 15 feet instead of 10 feet. Any reach upgrades the robot has are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large.

The ability increase upgrade costs twice as much (4 upgrade points) when adding to the Strength score of a Large or Huge robot. *Requirements:* Steel soul 8th (13th for Huge), Medium size.

Rifle (Ex): The robot is equipped with a weapon that duplicates the effects of an arc rifle^{TG}, laser rifle^{TG}, sonic rifle^{TG}, or zero rifle^{TG}. This weapon deals 1d10 points of energy damage (2d8 if Large, 3d8 if Huge) of the appropriate type.



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