

Horizontech Catalogue 004

Commercial Robots

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*Necromancers
of the Northwest*

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Introduction

It's no secret that robots are cool, and that players are going to want their own. *Horizontech Catalogue - Commercial Robots* offers a wide selection of drones designed to be used by players and NPCs as fun support characters. If you were one of those players who always bought guard dogs, then this book is for you. Not only do these drones make for great companions to the PCs, they can be dangerous challenges all their own. Below are unique new drones with complete stat-blocks to enrich any Starfinder game.

New Robots

The following new robots are presented in order from lowest CR to highest CR.

Personal Assistant

Far less lifelike than an android, this gleaming metallic humanoid's movements are jerky and uneven.

PERSONAL ASSISTANT **CR 2** **XP 600**

N Medium construct

Init +1; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE **HP 20**

EAC 13; **KAC** 14

Fort +1, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+2 B)

STATISTICS

Str +0, **Dex** +1, **Con** +0, **Int** +2, **Wis** +0, **Cha** +4

Skills Computers +12, Culture +12, Diplomacy +12, Engineering +7, Sense Motive +7

Languages Common

Other Abilities modular programming, translation software

ECOLOGY

Terrain any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Modular Programming (Ex): A personal assistant drone has a modular software program that grants it additional skills. When it's not in translation mode, it can configure its systems in order to gain a +10 bonus to 3 skills of its choice, which it does not already have ranks in. These bonus skills last until the personal assistant drone reconfigures its programming or until it enters translation mode. Configuring skills in this way takes 1 full minute, during which the personal assistant drone is shut down.

Translation Software (Ex): A personal assistant drone comes equipped with advanced software that allows it to read and write any language. Entering translation mode cancels any modular programming the personal assistant drone is currently benefiting from, as well as requiring a standard action. Once translation mode is engaged, the personal assistant drone can instantly read and write any language it has previously come into contact with. When encountering a new language, the personal assistant droid must study it for a full minute before it is familiar enough with the language to fluently speak it. It must examine a source of writing for the language for a full minute in order to read and write it.

Ecology

Personal assistant drones are humanoid robots popular with large corporations and diplomats. Capable and versatile, these drones are often employed as secretaries, receptionists, and even as specialists. Though they possess limited combat abilities, they are often brought along on combat missions or missions of exploration thanks to their wide variety of communication and utility skills. Their ability to translate any language, including ones that have never been heard before, makes these drones a common sight in most embassies and starships.

Like all drones, a personal assistant obeys a specific set of programming. Unlike other drones, because personal assistants are extremely versatile and are often employed in social roles, they tend to have programmed personalities or loose programming. Most often, personal assistants are programmed not to harm their masters and to obey a single individual (usually the person who purchases or creates it) without question. A personal assistant drone can be purchased for 10,000 credits.

Rover Combat Drone

This matte-white robot could vaguely be said to resemble a dog, although its boxy, geometric design leaves no question that it is artificial.

ROVER COMBAT DRONE **CR 3** **XP 800**

N Small construct

Init +4; **Senses** darkvision 60 ft. *see invisibility*; **Perception** +8

DEFENSE **HP 40**

EAC 14; **KAC** 16

Fort +5, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee bite +11 (1d6+5 P)

Ranged drone rifle +11 (1d6+3 P)



STATISTICS

Str +2, **Dex** +4, **Con** +0, **Int** +0, **Wis** +1, **Cha** +0

Skills Athletics +8, Sense Motive +8, Survival +14

Languages Common

Other Abilities alarm system, vicious bite, watchdog

ECOLOGY

Terrain any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Alarm System (Ex): A rover combat drone comes with a sophisticated alarm system, which can be activated either by toggling the alarm system as a standard action, or automatically whenever the rover combat drone enters watchdog mode. While the alarm is active, the rover gains a +20 bonus on Perception checks; however, it also has reduced energy capacity, reducing its movement speed to half. Whenever the rover combat drone locates a creature or object while the alarm system is active, the alarm is triggered. This alarm normally takes the form of a loud siren, which can be heard at a distance of 100 feet, along with accompanying lights that are easily visible at the same distance. Rover combat drones can also be configured to instead issue a silent remote warning to an accompanying com device that vibrates and displays threat information on the screen.

A rover combat drone can be programmed to respond to detected threats in certain ways, such as ignoring them, firing upon them, or attempting to follow the threat but taking no hostile action. The rover can also be programmed to ignore certain creatures which trigger its alarm; these can be broad parameters, such as ignoring all humans, or can be more specific, such as ignoring certain individuals. If the rover is to ignore specific individuals, it must be exposed to those individuals, or that information must be stored in the rover during its construction.

Drone Rifle (Ex): A rover combat drone has an integrated rifle that fires steel projectiles to a range of 500 feet, with no range increment.

Vicious Bite (Ex): As a full-round action, a rover combat drone can attempt to bite a target. If it succeeds, it can then fire its drone rifle at the target as a free action that does not provoke attacks of opportunity.

Watchdog (Ex): As a move action, a rover combat drone can enter watchdog mode. While in watchdog mode, the rover cannot move, but whenever a creature first moves within 30 feet of it, the rover may immediately fire its drone rifle at the target, with an additional +4 bonus on the attack roll. The rover may make only one such attack on a given creature each round.

Ecology

Rover combat drones are the modern replacement for the classical guard dog. Reliable and determined security robots, rovers are often constructed simply to guard a specific structure or person. Rovers often are seen around banks or corporate offices and alert other security staff to people who don't belong there or who lack a visitor badge. In addition to providing competent security, the rover combat drone has strong combat skills and makes an ideal shock troop.

Like all drones, rovers are slaves to their programming. Typically, rover combat drones have very limited personality programming and tend to resemble the vigilant dogs they were modeled after. Often these hound-shaped drones are designed to provide security to a team or organization, and so are programmed to obey one or more individuals, and may be programmed to attack other creatures. Of course, their programming is customizable. A rover combat drone can be purchased for 1,000 credits.

Raptor Hunter Surveillance Drone

Although at a distance this gunmetal-grey drone could be mistaken for a real bird of prey, up close it becomes clear that its wings are mostly just for show, and it is kept aloft by a trio of rotor blades mounted on its back.

R.H.S DRONE **CR 4**
XP 1,200

N Medium construct

Init +5; **Senses** darkvision 60 ft., infravision 60 ft.;
Perception +10

DEFENSE **HP 50**

EAC 16; **KAC** 18

Fort +6, **Ref** +6, **Will** +3

OFFENSE

Speed 5 ft., fly 60 ft. (good)

Ranged laser cannon +12 (1d4+4 F)

STATISTICS

Str +0, **Dex** +5, **Con** +0, **Int** +3, **Wis** +1, **Cha** +0

Skills Acrobatics +10, Stealth +10, Survival +14

Languages Common

Other Abilities knockout gas, smoke bomb, surveillance system

ECOLOGY

Terrain any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Knockout Gas (Ex): A raptor hunter surveillance drone comes equipped with a smoke projector, which can emit a potent knockout gas. As a full round action, a raptor hunter surveillance drone can create a 20-foot-radius burst of gas within 60 feet of it. The gas lasts for 1d4 rounds or until dispersed. Any creature in the area must succeed on a Fortitude save (DC 13) or fall unconscious for 1 round. While this ability can be used at will, a raptor hunter surveillance drone must wait 1d8 rounds between uses, requiring this time to manufacture additional gas.

Infravision (Ex): A raptor hunter surveillance drone can see the heat signatures of living creatures to a distance of 60 feet, even through conditions that would ordinarily block vision, such as smoke. This infravision can penetrate solid barriers to a depth of 1 foot, unless the barrier is heat shielded or similarly insulated to protect the area inside from thermal sensors.

Smoke Projector (Ex): A raptor hunter surveillance drone can emit a billowing cloud of smoke in a 60-foot cone as a standard action. The thick black smoke obscures vision beyond 5 feet (see the *Starfinder Core Rulebook* for more information about the effects of smoke).

Surveillance System (Ex): A raptor hunter surveillance drone comes equipped with advanced equipment for surveillance and monitoring, including high-speed video cameras capable of capturing events through the eyes of the drone. The cameras can be activated as a standard action and record everything the raptor hunter surveillance drone sees. Video is clear at a distance of up to 120 feet, and audio can be reliably picked up at a distance of less than 100 feet. Typically, this information is stored within the raptor hunter surveillance drone's internal archive and must be retrieved while in person, but more expensive models have been known to be able to relay the information remotely in real time to another connected device. The second function of their surveillance system is a marked target program, which allows the raptor hunter surveillance drone to easily track, and, if necessary, eliminate a target. When activated, the operator of the raptor hunter surveillance drone can select a single creature within 100 feet of the drone as a marked target. The raptor hunter surveillance drone gains a +10 bonus on Perception checks and Survival checks made to track the marked target. Additionally, the drone gains a +2 bonus to attack and damage against that creature. A raptor hunter surveillance drone can only have one marked target at a time.

Ecology

Raptor hunter surveillance drones, or RHSDs for short, are bird-like hover drones designed for long-range reconnaissance, and occasionally for assassinations. Really just a flying camera system strapped to a collection of cannons and a smoke projector, the RHSD is designed to collection information while remaining hidden, and, if discovered, to escape before it can be destroyed. RHSD units were originally designed with a primitive recording system, but the popularity of these models resulted in various improvements to their functionality. Now these drones can be purchased with specialized linked computer systems in order to relay information in real time, as it is recorded. A classic raptor hunter surveillance drone can be purchased for 3,000 credits, while a more advanced model, complete with real-time information transfer capability, can be purchased for 5,000 credits.

Marine Shark Drone

This creature could almost pass for a normal shark, except for the pair of tank-like treads that extend from beneath its belly.

MARINE SHARK DRONE **CR 6**
XP 2,400

N Large construct

Init +3; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE **HP 90**

EAC 18; **KAC** 20

Fort +8, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +16 (1d8+11 P)

STATISTICS

Str +5, **Dex** +3, **Con** +0, **Int** +1, **Wis** +0, **Cha** +0

Skills Athletics +18 Stealth +13, Survival +13

Languages Common

Other Abilities blood scent, land laser, mega torpedo

ECOLOGY

Terrain any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Blood Scent (Ex): A marine shark drone has the ability to retain and process blood samples. If provided with a blood sample, the marine shark drone can always locate the creature whose blood is in the sample, so long as the creature

is within 60 feet of it, allowing the marine shark drone to pinpoint such a creature as a free action. Additionally, the marine shark always collects a blood sample from living creatures it successfully bites. In addition to allowing it to instantly locate such creatures, these samples are stored and catalogued and may be useful in running DNA tests or genetic experiments, or even in casting certain spells which require a creature's blood.

Land Lazer (Ex): While not in the water, the marine shark drone can open its upper carriage in order to reveal its powerful land laser array, which focuses electrical currents and ionized particles from the air into a powerful line of concentrated infrared, ultraviolet, and visible light. This beam takes the form of a 60-foot line, 10 feet wide. Each creature within the line is subject to an energy attack at a +16 bonus, which deals 1d10+6 points of electricity damage on a successful hit. This ability can be used at will, but may not be used on consecutive rounds.

Mega Torpedo (Ex): While underwater, the marine shark can fire a powerful torpedo from its lower bay. The torpedo has a range of up to 100 feet and can be detonated at any point along its trajectory. Upon detonation, the torpedo explodes with tremendous force, dealing 6d6 points of piercing damage to all creatures within a 15-foot-radius burst. A successful Reflex save (DC 14) halves this damage. The marine shark can use this attack once every 2d4 rounds.

Ecology

These marine assault drones were constructed to be skilled at amphibious attacks. Resembling true marine sharks but equipped with tank treads, these military spec robots are widely deployed across the galaxy on worlds with significant amounts of water. Armed with advanced lasers and torpedoes, these drones are as effective on the land as they are in the water, and have weapon systems designed especially for both environments.

Prized for their adaptability and feared for their firepower, these drones are often banned from commercial markets outside of warzones or planets lacking a lot of oversight. A well-financed and well-connected buyer could acquire one for 16,000 credits.

Class II Probe

This metal sphere features a single camera lens, a small speaker, and a pair of tiny metallic claws capable of simple manipulation.

CLASS II PROBE

CR 8

XP 4,800

N Medium construct

Init +6; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

HP 115

EAC 20; **KAC** 21

Fort +11, **Ref** +11, **Will** +7

OFFENSE

Speed 0 ft., fly 100 ft. (perfect)

Melee static discharge +17 (3d4+8 E)

STATISTICS

Str +0, **Dex** +6, **Con** +0, **Int** +4, **Wis** +0, **Cha** +2

Skills Acrobatics +16, Computers +21, Engineering +21, Sense Motive +16, Stealth +21

Languages Common

Other Abilities integrated weapons, machine hack, remote operation

ECOLOGY

Terrain any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Integrated Weapons (Ex): In addition to its static discharge, attack a class II probe drone can have a single melee and a single ranged weapon integrated into its body. While the drone cannot use these weapons on its own, a creature controlling a class II probe drone through its remote operation ability can use its integrated weapons to make attacks.

Machine Hack (Ex): A class II probe is capable of interfacing with and controlling machines. In addition to the normal operations that can be accomplished with the class II probe's Engineering and Computer skills, it can attempt to hack into any machine it touches. The object is entitled to a saving throw (DC 18) if it is magical or sentient (such as in the case of a creature of the construct type). If it fails this save, then the class II probe gains control of the machine. It can access all the normal functions of the device; thus, it could cause a door to open or shut, or fire a turret, or drive a vehicle, or it can choose to animate the object as with an *animate object* spell. In either case, the effect lasts for 1 minute. In the case of a creature such a construct, the effect instead functions like a *dominate monster* spell.

Remote Operation (Ex): A class II probe can be operated remotely in order to make repairs or facilitate communications across long distances or in hostile environments. A class II probe has a built-in interface system which can be accessed by authorized creatures to take control of the probe drone. Such a creature has their consciousness transferred into the probe until they choose to disengage from the probe. While in control of the probe, the creature cannot take actions as normal and its body is considered helpless. Instead, the controlling creature can use their actions in order to act as the class II probe, directing its actions. While being remotely operated, the probe uses its skills or the controlling creature's, whichever is higher. While attacking with its static discharge energy attack, the probe uses its own attack bonus, but while making an attack with an integrated weapon, the controlling creature's attack bonus is used. While being remotely operated, the controlling creature can use the probe's machine hack ability, and may cast any spell it could normally cast that does not require somatic components, as well as activate any purely mental abilities. The controlling creature can see and hear from the probe's location and can speak through the probe's speakers, allowing for communication across great distances. A creature is helpless while controlling the probe.

Ecology

Class II probes are the latest and greatest in drone technology; part engineer, part remote assassin, these drones benefit from some of the most advanced programming available. Able to be remotely operated across great distances, these drones are a favorite not just for those conducting research, repairs, and assassinations, but also among those who simply do not want to meet face-to-face with prospective clients, angry contractors, or dangerous contacts.

Available in a wide variety of styles, each comes equipped with an integrated weapon bay to allow further customization. This tech doesn't come cheaply however, and where sale of these high-end devices isn't restricted, 32,000 credits are needed to purchase this hardware.

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Technology is the backbone of civilization, setting the sentient races apart from the rest of the cosmos. From the powerful space ships that bridge the vast distances between worlds, to the computers that keep us connected to the information we need and allow us to control all manner of convenient devices, to top-of-the-line armor and weaponry to protect everything that is important, technology is a vital part of day-to-day life in the modern spacefaring age. And no one stays at the forefront of new and exciting technologies like *Horizontech*!

Horizontech Catalogues contain all the newest and best developments from *Horizontech Industries*, the galactic leader in innovation and progress. This issue presents five new robots, each with a full stat-block, useful new abilities, and information on their purchase and use. Included are the personal assistant, rover combat drone, raptor hunter surveillance drone, marine shark drone, and class II probe. When you think of the future of technology, think *Horizontech*!

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