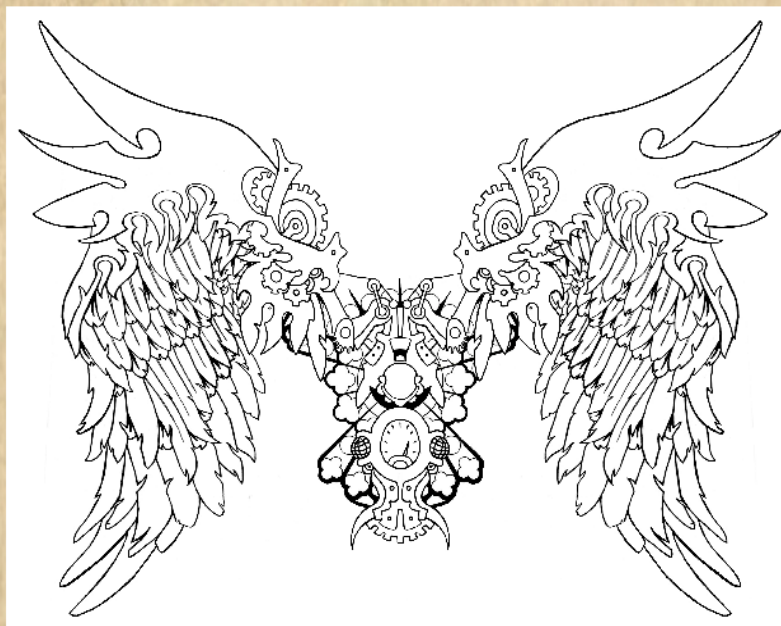


Automation



A Player Character Class
for Labyrinth Lord
and other old-school fantasy role-playing games

Written by: James M. Spahn
Art by: Raven Morrison



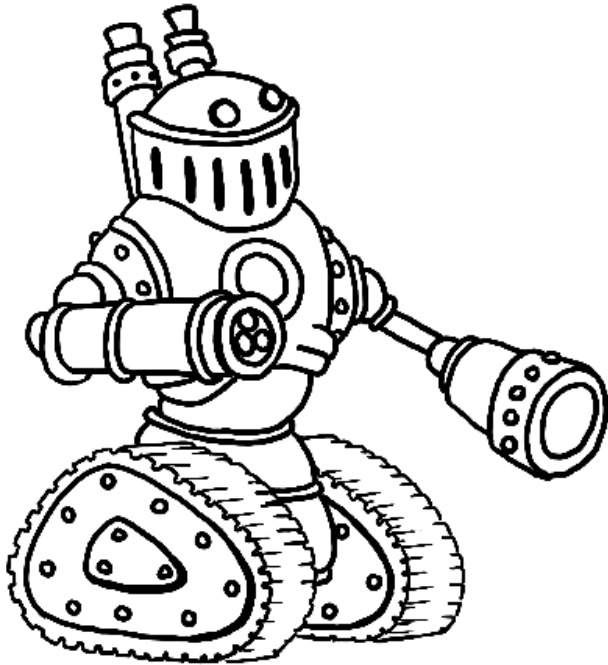
Labyrinth Lord
Compatible Product

Automation

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Requirements: Dex 9, Con 9, Int 9

Prime Requisite: DEX and CON

Hit Dice: 1d6

Maximum Level: 8th

Legends persist of a lost society, perhaps at the center of the great and hollow earth or from a great city that floats in the sky. A society that has advanced so far beyond the kingdoms of the world that they no longer make extensive use of magic. By making use of secret metal alloys and complex contraptions powered by fire and steam they construct life from brass and steel.

These beings are as self-aware and intelligent as any race of the known world, beyond the simple magical programming that comes from crafting a golem from the magical arts.

Known among themselves as automations, these beings sometimes find their way far from the forges from which they are born or awoken after a timeless slumber. With little more than

hazy, programmed memories of their past, they travel the world as wandering adventurers and make use of their unique talents while searching for a place in this new world.

Automations are proficient in all weapons, but may not use armor or shields. Their personalities are based on their initial programming, though it can be altered by personal experience. Because they have very organized minds, they typically are of Lawful Alignment.

Reaching 8th Level: By the time an Automation reaches 8th level they have explored enough of the world or managed to recall enough of their battered programming to build a laboratory where they are able to construct less complex machines to serve them. By spending three months of time an automation may construct 1d4+1 1st level automations are programmed to serve them. If one automation is destroyed a new one may be constructed with one month of work, but an automation does not have the time to maintain more than five of these servants at any one time.

Clockwork Mind: Because they are not actually living creatures, the Automation is immune to a myriad of magical effects, both positive and negative. All automations are immune to the the following spells and their reversed counterparts, as well as magical items that generate similar effects: *Cure Light Wounds*, *Remove Fear*, *Cure Disease*, *Cure Critical Wounds*, *Raise Dead*, *Heal*, *Regenerate*, *Resurrection*, *Charm Person*, *Sleep*, *ESP*, *Confusion*, *Feeblemind*, *Magic Jar*, *Reincarnation*, *Irresistible Dance*, *Mass Charm*, *Mind Blank*, *Trap the Soul*.

In addition, automations are immune to all poisons and diseases, as they have no natural form. However, because they have exhaust and air ventilation systems, taking on too much water

over a short period of time they suffer the same effects of a living creature when it comes to drowning or environmental effects.

Finally, because they have no soul, nothing short of a *Wish* can restore a destroyed automation to working condition if it is destroyed.

Self-Repair: In order to survive in a dangerous world, automations who reach 2nd level have developed a self-repair system that activates under certain conditions. By entering into a self-induced state of shut down, automations may innately activate a self-repair programming. An automation may activate this ability at any time, though it does take a full round. Self-Repair always lasts eight hours and during that time, an automation heals a single hit point per level as its body re-routes power and goes through automated repair sequences. Once an automation has activated Self-Repair it cannot be re-activated and the cycle must be allowed to run. While in a state of self-repair, the automation is completely unaware of its surroundings, akin to being unconscious. Automations do not heal naturally, and may only recover hit points through the use of this ability.

Alloy Skin: With bodies made naturally of metal,

Upgrade	Special Ability
Heat Sensor	Infravision – Range 60'
Advanced Mobility	Base movement increases from 6" to 12"
Ranged Targeting System	+1 to all attack rolls when wielding a missile weapon
Localized Targeting System	+1 to all attack rolls when wielding a melee weapon
Increased Articulators	+1 to all Initiative rolls
Pattern Analyzer	Detect Secret and Concealed Doors on 1-2 on d6

Internal Weapon II: At 6th level an Automation is able to install a second weapon as a permanent part of their body. This process takes eight hours and the weapon may be magical in nature. If it is a ranged weapon, the Automation is able to store twenty rounds of ammunition as well as the weapon itself. Reloading this ammunition takes a full turn. This weapon is obvious to any who see the Automation and cannot be concealed.

Upgrade II: By the time an Automation has

automations have some level of natural protection in combat. At first level they receive a +2 bonus to their armor class. At 4th level this bonus increases to +4 and at 8th level it reaches its apex at +6.

Internal Weapon I: Beginning at 3rd level an Automation is able to install a single weapon as a permanent part of their body. This process takes eight hours and the weapon may be magical in nature. If it is a ranged weapon, the automation is able to store twenty rounds of ammunition as well as the weapon itself. Reloading this ammunition takes a full turn. This weapon is obvious to any who see the automation and cannot be concealed.

Upgrade I: At 4th level the Automation has become so skilled at self-repair and adaptation that they are able to apply some permanent modifications to themselves. The Automation must spend eight hours a day for one week of time to apply this upgrade and it costs 1000gp in parts and supplies. Once it has been completed they may select one of the following benefits to apply permanently to their character. Once selected, this benefit cannot be changed. It is not magical in nature and cannot be dispelled.

reached 6th level they are able to alter their original design in a very significant manner. The Automation must spend eight hours a day for two weeks of time to apply this upgrade and it costs 2500gp in parts and supplies. Once it has been completed they may select one of the following benefits to apply permanently to their character. Once selected, this benefit cannot be changed. It is not magical in nature and cannot be dispelled.

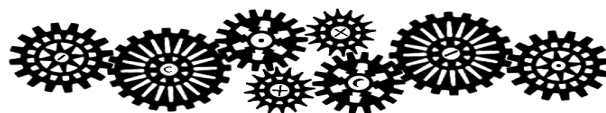
Upgrade	Special Ability
Personalized Targeting System	+1 to all attack rolls when wielding an Internal Weapon
Anomaly Analyzer	Cast <i>Detect Magic</i> 3/day as a 1 st level Magic-User
Personal Illumination System	Cast <i>Light</i> 3/day as a 1 st level Magic-User
Threat Detection System	Only surprised on a 1 on 1d6
Increased Internal Ammunition	store 20 extra arrows, bolts or stones for a ranged internal weapon
Script Analyzer	Cast <i>Read Languages</i> 3/day as a 1 st level Magic-User

Advanced Design: Finally, at 8th level, an Automation has reached the apex of their own design. The Automation takes must spend eight hours a day for four weeks of time to apply this upgrade and it costs 5000gp in parts and supplies.

Once it has been completed they may select one of the following benefits to apply permanently to their character. Once selected, this benefit cannot be changed. It is not magical in nature and cannot be dispelled.

Upgrade	Special Ability
Temporary Airborne Thrusters	Cast <i>Fly</i> 3/day as a 5 th level Magic-User, self only
Accelerated Processing	Cast <i>Haste</i> 3/day as a 5 th level Magic-User, self only
Arc Cannon	Cast <i>Lightning Bolt</i> 3/day as a 5 th level Magic-User
Advanced Force Application	Cast <i>Striking</i> 3/day as a 5 th level Cleric, self only
Application of Flame	Turn one internal melee weapon into a +1 <i>Flame Tongue</i> for 1 turn, 3/day
Application of Frost	Turn one internal melee weapon into a +3 <i>Frost Brand</i> for 1 turn, 1/day

Experience	Level	Hit Dice (1d6)	Special Ability
0	1	1	Clockwork Mind, Alloy Skin
4,065	2	2	Self-Repair
8,125	3	3	Internal Weapon I
16,251	4	4	Upgrade I
32,501	5	5	Internal Weapon II
65,001	6	6	Upgrade II
130,001	7	7	Concealed Weapons
200,001	8	8	Advanced Design



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