AUTOMATA

GUIDE TO THE AWAKENED

RHUNE

DAWN OF TWILIGHT

$4.99   BY JAYE SONIA

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.

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

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.

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.

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.
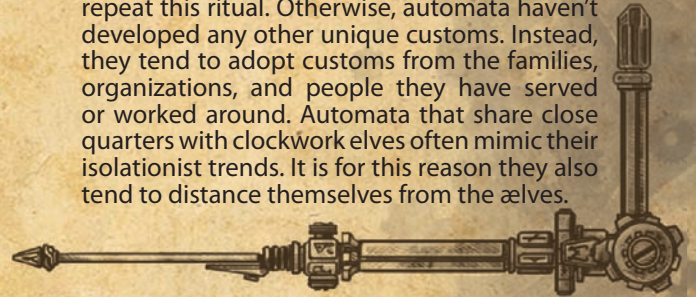
Others, lacking direction, maintain these occupations out of a sense of regularity and stability. A select group of automata known as the Watch Wardens continues to train beside the dwarves, preparing for the final conflict that is Ragnarök. Only a rare few adventure, each seeking the many wonders that exists beyond the known borders of the City-States of Vallinar.

RELATIONS

Automata tend to be wary 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.
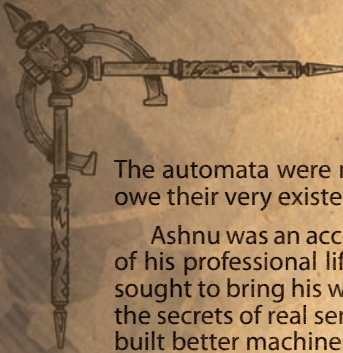
ALIGNMENT AND RELIGION

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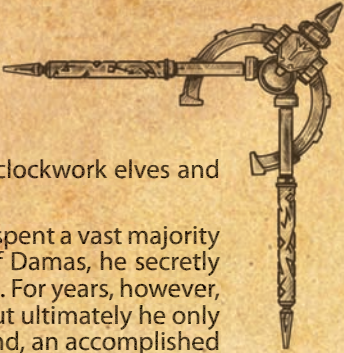
For obvious reasons, most automata tend to favor technology and side with the dwarves when the topic of Ragnarök comes up. While few are eager for war, they realize (quite correctly) that if the ælves had their way, they'd be completely wiped out with the rest of the "clockwork machine."

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 one clockwork adept 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."
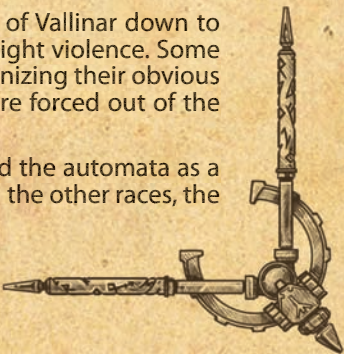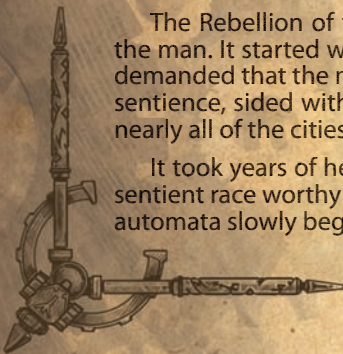
Ashnu did.

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 citizenship. Granted freedom and the rights to peacefully coexist among the other races, the automata slowly began to return.

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 of class abilities based on Con (like a barbarian's rage) are limited. Players should consider this when building characters.

Automata As Characters

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

- **Armored:** Automata are armored and cannot wear additional armor (but may use shields). Models suffer an armor check penalty according by type; this is listed under each entry. Moreover, this armor interferes with arcane spellcasting. As a result, automata suffer a chance of arcane spell failure according to their type:

  » Heavily armored models have a 30% chance
  » Moderately armored models have a 20% chance
  » Sightly armored models have a 10% chance.

  See chapter 6 of Pathfinder® Roleplaying Game Core Rulebook™ for more information.

- **Construct Immunities:** Automata are immune to disease, death effects, necromancy effects, paralysis, poison, and stunning. In addition, automata are not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or non-lethal damage. 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.

- **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 low-light 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.

- **Favored Class:** Automata treat every occupation or job with the same level of dedication. Any class an automata selects is considered its favored class, regardless of the number of classes it takes.

- **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.

- **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 [through the use of the Craft Construct feat or the Craft (clockworks) skill]. Constructs can also be healed through select spells that target constructs or physical objects (such as make whole). They are not healed through normal, divine healing or channeled energy.

- **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:** Unlike most living races, the automata learn and memorize skills in a very specific manner that makes using skills they were not programmed with very difficult. As a result, automata may only use the following skills untrained: Bluff, Climb, Diplomacy, Intimidate, and Perception.

- **Therma-Torque Clockwork Engine:** While Automata do not need 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 therma-torque 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.

SIGRÚN
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 have a base armor class of 16 and an armor check penalty of -6. Additionally, many Sigrún models employ large shields (traditionally called Ashnu's Parvis) that grant a +3 shield bonus to AC. This shield increases their armor check penalty by 1.

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 feet.

CLOCKWORK POINTS: Sigrún models were built primarily for combat and defense. They receive only 4 clockwork points (CPs) for additional customizations.

GONDÜL
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 have a base armor class of 12 and no armor check penalty.

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 6 clockwork points (CPs) for additional customizations.

EIR
THE WORKER

+2 Strength, +2 Intelligence, -2 Charisma

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

MEDIUM: Eir 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 have a base armor class of 14 and an armor check penalty of -2.

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: Eir models were built to be general laborers and saw wide use in a multitude of areas. They receive 8 clockwork points (CPs) for additional customizations.

SKULD
The Diplomat

+2 Intelligence, +2 Wisdom, -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 have a base armor class of 12 and no armor check penalty.

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 6 clockwork points (CPs) for additional customizations.

Clockwork Modifications

All automata are eligible for customization and may do so either at character creation or later in play. Automata customized at character creation, however, are restricted to 500 gp worth of modifications. Additional modifications must come out of the character's starting wealth.

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. If the player wants a modification for an area already customized, she must pay twice the cost in gold for the new customization and subsequently loses all the benefits from the original customization (which is removed).

Automata are limited in the number of customizations they may receive. Ultimately, they can only receive a total of six customizations—one in each of the listed areas: head (programming), torso (armor or utility), R/L arm (combat or utility), and R/L leg (movement or utility).

Each customization, its associated type and cost is listed below:

- **Armored Core** (armor, torso)—the automata gains DR2/- and partial immunity to critical hits. Whenever an enemy threatens to critically strike the automata, that enemy receives a -4 to confirm that hit. Cost 4 CPs, 1000 gp.
- **Armor, Efficient** (armor, torso)—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 1. Cost 4 CPs, 1000 gp.
- **Armor, Improved** (armor, torso)—the automata gains additional armor plates granting it a +2 armor bonus to its base AC. In addition, it suffers an additional 10% chance of arcane spell failure and -1 armor check penalty. These penalties stack with the current penalties. Cost 2 CPs, 500 gp.
- **Armor, Reinforced** (armor, torso)—the automata gains additional armor plates granting it a +4 armor bonus to its base AC. In addition, it suffers an additional 20% chance of arcane spell failure and -2 armor check penalty. These penalties stack with the current penalties. Cost 4 CPs, 1000 gp.
- **Armor Spikes** (armor, torso)—the automata has small spikes located at critical locations that it can deploy as a swift action to harm opponents grappling it. These spikes deal 1d4 points of damage. Cost 1 CP, 250 gp.
- **Climbing Spike** (utility, arm or leg)—the automata has a spring-driven climbing spike it can deploy to aid in climbing. When deployed, it receives a +2 racial bonus to Climb skill checks per appendage (provided there is a suitable surface to drive the spike into). This bonus is stacks with itself (arms and legs). 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. Cost 1 CP, 250 gp.
- **Coiled Springs** (movement, legs)—the automata has advanced coils built into its legs that increase its movement and reaction time. It increases its movement by 5 ft. and gains a +1 racial bonus to Initiative checks. This bonus doubles if the customization is installed in both legs. Cost 2 CP, 500 gp (per leg).
- **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 may use the Acrobatics skill untrained. Cost 2 CPs, 500 gp.
- **Hidden Blade** (combat, arm)—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. Cost 2 CP, 500 gp.
- **Hidden Compartment** (utility, arm or leg)—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 to their Perception skill checks to locate objects in the hidden compartment. Cost 2 CP, 500 gp
- **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. Cost 4 CPs, 1000 gp.
- **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. Cost 3 CPs, 750 gp

- **KNOWLEDGE, COMMON** (programming, head)—the automata is programmed with common knowledge about several topics. It receives 3 bonus skill points that it may spend on Knowledge skills. Cost 2 CPs, 500 gp.

- **KNOWLEDGE, GENERAL** (programming, head)—the automata is programmed with common knowledge about several topics. It receives 3 bonus skill points that it may spend on any three skills. Cost 2 CPs, 500 gp.

- **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). Cost 2 CPs, 500 gp.

- **IRON GRIP** (combat, arm)—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 arms. Cost 2 CPs, 500 gp (per arm).

- **LEGS, REINFORCED** (movement, leg)—the automata has reinforced legs designed for jumping and tumbling. It receives a +2 racial bonus to Acrobatics skill checks. This bonus doubles if the customization is installed in both legs. Cost 1 CP, 250 gp (per leg).

- **LOCK TOOL** (utility, arm)—the automata has a device (normally built into its 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 thieves' tools. Cost 1 CP, 250 gp.

- **MITHRAL FIST** (combat, arm)—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. Cost 2 CP, 500 gp (for silver), 3 CPs, 750 gp (for cold iron), 4 CPs, 1000 gp (for mithral), and 5 CPs, 1250 gp (for adamantium).

- **NIMBLE HANDS** (utility, arm)—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 arms. Cost 1 CP, 250 gp (per arm).

- **PERCEPTIVE ARRAY** (utility, head)—the automata has small sensors linked into its core programming that heighten its senses. It receives a +2 racial bonus to Perception skill checks. Cost 2 CPs, 500 gp.
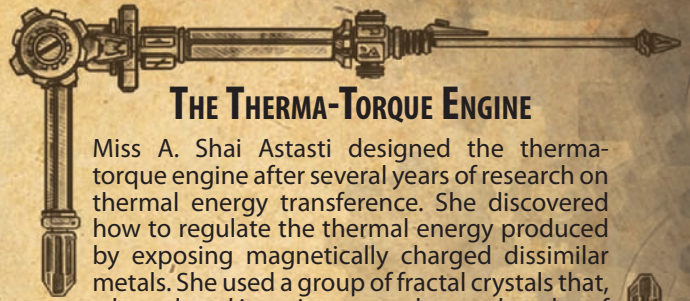
THE THERMA-TORQUE ENGINE

Miss A. Shai Astasti designed the therma-torque 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 Rhune.

- **Reinforced** (armor, multiple locations)—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 torso grants 5 hit points, each arm grants 2 points, and each leg grants 2 points. Cost is determined by location.
  Cost 3 CPs, 750 gp (head); 5 CPs, 1250 gp (torso); 1 CP, 250 gp (each arm); and 2 CPs, 500 gp (each leg).

- **Quick Response** (programming, head)—the automata is programmed to react quickly in combat and receives a +2 racial bonus to Initiative checks.
  Cost 2 CPs, 500 gp.

- **Silent Springs** (utility, legs)—the automata has its available voids filled with padding to reduce movement noise. It receives a +2 racial bonus to Stealth skill checks. This bonus doubles if the customization is installed in both legs.
  Cost 1 CP, 250 gp (per leg).

- **Slick Armor** (combat, torso)—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. Cost 2 CPs, 500 gp.

- **Tactical Defense, Advanced** (programming, head)—the automata is programmed with advanced knowledge about combat and defense tactics. It receives a +2 dodge bonus to AC. Cost 8 CPs, 2000 gp.

- **Tactical Defense** (programming, head)—the automata is programmed with common knowledge about combat and defense tactics. It receives a +1 dodge bonus to AC. Cost 4 CPs, 1000 gp.

- **Tactical Offense, Melee** (programming, head)—the automata is programmed with advanced knowledge about melee combat and offensive tactics. It receives a +1 racial bonus to melee attacks. Cost 4 CPs, 1000 gp.

- **Tactical Offense, Ranged** (programming, head)—the automata is programmed with advanced knowledge about ranged combat and offensive tactics. It receives a +1 racial bonus to ranged attacks.
  Cost 4 CPs, 1000 gp.

- **Therma-Torque Support** (utility, torso)—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. Cost 2 CPs, 500 gp.

- **Whip Chain** (utility, arm)—the automata possesses a strong length of chain that it can use to catch itself when falling. The automata can deploy the 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. Cost 1 CP, 250 gp.

Magic Items

Automata may use magic items, provided those items to not occupy slots also occupied by a clockwork customization. Thus, most automata cannot normally use magic items that occupy the following slots; chest, feet, hands, head, and wrist. All other slots are open and available. Automata can never wear magical armor. They can, however, receive enchantments normally restricted to armor.

OGL v1.0a

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