

Ashnu closed his eyes and concentrated. He let the worries of the day slip away as he forced his breathing into a slow, deep rhythm. He probed his own consciousness, picking the words for the spell he needed from memory. With the runes he needed cold and heavy in his hands, he began to cast the spell. Time slowed and the room grew hot. He ignored everything around him, pushing the spell out bit-by-bit, word-by-word. He perceived far more than he normally would. His senses were afire with distractions, hovering all about, waiting for any opportunity to exploit a crack in his concentration.

Ashnu reached down, placed the rune on the chest of the metal sculpture lying before him. Then he commanded it, saying, "awaken."

Its once dormant eyes lit instantly, crackling and brightening. With ease, the machine swept its legs to the side of the marble platform and sat up. It turned to Ashnu and studied him for several minutes before finally standing. In turn, Ashnu joyfully observed his newly awakened servant. He knew it would take months for it to master speech, followed by several more just to master its programming. He didn't mind. He would be there to help it along. he automata are a race of awakened, free-willed clockwork machines living in and around the City-States of Vallinar. They are sometimes called "Clickers" or "Ticktocks," although most civilized people frown upon these derogatory terms.

Before the Rebellion of the Awakened, the automata were two things—very popular and very simple. Kept as pets by wealthy eccentrics or as heavy labor support by the captains of industry, they performed all number of essential tasks. Unintelligent and easily programmed, they worked the docks of Union City and mined ore for the dwarves under the Redwall Mountains. In other places—like Damas—they served in more complex roles, sometimes performing repetitive, detailed tasks. Some of the most advanced models even saw service as diplomats and scouts in the city of Vallingard itself. In the City-States of Vallinar, everything ran smoothly with the automata in place.

Although there is great debate among scholars, most people agree that the Rebellion of the Awakened was the automata's most defining moment in history. Magically awakened by a clockwork wizard named Ashnu, they worked amongst themselves in secret to become a sentient race of walking machines that, for good or ill, would have their freedom.

CREDITS

AUTOMATA: GUIDE TO THE AWAKENED (VERSION 1.5)



WRITER: Jaye Sonia Cover Artist: Terry Maranda Interior Artists: Terry Maranda Additional Development & Design: Will Cooper, Jaye Sonia Editing: Bill Collins, Allison Tsatsa Layout: Stephen Wark PUBLISHER: Storm Bunny Studios, LLC

PRODUCT IDENTITY: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

OPEN CONTENT: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

THE AUTOMATA – GUIDE TO THE AWAKENED is published by Storm Bunny Studios, LLC under the Open Game License. Copyright 2012.

* 🕤 / 🗹 / 🗛

DESCRIPTION

PHYSICAL

Automata are generally humanoid in design, although all especially the *Sigrún* model—are clearly machines. Covered in runes and plated with armor, nearly all of the models have metallic bodies suited for their social function.

The *Eir* model is the plainest of the automata. Designed for labor, it possesses elongated arms, a reinforced torso, large legs, and even larger gears. Its head is set between its massive shoulders. Although it was originally designed to mimic the appearance of larger humans of Midgard, its gearing (and the placement of its "face") gives it a very distinctive appearance. It is sometimes called a "labor model" because of this. It has only moderate armor covering its frame.

The *Gondül* model is the smallest of its cousins, with a sleek and slender frame. It is lightly armored, short, and incredibly quick. It has a humanoid face and a large, concave gear that extends up from between its shoulders. This gear guards its spine, but also gives it a very unique look. It is often covered in blue runes.

The most delicate of automata, the *Skuld* model is distinctive in a number of ways. The first thing most notice is the large, crescent-shaped gear that frames its humanoid head. Although this gear is retracts into its frame, very few of the *Skuld* choose to hide this feature. Secondly, it is by far the most human in appearance—a fact that unnerves nearly as many people as it comforts. Although it possesses light armor plating, it appears much like normal armor from a distance. Built to mimic men and women, this model stands approximately five and a half feet.

Towering over others of its kind, the *Sigrún* model is easily the largest of the automata. It was originally built similar to the *Eir* model, but with a slightly larger frame. With each successive model, however, it grew a little more. The final (and most common) model—not surprisingly called "the storm model"—is a large creature protected by massive, heavy plates. Like the *Eir* model, it enjoys ample armor on its upper body. When used for combat purposes, this model deploys with a reinforced tower shield and heavy pole-arm.

Model	Base Height	Base Weight	Modifier	Weight Multiplier
Eir	6'0"	275 lbs	1d4	x2 lbs
Gondül	3'6"	105 lbs	1d6	x2 lbs
Skuld	5'6"	225 lbs	1d4	x3 lbs
Sigrún	7'6"	350 lbs	1d8	x4 lbs

THE RITUAL OF GREETING

The only real custom shared by automata is the "Ritual of Greeting," a practice developed by the first automata to affirm their place as free, sentient beings. Whenever two automata meet for the first time, they place their hands before them and touch briefly, palm-to-palm, while stating, "I am Awakened and Aware." This is followed by an exchange of names and titles.

Once two automata have met, they need not repeat this ritual. Otherwise, automata haven't developed any other unique customs. Instead, they tend to adopt customs from the families, organizations, and people they have served or worked around. Automata that share close quarters with clockwork elves often mimic their isolationist trends. It is for this reason they also tend to distance themselves from the ælves.

SOCIETY

Automata are very social and order themselves surprisingly well. Many "adopt" families that share similar goals, and when they bond with others, it is normally for life.

While Automata no longer occupy the same subservient roles in society they were created for, many continue to work in these areas for a number of reasons. Some excel in these areas and, even awakened, find great joy in service. Others, lacking direction, maintain these occupations out of a sense of regularity and stability. A select group of automata known as the Watch Wardens continues to train beside the dwarves, preparing for the final conflict that is Ragnarök. Only a rare few adventure, each seeking the many wonders that exists beyond the known borders of the City-States of Vallinar.

Relations

Automata tend to be weary around rural humans and ælves as both of these races have treated them with contempt (the latter with outright violence) in the past. Automata favor clockwork elves—their creators—more than any other race, and will generally defer to them in most social settings. Most automata have a dim outlook about their place among the other intelligent races, realizing they were created to serve and that their awakening was never intended.

ALIGNMENT AND RELIGION

Automata tend to choose their faiths and religious customs according to the cultures they are (or were) awakened into. Not all, however, feel such a need. Just as many automata

THE REBELLION OF THE AWAKENED

The automata were not, like the other races, created by the *Æssinyr*. They were built by the clockwork elves and owe their very existence to individual in particular.

Ashnu was an accomplished clockwork adept that specialized in transmutations. While he spent a vast majority of his professional life altering and enhancing automatons for wealthy patrons in the city of Damas, he secretly sought to bring his work to its true pinnacle. He wanted to create true awareness in a machine. For years, however, the secrets of real sentience escaped him. He studied a number of texts and learned much, but ultimately he only built better machines. After a time, he grew weary and sought the advice of a friend. His friend, an accomplished dwarven smith in his own right, half jesting, suggested that he simply, "consult the runes."

Ashnu did.

After a time, he began to incorporate runic themes into his clockwork men and after years of experimentation, he managed to finally awaken one. He called it Daldain in honor of his close friend. Delighted by his success (and already quite wealthy), he retired and spent years training and teaching it. He soon learned that Daldain had, like him, and aptitude for arcane magic. Soon after, he taught it its very first spell.

Daldain was grateful for its life, but secretly desired to share what it regarded as the greatest gift – one of secret fire – with other automatons. Over time, Daldain began to awaken others. It gathered them, in secret, and taught them the basics of magic. All Daldain required was their secrecy and a desire to spread their sentience as a collective race.

Daldain worked for years. He created tools by which his fellows could awaken others. The process was long, but eventually the machines awoke as a collective race. And when they did, they demanded their freedom.

The Rebellion of the Awakened was a bloody, long summer that divided the City-States of Vallinar down to the man. It started with protests, but as the summer wore on, it eventually erupted into outright violence. Some demanded that the machines be destroyed and their supporters hunted down. Others, recognizing their obvious sentience, sided with the clockwork men. Eventually, the machines and their supporters were forced out of the nearly all of the cities – only Damas offered them refuge.

It took years of healing on both sides, but the City-States of Vallinar eventually recognized the automata as a sentient race worthy of citizenship. Granted freedom and the rights to peacefully coexist among the other races, the automata slowly began to return.

* 🕤 * 🗹 * 🕰

disdain religion as adopt it, with many in the former group pointing out the *Æssinyr* never created them in the first place—the clockwork elves did. However, just as many argue that their creation was part of a greater divine plan.

For obvious reasons, most automata tend to favor technology and side with the dwarves when the topic of Ragnarök comes up. While few are eager for war, they realize (quite correctly) that if the ælves had their way, they'd be completely wiped out with the rest of the "clockwork machine."

Automata tend to be very ordered, relying on patterns of regularity modeled after their old programming. Although they are awakened and free, most observe regular activities that border on ritual. Thus, most tend to be lawful in alignment.

ADVENTURING

After the Rebellion of the Awakened, most of the sentient automata either fled the City-States of Vallinar or were forced into exile. The resulting adventures were more than most of the automata cared for and many, upon returning to the cities, found they had little taste for such foolhardy quests. A few, however, found their sense of exploration emboldened by their trials and began to actively seek out any job that promised a hint of danger and a chance at "really living."

Today, only a small number of automata adventure. Those that do generally do so more for the experience than for the monetary rewards, a fact that makes them popular with many adventuring groups.

GENERATING ABILITY SCORES

Because the automata lack a Constitution score, players generating ability scores using the purchase method need to reduce the number of points they spend at character creation. Players should begin play with following points (according to their campaign type): 8 points for low fantasy, 12 points of standard fantasy, 17 points for high fantasy, and 21 points for epic fantasy.

Players generating ability scores using methods that require them to roll dice need only reduce the number of rolls proportionately. See chapter 1 of **Pathfinder® Roleplaying Game Core Rulebook**[™] for more information. Furthermore, because automata lack a Constitution score, some class abilities based on Constitution (like a barbarian's rage) will be far less effective for players who choose them. Players should consider this when building characters.

AUTOMATA AS CHARACTERS

Automata characters, regardless of model or design, possess the following racial traits.

- ARMORED: Automata begin play with special plating that counts as armor and cannot wear additional armor (but may use shields). Models suffer an armor check penalty according to the plating they begin play with; this is listed under each entry. Moreover, this armor interferes with arcane spellcasting (just like wearing most armor does). As a result, automata suffer a chance of arcane spell failure according to their type:
 - » The *Sigrún* model suffers a 30% chance of spell failure,
 - » The *Eir* model suffers a 20% chance of spell failure, and
 - » The Gondül and Skuld models both suffer a 10% chance of spell failure.

Each automata's built-in plating can be enchanted as normal, but is treated as having an inherent +1 enhancement for the purposes of calculating cost. For example, enchanting the built in armor to +1 costs 4000 gp. See chapter 6 of **Pathfinder® Roleplaying Game Core Rulebook™** for more information.

- CONSTRUCT IMMUNITIES (SPECIAL): Automata are immune to disease, death effects, necromancy effects, paralysis, poison, and stunning. In addition, automata are not subject to physical ability damage or ability drain, although they may suffer ability damage or drain to their mental abilities (Int, Wis, or Cha). Automata are immune to energy drain and non-lethal damage. They may become fatigued, exhausted, and sickened under special conditions (see below). Automata are immune to any effect that requires a Fort save unless the effect also works on objects or is harmless. Automata gain additional hit dice according to their class, but lack a Constitution score and **never** gain additional hit points from a high Constitution.
- CLOCKWORK BODY: While automata are sentient constructs, most models are more fragile than normal constructs. Automata receive bonus hit points by model instead of by their size (Appendix, Pathfinder Bestiary). All automata are built around one of four basic models, gaining additional traits according to this model (see "models" below). Automata never gain construction points.

N

R

Design Note: Version 1.5

You may have noticed that several restrictions – ideas that arose when I originally designed the automata – have been lifted.

These restrictions, at the time, served their purpose. However, as we've expanded both the race and the world around it, these restrictions have become unbalanced (especially at higher levels where magic items are more prominent aspects of play). So, we removed them.

You'll notice that the automata are now eligible to take on more skills and use more items, but in exchange lose some of the immunities they had as full constructs. So, while they may be immune to certain damage (like ability damage to physical skills), they can still be affected by attacks other constructs are normally immune to – a price even they must pay for their awareness.

- CLOCKWORK KNOWLEDGE: All automata have an innate understanding of how their bodies work and can use that knowledge elsewhere. They receive a +2 racial bonus to Craft (clockworks) and Disable Device skill checks.
- CLOCKWORK POINTS: All automata receive a number of points they can spend to modify or otherwise customize their bodies. These points are assigned by model and type. See "clockwork modifications" for more information.
- ENVIRONMENTALLY SENSITIVE: Most automata are constructed with delicate parts that are sensitive to extreme conditions. Automata operating in extremely cold temperatures (below 0°F) slow considerably, reducing movement by 10 ft. and gaining the staggered condition. Likewise, automata operating in extremely hot conditions (above 110°F) frequently begin to "short circuit," gaining the sickened condition.
- ESSENTIAL SENSES: All automata can speak, hear, and see normally. Automata possess normal and lowlight vision, but unlike normal constructs, they do not possess darkvision. Automata do not feel pain or temperature (although they are affected by temperature normally). Automata do not have a sense of smell and cannot be nauseated or sickened by vaporous conditions. Likewise, automata cannot make scent-based Perception skill checks.

M



Miss A. Shai Astasti designed the thermatorque engine after several years of research on thermal energy transference. She discovered how to regulate the thermal energy produced by exposing magnetically charged dissimilar metals. She used a group of fractal crystals that, when placed in series, created a steady pulse of energy similar to the simple force displayed by some evocation spells.

This discovery led to a number of revolutionary breaks in technology that has since powered many of the cities across Midgard.

LRC

R

A



- FRAIL CORE: Automata are sentient constructs and have an imperfect connection to the natural world. Any automata that is brought to 0 hit points is considered staggered. Automata are completely destroyed when they reach negative hit points equal to their Charisma score. Automata, once destroyed, **cannot** be *raised* or *resurrected*. In addition, electricity damage may temporarily disrupt an automata's clockwork mind. An automata that suffers electrical damage totaling more than 25% of its total hit points in a single round is staggered for 1d4 rounds.
- LANGUAGES: All automata begin play speaking Low Common. Automata with high Intelligence scores can select bonus languages from the following: Dwarven, Low Elven, Goblin, Gypsy, and High Common.
- **REPAIR DEPENDENT:** Automata cannot heal damage on their own. Automata damaged remain thus until repaired. Repairing an automata requires a DC 15 Craft (clockworks) check; this takes two hours and the automata regains 2 hit points, plus 2 additional hit points for every 5 points by which the skill check succeeds. Automata are not healed through normal, divine healing or channeled energy, but may be healed by specialized spells such as *repair construct* (see below) or by *make whole* which repairs 3d6 hit points of damage.
- SENTIENT MIND: Automata, unlike most constructs, are susceptible to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Although they may be charmed or compelled into service, automata are particularly resistant to enchantments and receive a +2 to their Will saving throws to resist these effects.
- SKILL RESTRICTION: Because of their design and weight, automata cannot swim.
- THERMA-TORQUE CLOCKWORK ENGINE: While Automata do not need to breathe, eat, or sleep, they can only operate up to twenty hours each day before they need stop for self-maintenance. All automata must shut down for four hours a day to recharge their thermatorque engine. Automata that fail to recharge gain the fatigued condition. Automata operating in the fatigued condition for more than 2 hours gain the exhausted condition.

AUTOMATA MODELS



All automata fall into one of four basic models.

These are: The *Sigrún* ("the storm model"), the *Gondül* ("the scout"), the *Eir* ("the labor model"), and the *Skuld* ("the diplomat"). Each particular model has specific traits that define them, in addition to varying pools of "clockwork points" that can be used to further customize them.



SIGRUN: THE STORM

+4 Strength, -2 Charisma

Sigrún models are incredibly strong, but lack the aesthetic appeal of the other automata.

LARGE: *Sigrún* models are large and heavily armored. They suffer a -1 size penalty to AC, a -1 size penalty on attack rolls, a +1 bonus to Combat Maneuver Bonus and Combat Maneuver Defense, and a -4 size penalty on Stealth checks. Unlike most large creatures, theses automata do not naturally have reach (although many do use reach weapons).

SLOW N' STEADY: *Sigrún* models have a base speed of 20 ft. They receive a +4 racial bonus to CMD to resist attacks that would knock them prone. They cannot run.

HEAVILY ARMORED: *Sigrún* models have thick armor plates built into their frame, protecting their critical areas. As a result, they begin play with a +8 armor bonus, an armor check penalty of -6, and maximum Dex bonus of 2. Additionally, many *Sigrún* models employ tower shields, and are proficient with shields. These automata are treated as if wearing heavy armor.

FORTIFIED FRAME: All *Sigrún* models begin play with 16 hit points. They determine additional hit points according to class selection.

CRITICAL PUSH: *Sigrún* models hit hard. Whenever one confirms a critical hit on a smaller creature, it may make a free combat maneuver check to push back its target. If successful, it pushes the target back 10 ft.

CLOCKWORK POINTS: *Sigrún* models were built primarily for combat and defense. They receive only 2 clockwork points (CPs) for additional customizations, plus an additional 1 CP at 4th level and every 4 levels thereafter.



GONDUL: THE SCOUT

+2 Dexterity

Gondül models are small and quick, but lack other notable characteristics.

SMALL: *Gondül* models are Small creatures. They gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

SMALL N' FAST: Gondül models are quick and have a base speed of 40 ft.

LIGHTLY ARMORED: Gondül models are lightly armored, with thin armor plates protecting only their most critical areas. As a result, they begin play with a +2 armor bonus, no armor check penalty, and a maximum Dex bonus of 6. These automata are treated as if wearing light armor.

FORTIFIED FRAME: *Gondül* models begin play with 6 hit points. They determine additional hit points according to class selection.

BURST OF SPEED: *Gondül* models were designed for speed and they have a pool of speed points they can access. Each model has a number of speed points equal to twice their Dexterity modifier. Throughout the day, they can spend these points (as part of a move action) to move an additional 5 ft. for every point they spend.

CLOCKWORK POINTS: *Gondül* models were built to be small, fast scouts. They receive 3 clockwork points (CPs) for additional customizations, plus an additional 2 CP at 4th level and every 4 levels thereafter.



EIR: THE WORKER

+2 Strength, +2 Intelligence, -2 Charisma

Eirl models are strong and smart, but built for labor and lack visual appeal.

MEDIUM: *Eirl* models are Medium creatures that have no bonuses or penalties due to their size.

NORMAL SPEED: Eir models have a base speed of 30 feet.

MODERATELY ARMORED: *Eir* models have standard armor plates built into their frame, protecting their critical areas. As a result, they begin play with a +6 armor bonus, an armor check penalty of -4, and a maximum Dex bonus of 3. These automata are treated as if wearing medium armor.

FORTIFIED FRAME: *Eir* models begin play with 10 hit points. They determine additional hit points according to class selection.

LONG LIFE: *Eir* models were designed for heavy labor and can operate longer than other models before they need to stop for self-maintenance. *Eir* models can operate twice as long (up to 40 hours) before they must recharge their therma-torque engines. *Eir* models with classes that require rest to recharge class-based abilities (like a wizard resting to prepare spells) must still satisfy those requirements normally.

CLOCKWORK POINTS: *Eirl* models were built to be general laborers and saw wide use in a multitude of areas. They receive 4 clockwork points (CPs) for additional customizations, plus an additional 3 CP at 4th level and every 4 levels thereafter.



SKULD: THE DIPLOMAT

+2 Intelligence, +2 Charisma, -2 Strength

Skuld models are smart and independent, but weaker than other automata.

MEDIUM: *Skuld* models are Medium creatures that have no bonuses or penalties due to their size.

NORMAL SPEED: Skuld models have a base speed of 30 feet.

LIGHTLY ARMORED: *Skuld* models are lightly armored, with thin armor plates protecting only their most critical areas. As a result, they begin play with a +2 armor bonus, no armor check penalty, and a maximum Dex bonus of 6. These automata are treated as if wearing light armor.

FORTIFIED FRAME: *Skuld* model begins play with 6 hit points. They determine additional hit points according to class selection.

DIPLOMAT'S FAVOR: *Skuld* models were designed primarily for use in court. Their programming grants them a racial bonus equal to ½ their hit dice (minimum 1) on two of the following skills (chosen at character creation): Bluff, Diplomacy, Knowledge (nobility), Linguistics, and Sense Motive.

CLOCKWORK POINTS: *Skuld* models were built to be intelligent and diplomatic. They receive 3 clockwork points (CPs) for additional customizations, plus an additional 2 CP at 4th level and every 4 levels thereafter.

CLOCKWORK MODIFICATIONS

Il automata are eligible for customization and players may customize their characters either at character creation or later in play.

In order for a player to customize her automata character, she need only locate a craftsman willing to do the work, pay the cost (in CPs—clockwork points—and associated gold), and have an unmodified location available. The craftsman must succeed at a Craft (clockworks) check. The DC is 10 for a minor customization, 20 for a major customization, and 30 for a greater customization.

Automata are limited in the number of customizations they may receive. In addition, some customizations are only available to higher level Automata who have greater ability to adapt to extensive customization. All Automata characters start play with one free minor customization. This free customization still costs CP and takes up a location as usual.

Only the number of clockwork points they can spend and space available for additional customizations limits automata.

MINOR CUSTOMIZATIONS

These customizations are available at first level. All cost 2 CP and 1,000 gp.

- ARCANE CIRCUIT (UTILITY; CHEST): The automata's core glimmers with a delicate tracery of inset arcane metals. The automata's chance of arcane spell failure is reduced by 10%.
- ARCANE SIGH, MINOR (UTHITY; HAND): The automata has a series of complex runes etched into the palm of its hand. It gains one of the following spell-like abilities, usable 3 times per day. Choose from: *acid splash*, *flare*, *light*, or *mage hand*. The DC of this ability is Intelligence based.
- ARMOR, IMPROVED (ARMOR; CHEST): The automata gains additional armor plates, increasing its base armor bonus by 2. In addition, it suffers an additional 10% chance of arcane spell failure and suffers a -1 armor check penalty. These penalties stack with the current penalties.
- ARMOR SPIKES (ARMOR; CHEST): The automata possesses spikes located throughout its frame that it can deploy or retract as a swift action. These spikes behave like normal armor spikes in all other ways.

* 🕤 * 🗹 * 🛆

- CLIMBING SPIKE (UTILITY; FEET, HANDS): The automata has a spring-driven climbing spike it can deploy to aid in climbing. When deployed, it receives a +4 racial bonus to Climb skill checks set (provided there is a suitable surface to drive the spike into). This bonus stacks with itself (hands and feet). The automata can also use this climbing spike as a weapon, but it only deals 1d2 points of damage (regardless of size). When used as a weapon, the automata is considered proficient with it.
- COILED SPRINGS (MOVEMENT; FEET): The automata has advanced coils built into its legs and feet that increase its movement (and reaction time). It increases its movement by 10 ft. and gains a +2 racial bonus to Initiative checks. This customization is installed as a set.
- **DEFT MACHINE (PROGRAMMING; HEAD):** The automata is programmed to maximize its environment and to avoid enemies' blows in melee combat by tumbling past them. It receives a +2 racial bonus to Acrobatics skill checks and Acrobatics becomes a class skill.
- HIDDEN BLADE (COMBAT; WRIST): The automata has a medium-sized blade built into one of its arms that can be extended as a free action. This blade does damage according to the automata's size; 1d4 damage for small-sized automata, 1d6 damage for medium-sized automata, and 1d8 damage for large-sized automata. The threat range is always 19-20. Automata are considered proficient with this weapon.
- HIDDEN COMPARTMENT (UTILITY; WRISTS OR FEET): The automata has a small, hidden compartment built into its frame that it can use to hide small objects (under 1 lbs). The automata receives a +4 racial bonus to Sleight of Hand skill checks when placing objects into this compartment. Likewise, creatures searching the automata for hidden objects suffer a -4 penalty to their Perception skill checks to locate objects in the hidden compartment
- KNOWLEDGE, LANGUAGES (PROGRAMMING; HEAD): The automata is linguistically advanced. It receives 4 bonus skill points that it must spend in Linguistics (granting it 4 additional languages).
- IRON GRIP (COMBAT; HAND): The automata has a large, reinforced fist that it uses to better grapple enemy opponents. It gains a +2 racial bonus to CMB to grapple or pin opponents. This bonus doubles if the customization is installed in both hands.
- LEGS, REINFORCED (MOVEMENT; FEET): The automata has reinforced feet designed for jumping and tumbling. It receives a +4 racial bonus to Acrobatics skill checks. This customization is installed in both feet.
- LOCK TOOL (UTILITY; WRIST): The automata has a device (normally built into its lower arm) that can be used to pick most locks. It receives a +4 racial bonus to Disable Device skill checks and its arm is considered a set of basic thieves' tools.

- NIMBLE HANDS (UTILITY; HAND): The automata has a finely crafted hand that grants it a bonus to handle small, delicate objects and to cast spells with somatic components. It receives a +2 racial bonus to Sleight of Hand skill checks and reduces its chance of arcane spell failure by 5%. This bonus doubles if the customization is installed in both hands.
- **PERCEPTIVE ARRAY (UTILITY; SHOULDERS):** The automata has small sensors linked into its core programming that heighten its senses. It receives a +2 racial bonus to sight and hearing-based Perception skill checks.
- QUICK RESPONSE (PROGRAMMING; HEAD): The automata is programmed to react quickly in combat and receives a +2 racial bonus to Initiative checks
- SILENT SPRINGS (UTILITY; FEET): The automata has its available voids filled with padding to reduce movement noise. It receives a +4 racial bonus to Stealth skill checks.
- SLICK ARMOR (COMBAT; CHEST): The automata gains the ability to transfer (as a free action) small amounts of its lubricants to its surface, making it harder to grapple or pin down. The automata gains a +2 bonus to its CMD to resist a grapple.
- THERMA-TORQUE SUPPORT (UTILITY; CHEST): The automata possesses an advanced version of the therma-core clockwork engine that requires less maintenance. The automata may operate an additional 8 hours before it needs to shut down for self-maintenance.
- WHEP CHAIN (UTILITY; WRIST): The automata possesses a strong length of chain that it can use to catch itself when falling. The automata can deploy this chain as an immediate action after failing a Reflex save (or similar roll) that would result in it taking falling damage. The whip chain grants a second save at a +4 racial bonus. It cannot use this as a weapon.

MAJOR CUSTOMIZATIONS

These customizations are available at 4th level. All cost 4 CP and 4,000 gp.

- ARCANE SIGIL, MAJOR (UTILITY; HAND): The automata has a series of complex runes etched into the palm of its hand. It gains one of the following spell-like abilities, usable 3 times per day. The caster level is equal to the automata's character level. Choose from: corrosive touch, daze monster, magic missile, or shield. The DC of this ability is Intelligence based.
- ARMOR, EFFICIENT (ARMOR; CHEST): The automata's armor is less restrictive than normal. The automata's chance of arcane spell failure is reduced by 10% and its armor check penalty is reduced by 2.
- ARMOR, REINFORCED (ARMOR; CHEST): The automata gains additional armor plates increasing its base armor bonus by 4. In addition, it suffers an additional 20% chance of arcane spell failure and -2 armor check

N

-

penalty. These penalties stack with the current penalties.

- KNOWLEDGE, ADVANCED (PROGRAMMING; HEAD): The automata is programmed with advanced knowledge about several topics. It receives 6 bonus skill points that it may spend on Knowledge skills.
- KNOWLEDGE, COMBAT (PROGRAMMING; HEAD): The automata is programmed with special knowledge that increases its effectiveness in combat. It receives an additional Combat Feat. It must still meet the prerequisites for this Feat.
- MITHRAL FIST (COMBAT; HAND): One of the automata's hands is replaced with a stronger version made from a special, reinforced material (cold iron, silver, and adamantium are also available) designed to harm supernatural enemies. It gains a slam attacks that deals 1d6 damage and is always considered armed
- **REINFORCED** (ARMOR; CHEST, FEET, HEAD, SHOULDERS, OR WRIST): The automata's body is reinforced with small (but super strong) mithral plates that provide it with additional resiliency, granting it additional hit points. It gains additional hit points by location; reinforcing the head grants 3 hit points, the chest grants 5 hit points, the shoulders 4 points, the wrists grant 4 points, and the feet grants 4 points. When installed in the feet or wrists, this customization counts as a set.
- TACTICAL DEFENSE (PROGRAMMING; HEAD): The automata is programmed with common knowledge about combat and defense tactics. It receives a +2 dodge bonus to AC.
- TACTICAL OFFENSE, MELEE (PROGRAMMING; HEAD): The automata is programmed with advanced knowledge about melee combat and offensive tactics. It receives a +2 racial bonus to melee attacks.
- TACTICAL OFFENSE, RANGED (PROGRAMMING; HEAD): The automata is programmed with advanced knowledge about ranged combat and offensive tactics. It receives a +2 racial bonus to ranged attacks.

GREATER CUSTOMIZATIONS

These customizations are available at 12th level. All cost 8 CP and 16,000 gp.

- ARCANE SIGIL, GREATER (UTILITY; HAND): The automata has a series of complex runes etched into the palm of its hand. It gains one of the following spell-like abilities, usable 3 times per day. The caster level is equal to the automata's character level. Choose from: *blur*, *glitterdust*, *scorching ray*, or *wind wall*. The DC of this ability is Intelligence based.
- TACTICAL DEFENSE, ADVANCED (PROGRAMMING; HEAD): The automata is programmed with advanced knowledge about combat and defense tactics. It receives a +3 dodge bonus to AC.

- TACTICAL OFFENSE, ADVANCED MELEE (PROGRAMMING; HEAD): The automata is programmed with advanced knowledge about melee combat and offensive tactics. It receives a +3 racial bonus to melee attacks.
- TACTICAL OFFENSE, ADVANCED RANGED (PROGRAMMING; HEAD): The automata is programmed with advanced knowledge about ranged combat and offensive tactics. It receives a +3 racial bonus to ranged attacks.

NEW ITEMS

ASHNU'S PARVIS - COST 50 GP

A specialized shield designed to bolt onto the forearm of a *Sigrún* model automata, a Parvis counts as a heavy steel shield except that it offers a +3 AC bonus. Any character other than a *Sigrún* that uses a Parvis shield takes a -1 penalty to attack rolls due to its weight and specialized design.

JERNLANSE - COST 15 GP

A lightweight spear favored by *Gondül* model automata, the Jernlanse's barbed point is retractable and spring loaded. As a swift action, a Jernlanse can be transformed from a spear into a longspear, or the reverse. In either configuration, the Jernlanse weighs the same as a normal spear.



items do not occupy slots also occupied by a clockwork customization. Although automata may not wear magical armor, they may enchant their armor plating as if it were armor.

NEW SPELLS

REPAIR AUTOMATA, LESSER

School transmutation; Level bard 1, cleric/oracle 2,

sorcerer/wizard 1 Casting Time 1 standard action

Components V, S

Range touch

Targets automata touched

Saving Throw Will half (harmless); Spell Resistance no

By laying your hand on a damaged automata, you can channel magical energy to repair its injuries. You restore 1d10 points of damage +1 point per caster level (maximum +5) to the automata.

REPAIR AUTOMATA

School transmutation; Level bard 3, cleric/oracle 4,

sorcerer/wizard 3 Casting Time 1 standard action

Components V, S

Range touch

Targets automata touched

Saving Throw Will half (harmless); Spell Resistance no

This spell functions as lesser repair automata, except that it restores 3d10 hit points +1 point per caster level (maximum +10).

REPAIR AUTOMATA, GREATER

School transmutation Level bard 5, cleric/oracle 6, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range touch
Targets automata touched
Saving Throw Will half (harmless); Spell Resistance no
This spell functions as lesser repair automata, except that it restores 5d10 hit points +1 point per caster level (maximum +15).

PERFECT REPAIR

School transmutation Level bard 6, cleric/oracle 7, sorcerer/wizard 6

Casting Time 1 standard action Components V, S

Range touch

* (5) * (2) * (4)

Targets automata touched

Saving Throw Will half (harmless); Spell Resistance no By laying your hand on an automata you can repair almost any damage and affliction. You instantly repair 100 points of damage and immediately end all of the following adverse conditions affecting the target: blinded, confused, dazed, dazzled, deafened, exhausted, fatigued, feebleminded, insanity, sickened, and staggered. In addition the automata gains fast healing 5 for 1 round per caster level.



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identify by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game Content. (h) "You" or "

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Automata-Guide to the Awakened, Copyright 2012, Storm Bunny Studios, LLC; Author: Jaye Sonia.

