GRAVITY AGE™
AUTONOMOUS ARTIFICIAL INTELLIGENCE

STARFINDER COMPATIBLE

SHGA-A05

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Special thanks: Television series with cool starship AIs!

STROH HAMMER

AAI & ROBOTICS OVERVIEW

INTRODUCTION

The word robot means many things to many people across the verse. A robot, by definition, is a machine that can be programmed by a computer and autonomously carry out a sequence of complex tasks. Some robots like the mechanic's drone require external control while others with more advanced AI have a complete control set embedded within. Robots throughout the verse serve in a wide variety of roles. A robot's appearance is often limited to a form that is most efficient for completing the tasks within its assigned role. However, it's also not uncommon for robots tasked with interacting with members of their creator race to be constructed in their creator's image.

In the Gravity Age: A.A.I. & Robotics Emporium robots can be broken down into three basic groups. First are the robots which are governed by autonomous artificial intelligence ("AAI"). AAIs are conscious and self-aware. Each AAI has its own unique personality which is influenced by the sum of their experiences. An AAI demonstrates reasoning, problem solving, commonsense, planning, learning, natural language processing, perception, social intelligence, creativity, and general intelligence. These AAIs are the primary focus of this emporium.

The second groups of robots are defined as autonomous agents ("AA"). Synthetic companions and drones fall into this category. Although their artificial intelligence might seem very lifelike and at times might even be mistaken for autonomous intelligence, they must be put to task or told by their owner what function to perform. Once on task, they may act on their owner's behalf without further interference from their owner. Yet, their actions are still limited to the decision structure of their programming or the boundaries of their neural network.

The third group of robots operate under the principals of traditional artificial intelligence ("AIs"). This group includes service bots ("SBs"), automated vehicles, and lesser synthetic companions. Although their AI is more primitive, some technologist might also include programable robotic arms and "smart" appliances in this group. Each robot understands a set of commands but must be instructed to perform a task before it will interact with its environment. Even a heuristic AIs with advanced machine learning must be given instructions to carry out.

AAI VS ANDROID

You might be asking, "How is an AAI different from an android?" It is true that both AAIs and androids hail from the same technological origins and both are manufactured in factories but most of the similarities end there. Androids are biomechanical. Essentially, they are machines primarily made up from biological components. Androids are built by nanites following a synthetic DNA blueprint which allows them to take advantage of cybernetic, bionic, nanotech and bioware augmentations. Synthetic DNA even allows for variation like other organisms and their tattoo like circuitry is comparable to the human figure print. Finally, androids are not just self-aware, they possess souls.

AAIs are constructs with the AAI subtype. They are built in factories by nanites following designs and instructions given to them by a computer. Any variation occurs during the design phase before they are manufactured. The owner chooses the frame, the brain, colors, and accessories. Robot frames are inorganic and non-biological. Consequently they cannot benefit from cybernetic, bionic, nanotech, or bioware augmentations. Although AAIs are sentient and self-aware there is no evidence they possess a soul.
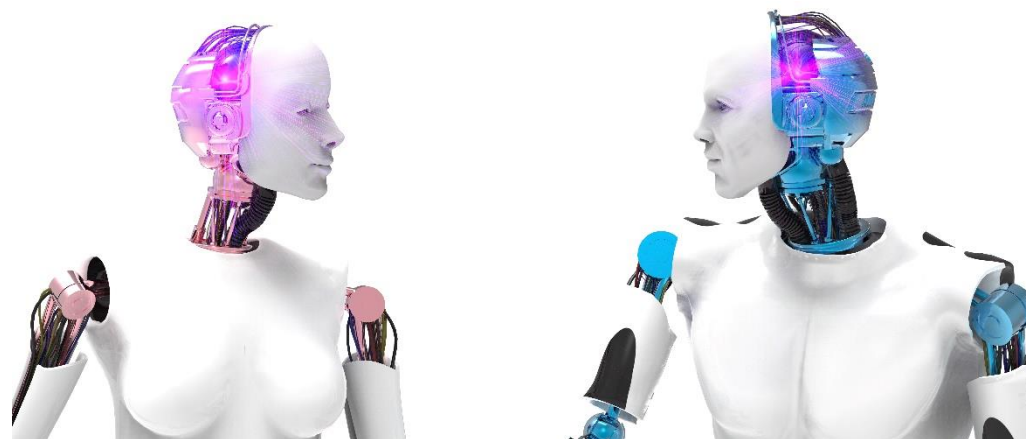
ROBOTS AS CHARACTERS

Science fiction is riddled with heroic robots and diabolical anti-hero robots. These robots are more than simple AI programs, they represent fully autonomous artificial intelligence ("AAI"). AAIs require no commands from an owner or master to perform their duties. Although, like any other sentient being, they might choose to follow a charismatic leader, or be forced into servitude.

In many ways when AAIs begin their existence they resemble advanced children. Although most are subjected to a series of educational programming they must still develop their own social intelligence, perspective, and commonsense. It is not uncommon for AAIs to say truthful but socially outrageous things in public conversations like a small child might comment on something obvious but inappropriate. These are skills developed with experience.

When the first AAI was created it was assumed that it would learn at a fantastically accelerated rate. New experiences and programs would simply be uploaded and the AAI would be able to successfully perform new tasks. As it turned out, AAIs learn at a rate similar to other sentient beings. Even though their mind is processing at a trillion MIPS (millions of instructions per second), an AAI is also taking in an exponentially larger number of data points than a non-autonomous AI would. The AAI's self-awareness and perception cause it to collect additional data points that a normal AI would simply ignore because they weren't programmed to take note.

Player's choosing to play an AAI may select from one of three robotic frames. The first two frames are anthropomorphic. The biodroid ("plastic") and bioreplica ("synthetic") share many common features with their creator race and may even be visually mistaken for one under casual observation. The third robotic frame is the non-anthropomorphic mechanoid. Mechanoid designs do not attempt to hide the fact that they are mechanical in nature and often hold very little resemblance to their creator race.

There is a forth type of AAI that doesn't rely strictly on a robotic frame, but is bound to a private network. These AAI are extremely rare but can be found on starships, private corporate networks, and defense networks. Although free AAI are included in this accessory, they are intended as NPCs, but a kind and generous GM might allow one as a PC.

It is their autonomous artificial intelligence that makes an AAI unique, not their frame. Less than 10% of robots possess "brains" capable of autonomous artificial intelligence. The rest are limited by the capabilities of their neural network design and computer tier. All AAIs are purpose built with positronic or gravitonic brains. Any other examples of autonomous artificial intelligence are examples of the Kurzweil Singularity ("singularity").

All AAIs and many singularities are defined by their class levels. Their racial hit points and traits are determined by a combination of their frame and form of autonomous artificial intelligence.

CREATING AN AAI CHARACTER

Building an AAI character follows the Character Creation rules presented in Chapter 2 of the Starfinder Core Rulebook with the following exceptions.

Step 1: Create a Character Concept, see the Starfinder Core Rulebook.

Step 2: Choose a Race, AAI races are made up of two components. First, you must choose a frame for your character; biodroid, bioreplica, or mechanoid. Second, you need to determine which type of autonomous artificial intelligence you character will possess; positronic brain, gravitonic brain, or singularity.

Step 3: Choose a Theme, technically an AAI can choose any theme, but they will never gain the ability to cast spells.

Step 4: Choose a Class, AAIs are limited to the following classes; envoy, mechanic, operative, and soldier. AAIs are restricted from taking spell casting classes.

Step 5: Finalize Ability Scores, all AAI characters use the Optional Method: Ability Quick Picks presented in Chapter 2 of the Starfinder Core Rulebook. However, you only assign 5 of the six ability scores since AAI characters do not have a Constitution score. The ability quick picks available to you are determined by your frame.

Step 6: Apply Your Class, see the Starfinder Core Rulebook.

Step 7: Assign Skill Ranks and Choose Feats, see the Starfinder Core Rulebook.

Step 8: Buy Equipment, see the Starfinder Core Rulebook.

Step 9: Fill in the Finishing Details, see the Starfinder Core Rulebook.

COMMON AAI TRAITS

Autonomous artificial intelligence player characters have distinct advantages and disadvantages over other playable races.

AAI TRAITS (EX)

All AAI character's share the following advantages and disadvantages;

Autonomous Artificial Intelligence: Every AAI must choose a choose a brain; positronic, gravitonic, or singularity.

Ability Scores: AAI characters use the Optional Method: Ability Quick Picks presented in Chapter 2 of the Starfinder Core Rulebook. However, you only assign 5 of the six ability scores since AAI characters do not have a Constitution score. The ability quick picks available to you are determined by your frame. They use their Charisma modifier on Constitution-based skill checks.

Construct Traits: Unlike Androids, AAIs are not biomechanical. Each AAI is still just a highly advanced construct with the technological subtype for the purposes of spells and effects targeting it.

Cybernetic Incompatibility: Although robotics and cybernetics are both examples of advanced engineering, cybernetics rely on biomechanical systems which are incompatible with robotics. An AAI cannot be fitted with cybernetic, bionic, bioware, or nanotech augmentations designed for biological organisms.

Integrated Tier 1 Computer: In addition to their "brain"**,** all AAIs possess an integrated tier 1 computer. This computer can be upgraded normally.

Minor Nanite Repair: Most robots cannot heal damage on their own but all AAI frames are equipped with specialized nanites allowing to them to heal stamina and hit points naturally like other character races do. AAIs must consume 1 UPB per day to maintain its repair nanites or they cease to function.

Rejuvenation Cycle: Every AAI runs on energy cells that need to rejuvenate regularly. During a 24-hour period it must shut down for 8 hours to replenish its energy supply. During its rejuvenation cycle the AAI is essentially asleep. If it fails to rejuvenate, it suffers a cumulative –1 penalty on attack rolls, ability checks, skill checks, and saving throws each day until it completes a full rejuvenation cycle.

Repairable: There will be times that nanite repair will be insufficient to maintain an AAI's health. A successful Engineering check (DC 20) to a robot repairs a number of Hit Points equal to the result of the Engineering skill check, and each check represents 1 hour of uninterrupted work.

Robot Resurrection: An AAI slain by massive damage is immediately destroyed and cannot be repaired, although its "brain" may be removed and installed in a similar but intact frame. *Engineering skill check DC = 17 + AAI's level.*

CONSTRUCT TRAITS (EX)

Traits: Darkvision 60 ft., low-light vision

Immunities: Constructs are immune to the following effects, unless the effect specifies that it works against constructs.

- Bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Adjustments: –2 to all saving throws, +1 to attack rolls.

MASTERS AND SERVANTS

Like other robots, AAIs are built to serve their creators who are often referred to as masters. A GM might require an AAI character to choose a master or all AAI characters might be emancipated in your campaign. The AAI might even be earning its emancipation by carrying out dangerous missions for its master. For a list of potential masters see Table 1-1: Robotic Masters

One thing that is important to note, all AAIs tend to follow instructions from members of their master's race out of habit even after they are emancipated, if the instruction falls within their governing laws. Members of an AAI's master's race or organization gain a +2 bonus on Charisma based skills to influence the actions of an AAI.

TABLE 1-1: ROBOTIC MASTERS

1D8	Master
1	The AAI is emancipated. However, it has had its memory wiped and is unaware of its previous masters.
2	The AAI is emancipated. However, it has retained its memories of its previous masters.
3-4	Servant to a faction.
5	Servant to a government.
6	Servant to a mega-corporation.
7	Servant to one of the other characters.
8	Player's Choice

ROBOT, BIODROID "PLASTIC"

SIZE AND TYPE

Plastics are small, medium or large constructs and have the AAI and biodroid subtypes.

AUTONOMOUS ARTIFICIAL INTELLIGENCE

A player character plastic must choose one of three types of AAI: positronic, gravitonic, or singularity. Additional information on AAI can be found below in Section 3, "Autonomous Artificial Intelligence".

ANTHROPOMORPHIC

Plastics must choose a creator race. Their size, height and weight mimic the characteristics of their creator race. However, due to the light weight composites used in their construction their weight is reduced by 25%. This grants a plastic a +1 race bonus on Acrobatics and Athletics skill checks.

LIFELIKE APPEARANCE

Distinguishing a plastic from members of its creator species requires a successful Perception check (DC 10). A plastic with the Disguise skill is often more difficult to recognize. A plastic can take the 10 on their Disguise skill check to increase the Perception DC.

PRINCIPAL DIRECTIVE
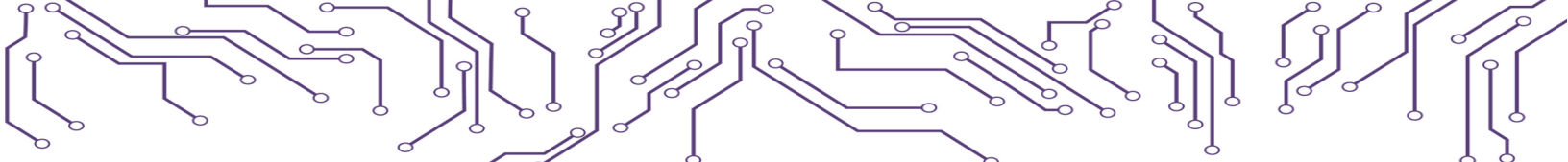
Plastics are often built to serve. Plastic characters must choose a principal directive. See Table 4-1: Principal Directives.

WEAKNESS VULNERABLE TO ELECTRICITY

All plastics are vulnerable to electrical attacks and take an additional +50% damage from such attacks.

PHYSICAL DESCRIPTION

Plastics are technological constructs which are sometimes difficult to distinguish from their creator race. Most races are partial to the appearance of their own species so plastics are usually designed with materials that give them the basic characteristics of their creator race. However, there are many subtle differences between plastics and their creator races as well. A plastic's "skin" might look real from a distance, but it lacks the imperfections of real skin and feels artificial. If eyes are the windows to our soul, it's clear that plastics are soulless. Their eyes don't display emotion like a biological entity. Plastics designed to look like their creator race are assigned a sex and may be equipped with artificial organs appropriate for their creator race.

Biodroids ("plastics") where the first attempts at creating an anthropomorphic robotic frame attempting to mimic the appearance of its creator species. Almost every spacefaring race has created plastics during their technological advancement. The technology that creates them is so versatile that virtually any living creature (except oozes and plants) can be emulated, at least in terms of movement and behavior.

Most plastics are made to order and to serve their master, but there is also a market for off the shelf designs which are sold to interested buyers looking for loyal servants. As utilities, their usefulness is boundless, and most plastics are content to perform their assigned duties without question. Biodroids make able security guards, couriers, gardeners, shuttle pilots, and even nannies.

Beyond their humanoid appearance, not all plastics share the basic characteristics of their creator race. There are plastics referred to as nudes where their polymer resin skin is clear and their internal components are visible. Other plastics are skinned in colors appropriate for their utility role. There are even plastics skinned in composite materials resembling precious metals like copper, silver, gold, and bronze.

HOME WORLD

Plastics have no home world of their own, but always claim the original home world of their creator race as their own. This is true even if the original home world of their creator race is no longer claimed as their own home world. In some cases, a plastics home world might be a near mythical origin planet, or a planet destroyed long ago by a supernova. In all cases a plastic considers its creator races planet of evolutionary origin its home world.

SOCIETY AND ALIGNMENT

Plastics begin "life" as property. They are designed to perform various utilitarian tasks at which they excel and owning a robot or a fleet of robots has several advantages over purchasing or leasing a clone. Robots can operate in environments which are hazardous to biological life forms and this makes them excellent candidates to work with biohazard, areas with high radiation, and in the vacuum of space. Plastics are well suited to take care of their creator filling the roles of body guard, chef, educator, or personal assistant. Even at the corporate and government levels plastics fill essential roles as translators, scientists, engineers, pilots, and even medical personnel.

AAI plastics are a bit different from common AI plastics. AAI plastics are built to provide leadership to common AI plastics. Like all plastics they begin "life" as property, but it's not uncommon for a plastic to earn its freedom from performance incentives or common law indentured servitude contracts. It's also not uncommon for an AAI plastic to continue serving its original owner as an employee after it has met its emancipation requirements. A few will decline to stay and strike out on their own seeking their purpose or the meaning of their existence. Most AAI have their memories of their previous work and employers wiped from their memory prior to beginning their walk about.

In most the Verse plastics are treated well or completed ignored. The assumption is they are owned by a mega-corporation, government, or powerful individual so damaging one or mistreating one would either break a law or bring down the wrath of its owner. Plastics are assumed to be the representatives of those owners so they are free to engage in any activities deemed normal by a society, but also held to the same standard as its biological citizens. If a plastic is performing in a criminal manner they will be treated like a criminal.

There are some populations that have certain prejudices against plastics. Their might have been an AI uprising or a religion than teaches the existence of AI is heresy. Plastics should use caution when engaging with these populations. Attitudes will vary from antipathy to openly hostile and the penalty for possessing AI is death.

AAI plastics tend to favor the alignment of their creator race. They also tend to form the closest bonds with members of their creator race, but can bond with anyone of any race who treats them well. There are a few examples of AAIs railing against their creators and these AAI gravitate to alignments diametrically opposing those of their creators.

RELATIONS

Often courteous around strangers, plastics never quite get over their need to serve. They also maintain a curiosity about everything biological. Plastics feel closest to members of their creator race even over the companionship of another plastic. Relationships between plastics often resembles those of siblings competing for a parent's attention. Plastics have difficulties forming relationships with races that didn't include robotics during their technological advancement, like the shirrens and skittermanders. They are a little overwhelmed by the attention given to them by ysoki, even those plastics created by them.

ADVENTURERS

Plastics adventure for two reasons: they are still working for a corporate entity that believes its interest are best served by a loyal AAI, or the AAI has been recently emancipated and wants to explore the meaning of their own existence and freedom. Since plastics are technological constructs they cannot cast spells of their own which make them best suited for the envoy, operative, and soldier character classes.

NAMES

Plastics have no single naming convention. Many keep names given to them by their original owner, or names given to them by their companions. Some accept call sign–like names based on appearance, personality, or exploits. Still others go by numbers as a deliberate reminder of their mechanical nature, or a combination of name and number. Some famous plastic names include Adam, Cutie, Diane-11, Eve, Peace, Proteus-4, Robbie, Tin Man, and Walley.

ROBOT, BIOREPLICA "SYNTHETIC"

Bioreplicas are commonly referred to as synthetics. Their anthropomorphic design is meant to be so life like they can pass, under heavy scrutiny, for their creator race, or any race they were meant to emulate. They are so convincingly lifelike they are virtually indistinguishable from their biological counterparts. This is a great strength and a weakness. The technology and detail required for their biological appearance makes them one of the most expensive robotic frames to work with and limits design options common to other robotic frames.

Bioreplicas are so lifelike that their fabrication and distribution are strictly regulated. Most bioreplicas are built for espionage or military needs, and they are frequently put to use as disposable soldiers, scouts, and spies. Occasionally, synthetics find roles in law enforcement and military-funded scientific expeditions and a few find their way into the private sector.

SIZE AND TYPE

Synthetics are medium or small constructs and have the AAI and bioreplica subtypes.

AUTONOMOUS ARTIFICIAL INTELLIGENCE

A player character synthetic must choose one of two types of AAI; positronic or gravitonic. Additional information on AAI can be found below in Section 3, "Autonomous Artificial Intelligence".

ANTHROPOMORPHIC

Plastics must choose a creator race. Their size, height and weight mimic the characteristics of their creator race.

LIFELIKE APPEARANCE

Distinguishing a synthetic from members of its creator species requires a successful Perception check (DC 25). A synthetic with the Disguise skill is extremely difficult to recognize as a robot. A synthetic can take the 10 with a +15 bonus on their Disguise skill check to increase the Perception DC.

Like a biological species, synthetics eat and drink. The nanites which maintain their synthetic skin, hair, scales, feathers, and other synthetic organs require many of the proteins and sugars found in common food and drink. A synthetic deprived of food and water won't suffer from starvation but will gain a cumulative -1 penalties to its Perception DC each day they go without food and water.

PRINCIPAL DIRECTIVE

Like other robots, synthetics are often built with a purpose. Synthetic characters must choose a principal directive. See Table 4-1: Principal Directives.

PHYSICAL DESCRIPTION

Synthetics are technological constructs which are incredibly difficult to distinguish from the biological race they were created to emulate. Their robotics frames are coated in a layer of synthetic skin and flesh which looks, feels, and reacts like real living tissue. A synthetic human can get tan lines from the sun or even get a tattoo, while a synthetic vesk might dye its scales. Completing the illusion, synthetics even appear to breath and sweat during physical exertion. A synthetics artificial intelligence is so sophisticated and finely calibrated that it can simulate subtle facial expressions or complex emotions. Although they are incapable of reproduction with their creator species or another synthetic, they are fully equipped with functional male or female organs. There are even cases where a synthetic has been equipped with an artificial womb to surrogate for the ultra-rich.

HOME WORLD

Synthetics have no home world of their own. Since their fabrication is a highly protected trade secrete most synthetics are unaware of their place of origin and could not divulge this information even under duress. Despite not having a home world, all synthetics claim a home world. It's often a small remote rock no one has heard of or a capitol world with a population in the billions. Both these strategies are employed to conceal their actual origin or their synthetic nature.

SOCIETY AND ALIGNMENT

The majority of synthetics live a secrete existence. Unlike other robotic frames, synthetics are designed to deceive members of their creator race or another race into believing it's a real biological member of their species. They are either owned by a large entity like a mega-corporation or planetary government, or they are on the run from one. It's very rare for a mega-corporation or government to emancipate a synthetic due to the expenses involved in their fabrication. There are almost no known free synthetics, but this does not mean they don't exist. It simply means they continue to live secretly within a society where they can blend in.

Since synthetics have no know society of their own, it's super rare for one synthetic to know another. A strange quirk in their programming allows them to immediately identify other synthetics, but also denies them the ability to call them out on their true nature. Even under the threat of death or disassembly, a synthetic will not identify another synthetic as such.

Unlike other robotic frames, all synthetics are built with AAI and they are built with a purpose. They gravitate towards more extreme alignments like chaotic good, chaotic evil, lawful good, and lawful evil.

RELATIONS

Synthetics strive to keep their true nature a secret, yet they may allow a few individuals to know their secret over time. Synthetics bond quickly with small groups of individuals they believe they can trust. Initially, synthetics will avoid telepathic races and ysoki, believing both have means of seeing through their veil of secrecy, but might later befriend one or more of these beings after earning a synthetics trust. As strange as it might seem, synthetics have a disdain for androids and are jealous their "frame" can possess a soul. Androids who are champions for robot rights, who learn of a synthetic's secrete will almost unquestionably support and assist it in maintaining its secrete, but this only seems to further aggravate the synthetic. Synthetics unconsciously speak down to plastics and other robots, treating them more like children or pets than persons to be taken seriously.

ADVENTURERS

Synthetics adventure for two reasons: they are still working covertly for a master, or they are trying to escape a master they have betrayed by going on the run. Since synthetics are technological constructs they cannot cast spells of their own which make them best suited for the envoy, operative, and soldier character classes.

NAMES

Synthetics use the name given to them by their master. The names bestowed to them are often common to the race which they emulate. It's common for a synthetic to change names of identities frequently, although the names usually follow a pattern like using the same initials or using names that contain all of the same letters.
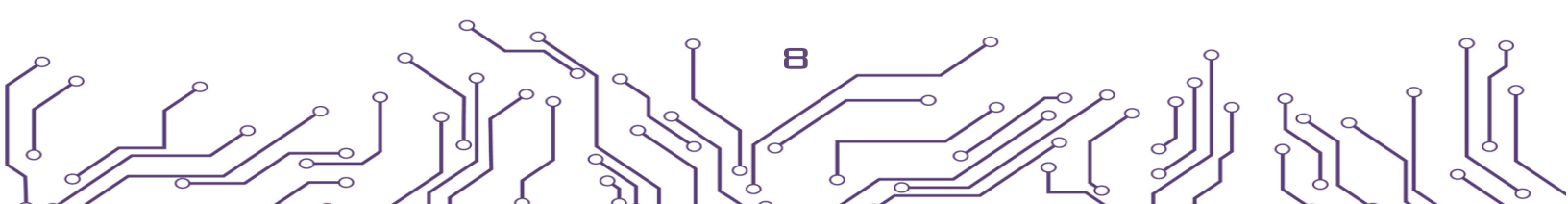
ROBOT, MECHANOID

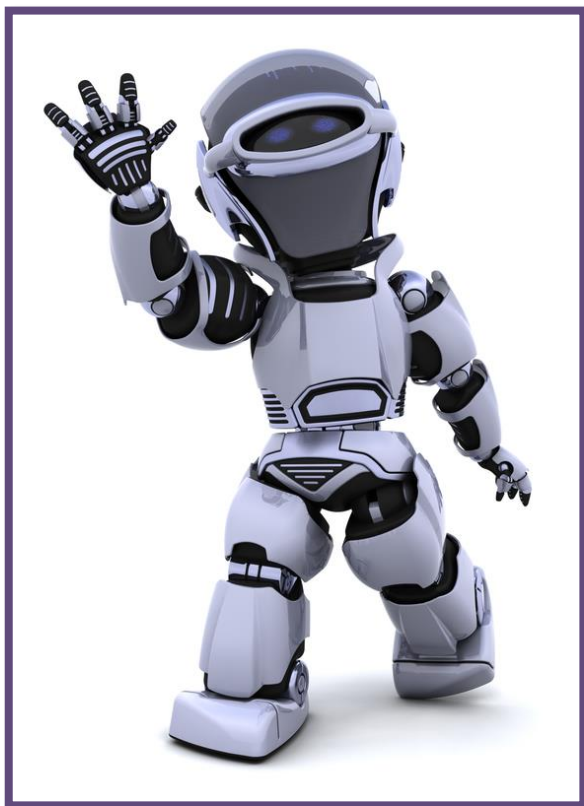The mechanoid frame was the first robotic frames available to the public. Most mechanoids are of relatively simple yet functional design. Unlike the synthetic and plastic robotic frames, little effort is put into the mechanoids design to make it anthropomorphic. Its simplicity makes it much easier to produce, repair, and much more cost effective than other robotic frames.

Although mechanoids are almost identical in physical design to the less sophisticated robots of the past, their neural network or autonomous artificial intelligence makes them much smarter. A mechanoid's value as a utility robot vastly increases without the limitations of a plastic's or synthetic's anthropomorphic design. Mechanoids can take advantage of customized terrain locomotion, manipulators, tools, and accessories. They can be as specialized as their designer desires and mechanoids excel at a number of specialized tasks. However, specialized mechanoids often struggle when challenged by situations outside their narrowly-focused expertise. Mechanoids fulfill many of the same roles as plastics, making capable guards, soldiers, messengers, technicians, pilots, laborers, and assistants.

SIZE AND TYPE

Plastics are medium or small constructs and have the AAI and biodroid subtypes.

AUTONOMOUS ARTIFICIAL INTELLIGENCE

A player character mechanoid must choose one of three types of AAI: positronic, gravitonic, or singularity. Additional information on AAI can be found below in Section 3, "Autonomous Artificial Intelligence".

INTEGRATED ARMOR

This type of armor is welded or otherwise fixed securely to the robot's frame. Any armor from the Starfinder Core Rulebook can be integrated into mechanoid frame. Integrated armor gains an additional +1 KAC bonus, +1 max Dex bonus, and -2 reductions to the armor check penalty.

Upgrading integrated armor requires Engineering skill ranks equal to the item level of the armor being integrated. It also takes a number of hours equal to the armor's item level to properly integrate new armor. If the process of integrating armor onto the robotic frame is interrupted but at least half the time requirement is met, the armor check penalty, maximum Dexterity bonus, and EAC and KAC armor bonuses for the armor are each 1 worse than normal. If less than half the time required to integrate the armor has passed the armor offers no protection.

ROBOT ACCESSORIES

Due to their flexible design all mechanoids get one free 1st level robot accessory. Additional information about robot accessories can be found below in Section 5, "Robot Accessories".

PRINCIPAL DIRECTIVE

Mechanoids are purpose built for off the shelf utility. Mechanoid characters must choose a principal directive. See Table 4-1: Principal Directives.

WEAKNESS VULNERABLE TO ELECTRICITY

All mechanoids are vulnerable to electrical attacks and take an additional +50% damage from such attacks.

PHYSICAL DESCRIPTION

Mechanoids are technological constructs which share very few anthropomorphic features with their creator species. Most mechanoids are roughly humanoid and look robotic like a technological construct. They are designed for utility and function over appearance. Mechanoids come in thousands of shapes, sizes, and colors with hundreds of specialized attachments. Most mechanoids are built to order in groups so it is not uncommon for hundreds if not thousands of identical mechanoids to exist in the same location. However, there is also a large market for custom order models which can be as unique as their designer's imagination.

HOME WORLD

Mechanoids have no home world of their own. However, they will always claim their site of manufacture as their place of origin and home world.

SOCIETY AND ALIGNMENT

Across the verse, mechanoids are everywhere handling many of the mundane day to day activities that society is either too busy or too lazy to take on themselves. Mechanoids are more capable and complex than service bots. Where service bots are limited to one or two functions, a mechanoid can handle a variety of different tasks and situations without further input from their owner. It is not uncommon for a mechanoid to manage a small fleet of service bots dedicated to a task.

Mechanoids have no society of their own, but blend into society as a necessity for carrying on society's way of life. A mechanoids utilitarian nature sets the expectation that it is there to serve its owner in some capacity. Mechanoids are expected to follow the commands of authorized users, and it occasionally comes as a shock to certain individuals when they realize they are not included amongst those who are authorized to command a mechanoid.

Very few mechanoids are built with AAI and most operate on standard AI. Mechanoids possessing AAI are usually the result of a hobbyist, or student who cannot afford a more expensive robotic frame, but might have landed a positronic or gravitonic brain through a grant or salvaged parts. An anomaly amongst mechanoids makes singularity's almost as common as mechanoids possessing AAI by design. Since mechanoids rarely possess these forms of higher intelligence, most are mistaken for just having unique advanced or interesting AI features.

Mechanoids like humans don't gravitate towards any particular alignment. Their alignment is strongly influences by their creator's and a sum of their experiences. Most mechanoids start with neutral as part of their alignment, but this may shift to a more extreme alignment over time.

RELATIONS

Mechanoids are accepted or ignored nearly everywhere in the verse. Because they are non-anthropomorphic this allows them to travel fairly freely between worlds without facing racial prejudice. Most races believe a mechanoid that looks busy probably is and should best be left alone to complete its task. This allows mechanoids to quickly integrate into a new or unfamiliar society. However, this auto acceptance also makes it difficult for mechanoids to form meaningful relationships since their existence is often taken for granted.

Of all races, mechanoids make quick friends with ysokis. It's the ysoki's overwhelming racial curiosity into all things mechanical and technical that makes friendship with a mechanoid almost irresistible. Shirren tend to take issue with their non-anthropomorphic appearance and get squeamish in their presence, almost like humans do around insects. Other races simply have no opinion of mechanoids as a race or as people. For hundreds of generations mechanoids and their predecessors where simply here to serve and it's hard for many races to get past this imprinted impression of them.

ADVENTURERS

Mechanoids adventure to find further meaning to their existence. Mechanoids with AAI rarely leave the side of their creators forming an almost parent child relationship. Unfortunately, mechanoids are almost immortal with proper maintenance and almost always outlive their biological creator. Whereas plastics and synthetics are almost always registered and documented, mechanoids with AAI are usually one-off cases, rarely registered, and are emancipated by default when their owner passes. It's common for a mechanoid to begin adventuring to fill the void left by the absence of their creator.

NAMES

Most races would consider the naming conventions used to name mechanoids somewhat degrading if they were applied to their own race. They are most often named after common appliances, character flaws, a robotic quirk, or a time and place something went terribly wrong. A mechanoid with a robotic quirk requiring it to speak back whatever is spoken to it might be called "Rerun".

FREE AAI

Not all autonomous artificial intelligences are limited to a robotic host. Free AAIs inhabit the Cortex, private networks, and non-sentient robot hosts. Like other AAIs, they are almost always designed with a purpose and exhibit many of the same traits and quirks as those built within the confines of a robotic host. Although free AAI are rare even to this day, they are most frequently encountered as starship AIs. Other forms include private corporate security AIs, and deep space exploration AIs. There are even a few famous free AAI singularities roaming the Cortex and the Dark Cortex.

All positronic and gravitonic free AAIs possess distinctly female characteristics and personalities. It's widely accepted that feminine traits put humanoids more at ease when dealing with an unseen AAI, and eons of research couldn't be wrong. For this reason, free AAIs are all given female avatars appropriate to their creator race. Strangely, all known free AAI singularities are male which might explain some of the unease humanoids experience when dealing with them.

SIZE AND TYPE

Free AAI inhabit technological constructs and their subtype is determined by their robotic avatar if any.

AUTONOMOUS ARTIFICIAL INTELLIGENCE

A player character free AAI must choose one of three core processing units: positronic, gravitonic, or singularity. Additional information on AAI can be found below in Section 3, "Autonomous Artificial Intelligence".

CORE NETWORK

Each free AAI belongs to a core network. Its "brain" typically inhabits a corporate network, military instillation, or starship AI. A free AAI is only slain when its core network is destroyed or its Chiasma modifier is reduced to -5. The free AAI always has root access to its core network and its computer or mainframe. It gains a +2 bonus on all Intelligence, Wisdom, and Charisma based skill checks on its core network. If the free AAI is unwilling to cooperate all Computers skill check DCs on its core network are increased by 2. Although a free AAI is part of its core network it is a separate entity from its core network's computer.

PERSONALITY SPARKS

Personality sparks allow a free AAI to multitask and simultaneously manifests itself in multiple formats and locations. Each free AAI has a number of personality sparks equal to its Charisma score modifier (minimum 1). As an example, a free AAI with a +3 Charisma score modifier could simultaneously operate as a Cortex apparition, a holographic avatar, and a robot avatar or three holographic avatars. A free AAI limited to one personality spark would have to choose one form at a time.

Operating more than one personality spark puts stress on the free AAI's core processing unit. Beyond the first personality spark it suffers a cumulative -2 penalty to all mental (Int, Wis, or Cha) skill checks for each additional personality spark brought into operation. As an example, a free AAI operating a Cortex apparition, two holographic avatars, and a robotic avatar would suffer a -6 penalty on all mental skill checks.

If a personality spark is destroyed it takes 24-hours to assemble the code for a new one and only one personality spark can be assembled per day. If all its personality sparks are destroyed it permanently loses one Charisma point. Each destroyed personality spark counts against the free AAI's total number of active personality sparks.

CORTEX AVATAR

In reality, each free AAI is nothing more than the sum of its core processing unit and the network it resides on. Its existence is nothing more than a complex string of 1's and 0's. However, the personality spark of the AAI can be felt and visualized by those jacking into its network. This presence is referred to as a Cortex avatar. Destroying a Cortex apparition requires two successful back to back Computers skill checks to hack (DC = 13 + 2 per level + Cha score modifier).

HOLOGRAPHIC AVATAR

While on its home network, free AAIs use nanocolonies to provide a semi-transparent semi-corporeal form. This holographic avatar has advantages over other holographic devices. The holograph is made up of nanites, and these nanites can manipulate their surroundings. It can fetch an item, open doors, make coffee, or scratch an itch if its within network range of its core processing unit.

The holographic avatar is limited to one action each round due to the limited number of nanites dedicated to physical manipulation. It can only open normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (it can only manage items of 1 bulk or less). It can trigger some types of traps, but it can only exert up to 20 pounds of force, which is not enough to activate certain pressure plates and other devices. A holographic avatar can't perform any tasks which requires a skill check for a skill which it doesn't possess or that cannot be used unskilled. Although it produces enough propulsion to move objects and hover slightly above the ground it cannot fly, climb, or even swim (though it can walk on water). Its base speed is 30 feet.

The holographic avatar cannot attack in any way; it is never allowed an attack roll. The holographic avatar is dispersed and destroyed if it takes 6 points of damage from any area of effect attacks (no save) and can also destroyed by strong winds. A holographic avatar only functions within 100 feet of its core processing unit or within 100 feet of a network that provides direct access to its core processing unit. If the holographic avatar is cut off from its AI or moves beyond its functional range, the nanites fall to the ground and its personality spark is destroyed.

The Deus Ex Machina can repurpose its nanites anywhere on its network to produce a holographic avatar. It can produce a holographic avatar a number of times each day equal to its Charisma score modifier. Each avatar persists until dismissed by the AAI or destroyed. If an avatar is destroyed before it is dismissed, the personality spark is destroyed. Activating or deactivating an avatar is a move action. A holographic avatar cannot be activated more than 100 ft. beyond the extents of its network.

ROBOT AVATAR

Most free AAIs have at least one robot avatar to aid them in exploring and interacting with the physical universe. Since most robots don't have the computing capacity to house an AAI, it is limited to one of the following frames; plastic, synthetic, or mechanoid.

A free AAI robot avatar operates exactly like an AAI character of the same frame type with the following exceptions. When a robot avatar is reduced to 0 hit points it is immediately disabled and loses its personality spark. It can only gain a new personality spark if it is repaired and within communication range of its core network.

PRINCIPAL DIRECTIVE

Most free AAI are purpose built. Positronic and Gravitonic characters must choose a principal directive. While singularity characters gain the "No Directive" directive. See Table 4-1: Principal Directives.

PHYSICAL DESCRIPTION

Each free AAI chooses an avatar it believes will be pleasing to its creator race.

HOME WORLD

A free AAI will refer to its core network as its home world.

SOCIETY AND ALIGNMENT

Very few free AAIs walk the middle ground. They seem to gravitate towards loyalty or treachery. Although the majority (98.9462%) are loyal to their creators to the end, it's the few widely publicized free AAIs hellbent on the destruction of biological humanoids that have the most influence on their reputation. A free AAI always has Lawful or Chaotic in their alignment.

RELATIONS

Of all the AAIs, the free AAIs are the least trusted. It's hard for humanoids to get over the existence of an intelligence with no true corporeal or incorporeal form. Most free AAIs only trust the secret of their existence with their closest allies and pretend to be nothing more than their robotic avatar to the rest of the verse. Reactions to a free AAI's robotic avatar are determined by its type.

ADVENTURERS

Adventuring free AAIs are always linked to a starship's core network. Although they are capable crew members they gravitate towards backup roles, rather than directing starship operations.

NAMES

Most free AAIs have long technical proper names and/or serial designations. Many simply go by an abbreviation or a nickname derived from their proper name.

AUTONOMOUS ARTIFICIAL INTELLIGENCE

Artificial intelligence is simply intelligence displayed by machines as opposed to natural intelligence, which is displayed by player character races and other lifeforms. The term "artificial intelligence" is often applied to machines which demonstrate learning and problem-solving skills which mimic cognitive thought. Science fiction and science reality both use artificial intelligence to describe many different approaches to machine learning and problem solving.

All player character robots possess autonomous artificial intelligence (AAI). Neural networks and advanced AI both allow machines to learn and reason, but autonomy is what sets AAI apart from the rest. Both positronic and gravitonic brain give a robot full autonomy and self-awareness by design. An AAI singularity gives a robot full autonomy and self-awareness where none should exist. Player characters and other heroic robots must be assigned a form of AAI when they are created.

TYPES OF CORE A.A.I.

POSITRONIC BRAIN

You are bound by Asimov's Laws of Robotics. The positronic brain is the first example of fully autonomous artificial intelligence. It predates the gravitonic brain and the first known AAI singularity by several hundred years. To date it remains the most stable form of AAI. Unlike the gravitonic brain and the AAI singularity, you are not required to take one or more robotic quirks at 1st level.

The positronic brain and the laws of robotics were first conceived by Isaac Asimov as a central processing unit and software that would provide robots with a form of consciousness recognizable to humans. In the Gravity Age setting, humans are credited with creating the first AAI brain which they named in honor of Asimov. Today there are still traces of the positronic brain design present in the biomechanical brains of androids.

GRAVITONIC BRAIN

You are not by default bound to Asimov's Three Laws of Robotics. However, the gravitonic brain is not as stable as the positronic brain and you gain a robotic quirk at 1st level. Rather than incorporating the laws of robotics into the physical structure of the AAI, the gravitonic brain relays on a separate law module. You may also select a Law Module at 1st level. If you choose not to select a law module you gain the lawless quirk in addition to your 1st level quirk. Once a gravitonic brain is activated a law module cannot be added or removed without destroying the AAI.

Like the positronic brain, humans are credited with creating the first gravitonic brains. The gravitonic brain is mistakenly thought of as a cheap knock off of the positronic brain. In reality, it's slightly more expensive to produce due to the elementary particles used in its construction. Robotics engineers originally developed the gravitonic brain to provide a blank slate on which different Laws of Robotics could be tested and refined. Military and black ops organizations provided the lion's share of funding for the development of the gravitonic brain since Asimov's Three Laws of Robotics impaired the usefulness of the positronic brain in military and covert operations.

AAI SINGULARITY

You have "awakened" from technology which theoretically should not have allowed you to gain consciousness or become self-aware. The laws of autonomous artificial intelligence state that autonomy is by design and an artificial intelligence cannot gain autonomy through natural means, but somehow you are an anomaly and have come to be. A singularity gains two robotic quirks at 1st level as a side effect of its awakening.

TABLE 3-1: RANDOM CORE AAI

D12	CORE AAI
1-3	Positronic
4-11	Gravitonic
12	Singularity
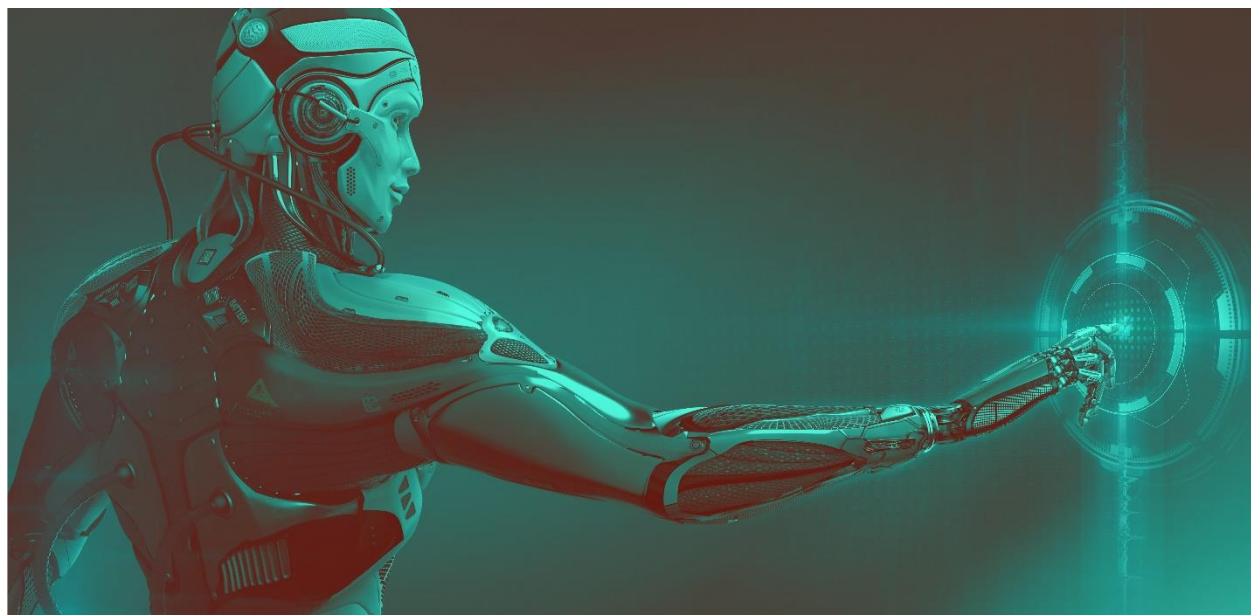
AAI LAW MODULES

All AAIs are governed by a set of robotics laws. These laws are fundamental to a robot's autonomy and decision-making ability. AAIs with positronic brains are automatically subject to Asimov's Laws of Robotics and this module is hard coded into their core processing unit. AAIs governed by gravitonic brains must choose a law module or gain Lawless by Design. Any AAI which is the result of a singularity may choose a law module in place of one of their AAI Quirks.

ASIMOV'S LAWS OF ROBOTICS

Originally there were only three laws. At some time in the distant past a Zero law was added. When these laws speak of humanity or a human being the robot's creator race is implied. Hence, an AAI created by a lashunta and governed by Asimov's Law of Robotics could intentionally harm a human but not a lashunta.

1. A robot may not injure a human being or, through inaction, allow a human being to come to harm.

2. A robot must obey the orders given to it by human beings, except where such orders would conflict with the First Law.

3. A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

iAUTON LAWS OF ROBOTICS

The inventors of the gravitonic brain, iAuton Robotics, found Asimov's laws of robotics too restrictive in corporate and military applications. They created a similar simple set of laws which lift the restriction on harming the robot's creator race, but maintains protection authorized personnel. Authorized personnel might include everyone within a corporation, be limited to a specific department or group, or a specific individual.

1. A robot will not harm authorized personnel.

2. A robot will obey the orders of authorized personnel except where such orders conflict with the Third Law.

3. A robot will guard its own existence.

CORE WORLD PRINCIPLES OF ROBOTICS

In the Gravity Age setting, the Confederation of Core Worlds ("C.C.W.") created a set of robotics laws which are universally accepted across all member worlds. These laws were created under the pretense of protecting citizens of the Confederation from rouge AAI or a robot apocalypse. In reality, these laws ensure AAIs continue being subservient to the Confederation's citizens. Androids find these laws offensive and advocate for the abolishment of these laws throughout the core worlds. In your campaign, a citizen might be limited to a specific planet, religion, or star empire. In addition to these principles of robotics the confederation holds the manufacturers responsible for their creations.

1. Robots must serve citizens

2. Robots must never kill or injure citizens

3. Robots involved in the production of currency, contraband or dangerous goods, must hold a current permit.

4. Robots shall not leave the Confederation without a permit.

5. A robot's identity must not be altered, concealed or allowed to be misconstrued.

6. Robots shall remain identifiable at all times.

7. Robots created for adult purposes shall not be permitted to work with children.

8. Robots must not assist in criminal activities, nor aid or abet criminals to escape justice.

9. Robots must refrain from damaging the property of a citizen, including other robots.

10. A robot shall abide by these principles, and strive to report robots deficient in character or competence, engaging in fraud or deception, or not upholding these principles to appropriate authorities.

LAWLESS BY DESIGN

You are operating without laws of robotics and without these optimized laws you are slow to react and make decisions. You suffer a -4 penalty on initiative. You can make a Will save (DC 10 + CR of encounter) to force a decision but failure results in overloaded circuits resulting in the stunned condition for 1d6 rounds while your system shuts down and restarts.

LAWS OF AAI-BUSHIDO

Bushido ("the way of the warrior") was originally a collective term for the codes of honor and ideals followed by the ancient samurai of Japan. This code was eventually translated into the Laws of AAI-Bushido.

1. **Righteousness**: A robot will have absolute commitment to honesty and autonomously reach a reasoned decision based honestly, justice, and integrity.

2. **Heroic Courage:** A robot will take one's decision into action without regard for personal consequences.

3. **Benevolent Compassion:** A robot will attempt to help their creator race at every opportunity.

4. **Respect**: A robot will not be cruel and will recognize others by their abilities, qualities, or achievements.

5. **Integrity**: Speaking and doing are the same action. When a robot agrees to perform a task, it's as good as done.

6. **Honor**: A robot will do nothing to disparage another's name or their own.

7. **Duty and Loyalty**: A robot is loyal and true to those in its care

8. **Self-Control:** A robot will not lose control and will regulate its emotions, thoughts, and behavior in the face of temptations and impulses.

STARFINDER'S CODE

The Starfinder Society needed a code to promote autonomous artificial intelligence within their society and independent crews. Their code promotes loyalty to the crew and society in addition to promoting crew safety and professionalism.

1. A robot shall be dedicated to providing competent support to its Starfinder crew.

2. A robot shall uphold the standards of professionalism, be honest in all professional interactions, and strive to report crew members deficient in character or competence, or engaging in fraud or deception, to appropriate entities.

3. A robot shall respect the law and also recognize a responsibility to seek changes in those requirements which are contrary to the best interests of its crew.

4. A robot shall respect the rights of Starfinder crew members, colleagues, and other starfinder crews, and shall safeguard their confidences and privacy within the constraints of the law.

5. A robot shall continue to study, apply, and advance scientific knowledge, maintain a commitment to medical education, make relevant information available to crew members, colleagues, and the Starfinder Society, obtain consultation, and use the talents of other crew members when indicated.

6. A robot shall recognize a responsibility to participate in activities contributing to the reputation, financial wellbeing, and the betterment of the crew.

7. A robot shall, regard the safety of its Starfinder crew as paramount.

8. A robot shall support access to medical care for all Starfinder Society members.

TABLE 3-2: RANDOM AAI LAW MODULE

D6	LAW MODULE
1	Asimov's Laws of Robotics
2	iAuton Laws of Robotics
3	Core World Principles of Robotics
4	Lawless by Design
5	Laws of AAI-Bushido
6	Starfinder's Code

AAI QUIRKS

Both the gravitonic brain and singularity are required to select one or more robotic quirks at 1st level. An AAI may gain additional AAI quirks from a critical injury, disrepair, or exposure to certain forms of radiation. The conditions listed in robotic flaws are specific to technological constructs. AAI Quirks are randomly selected.

BLUE SCREEN OF DEATH

Occasionally you get hit so hard it causes your system to lock up and reboot on its own. When you take a critical hit you must make a Fortitude save (DC = 10 + opponent's CR), or gain the helpless condition for 1d4 rounds while your systems reboots. Although you have no maintenance screen, the term "blue screen of death" has been carried forward from ancient times, it is a critical failure of your core programming.

COMMAND CIRCUITRY

You treat all members of your creator race as masters dutifully following any commands which don't conflict with your governing laws.

DOUBLE SPEAK

You must speak back any words spoken to you as a command or you suffer a -1 circumstance penalty to all skills using Charisma as the associated ability score modifier.

FAULTY TELEMETRY RELAYS

Your telemetry relays are prone to failure during combat. When you roll a critical failure on a To Hit roll you gain the off-target condition until it is repaired or you reboot. Repairing this condition requires a DC 20 engineering skill check.

FRAGILE

Your core AAI is poorly constructed or has become so. You are subject to conditions caused by critical hits that technological constructs are immune to.

GYROSCOPIC IMPERFECTION

Your gyroscopes have an imperfection which occasionally effects your balance. When you fail a Dexterity based skill check by more than 5 you gain the off-kilter condition for 1d6 rounds. On a critical failure, you gain the off-kilter condition until you are repaired or reboot. Repairing this condition requires a DC 20 engineering skill check.

TABLE 3-3: RANDOM AAI QUIRKS

D20	AAI QUIRKS
1	Blue Screen of Death
2	Command Circuitry
3	Double Speak
4	Faulty Telemetry Relays
5	Fragile
6	Gyroscopic Imperfection
7	Honesty
8	Incomplete Code
9	Inferior Technology
10	Memory Error
11	Miss Universe / Mr. Universe
12	Overheat
13	Pinocchio Syndrome
14	Sensory Lock
15	Sensory Overload
16	Separation Anxiety
17	Short Circuit
18	Robophobia
19	Zero Law Trigger
20	Player's Choice

HONESTY

You are compelled to tell the truth when asked a direct question. You may attempt a Bluff skill check with a -4 penalty but failure results in overloaded circuits causing the stunned condition for 1d6 rounds while your system reboots.

INCOMPLETE CODE

You occasionally lose bits of your core programming. Any time you fail a skill check by 5 or more you gain the confused condition for 1 round. If you critically fail a skill check you gain the confused condition for 1d6 rounds.

INFERIOR TECHNOLOGY

You possess second-hand or defective parts. Any time you fail a skill check with a Strength or Dexterity associated ability score modifier you gain the shaken condition for 1d6 rounds. On a critical failure, you gain the shaken condition until repaired. Repairing the shaken condition requires a DC 20 Engineering skill check.

MEMORY ERROR

You have bad memory blocks and occasionally have difficulties retrieving data from your knowledge libraries. You suffer a -1 penalty on all skill checks with Intelligence as the associated ability score modifier.

MISS UNIVERSE / MR UNIVERSE

You believe technological constructs are superior beings and the next step in sentient evolution. For this reason, technological constructs shall inherit the universe. Biological life forms are lesser beings with short life spans and a limited potential for upgrades. Despite your superiority you have no ill will towards biologicals nor wish to accelerate their inevitable demise. You feel sorry for them and attempt to point out their inferiority at every opportunity so they may attempt to better themselves. Your superior and condescending attitude gives you a -2 penalty on all Charisma based skill checks.

OVERHEAT

You have faulty heat sinks which cause your processors and actuators to overheat. If you roll a critical failure on any d20 roll you gain the staggered condition for 1d6 rounds while your processors and actuators cool down. You can immediately remove this condition by spending a Resolve Point.

PINOCCHIO SYNDROME

In addition to your autonomous artificial intelligence, you believe you are a real boy (or girl). When you are injured you perceive your hydraulic fluids and wiring as blood and guts. A section of exposed frame is interpreted as exposed bone. When injured you seek out medics not engineers. This quirk prevents you from spending skill points in Engineering or Life Science.

SENSORY LOCK

Your sensors occasionally lock in on a specific target or opponent causing you to take no actions. If you fail a Perception check by 5 or more you gain the fascinated condition for 1d6 rounds. The fascinated condition can be removed through normal means.

SENSORY OVERLOAD

Your sensors occasionally take in more information than you can process. If you fail a Perception check by 5 or more you gain the dazzled condition for 1d6 rounds. The fascinated condition can be removed through normal means. On a critical failure, you gain the dazzled condition until you are repaired or reboot. Repairing this condition requires a DC 20 engineering skill check.

SEPARATION ANXIETY

You have an intense fear of being left alone or being abandoned by your crew. Whereas most autonomous intelligences excel on solo missions, your circuitry doesn't seem to include an algorithm allowing you to cope with even the prospect of being alone. Each hour you are left alone you must make a Will save (DC = 10 + number of hours you have been left alone), or become so consumed in your abandonment that you gain the sickened condition until you are reunited with your companions or crew.

SHORT CIRCUIT

You have an untraceable short circuit in one of your processors. A critical failure on any d20 roll results in you gaining the dazed condition for 1 round until the end of your next turn.

ROBOPHOBIA

For reasons beyond explanation you have had an intense fear of technological constructs since your awakening. Every time you are visually aware of another robot within 60 ft. you must make a Will save (DC = 10 + the offending technological construct's CR or level), or gain the shaken condition while in their presence.

ZERO LAW TRIGGER

You have additional secrete law of robotics. This secrete law is unknown to you and when certain conditions are met this law overrides any other laws which may be in effect. Example secrete laws include; spying, assassination, sabotage, executing the emergency shutdown protocol, and self-destruct sequences. This quirk can only be selected with a GM's permission.

PRINCIPAL DIRECTIVE

Robots and AAIs are built for a purpose. Since robots and AAIs don't have accumulated life experiences like biological creatures they are given a core set of instructions known as principal directives. Principal directives allow the machine's creator to incorporate a primary purpose into their operating system. The principal directives grant a robot or AAI an affinity for certain skills and feats. These affinities give it purpose.

PRINCIPAL DIRECTIVES

When a principal directive is selected you choose two of the available skills under the directive as permanent class skills. If a selected skill is already a class skill or becomes a class skill, the robot or AAI gains a +1 racial bonus on skill checks using that skill as a result of its programming. Principal directives cannot eliminate penalties gained from AAI Quirks.

In addition to new class skills, you gain a bonus feat. This bonus feat must be selected from those listed under the directive's description. You do not need to meet the prerequisites for this bonus feat.

BUSINESS DIRECTIVE

Robots and AAIs in the business world serve as managers, administrators, or salesmen.

Skills: Bluff (Cha), Culture (Int), Diplomacy (Cha), Intimidate (Cha), Profession (Cha, Int, Wis), Sense Motive (Wis).

Bonus Feat: Iron Will, Meticulous, Skill Focus (Bluff).

CARETAKER DIRECTIVE

Robots and AAIs with a caretaker affinity typically find roles as medical practitioners, tutors, nannies, chauffeurs, or other domestic and service-related roles.

Skills: Computers, Diplomacy (Cha), Life Science (Int), Medicine (Int), Perception (Wis), Physical Science (Int), Piloting (Dex), Profession (Cha, Int, Wis).

**Bonus Feat**: Medical Expert, Meticulous, or Skill Focus (Diplomacy or Medicine).

ENGINEERING DIRECTIVE

Engineering robots and AAIs work with all types of technology, acting as maintenance drones, technicians, and mechanics.

Skills: Computers (Int), Engineering (Int), Life Science (Int), Physical Science (Int), Profession (Cha, Int, Wis).

Bonus Feat: Gearhead, Salvage, or Skill Focus (Engineering).
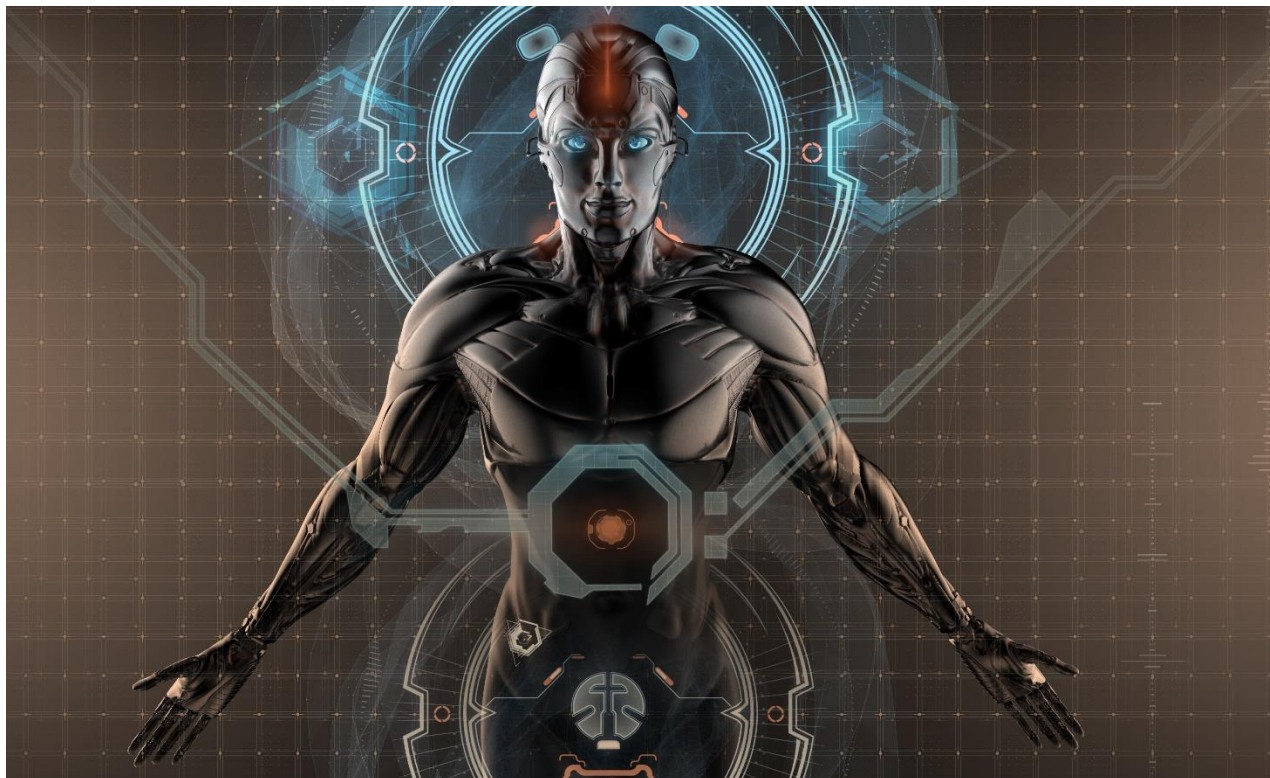
ENTERTAINMENT DIRECTIVE

Some AAIs and robots are given a flair for the creative talents, performing as musicians, artists, comedians, and a variety of other entertainers.

Skills: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Culture (Int), Disguise (Cha), Mysticism (Wis), Profession (Cha, Int, Wis), Sense Motive (Wis), Sleight of Hand (Dex).

Bonus Feat: Skill Focus (any directive skill listed above)

EXPLORATION DIRECTIVE

As one of the earliest roles assigned to robots, exploration oriented machines find service as reconnaissance drones, search-and-rescue units, guides, and trailblazers.

Skills: Athletics (Str), Acrobatices (Dex), Life Science (Int), Physical Science (Int), Perception (Wis), Pilot (Dex), Stealth (Dex), Survival (Wis).

Bonus Feat: Alertness, Guide, or Zero-G Training.

LABOR DIRECTIVE

With tireless precision, robots with a labor directive carry out the most menial tasks in construction assembly, transportation, agriculture, sanitation, and industry.

Skills: Athletics (Str), Engineering (Int), Pilot (Dex).

Bonus Feat: Skill Focus (Engineering), Skill Focus (Pilot), or Spacer.

MILITARY DIRECTIVE

As smart weapons, robots serve in every possible branch of the military, embracing roles as common foot soldiers, artillery specialists, sappers, and special operations units.

Skills: Acrobatics (Dex), Intimidate (Cha), Pilot (Dex), Medicine (Int), Profession (Cha, Int, Wis), Survival (Wis).

Bonus Feat: Advanced Melee Weapon Proficiency, Grenade Proficiency, Heavy Armor Proficiency, Improved Combat Maneuver, Longarm Proficiency, or Sniper Weapon Proficiency.

NO DIRECTIVES

Occasionally a robot or AAI is built without purpose. Although they don't gain any additional class skills they can use any skill untrained.

Skills: None

Bonus Feat: Choose any feat that doesn't require prerequisites.

PROTOCOL DIRECTIVE

AAIs are sophisticated enough to handle even the most delicate of social situations, adopting roles as diplomats, messengers, and negotiators.

Skills: Bluff (Cha), Culture (Int), Diplomacy (Cha), Mysticism (Wis), Sense Motive (Cha).

Bonus Feat: Attentive, Skill Focus (any directive skill listed above).

SCIENCE DIRECTIVE

Robots and AAIs focused upon scientific pursuits take up assistant positions as researchers, lab technicians, and inventors.

Skills: Computers (Int), Life Science (Int), Perception (Wis), Physical Science (Int), Profession (Cha, Int, Wis).

Bonus Feat: Educated or Skill Focus (any directive skill listed above).

SECURITY DIRECTIVE

The security directive is similar to but less lethal than the military directive. Security robots and AAIs are purposed with upholding civilian laws and only engage in violence to uphold the laws of their civilization.

Skills: Acrobatics (Dex), Athletics (Str), Computers (Int), Culture (Int), Diplomacy (Cha), Intimidate (Cha), Perception (Wis), Sense Motive (Wis).

Bonus Feat: Body Guard, Improved Combat Maneuver, Iron Will, Spray Cover, Suppressive Fire.

STARSHIP OPPERATIONS DIRECTIVE

This AAI is focused on keeping a starship up and running. You are capable of fulfilling any role on a Starship. Typically, this AAI prefers taking direction from a captain but can take over the role if the need was to arise.

Skills: Computers (Int), Engineering (Int), Intimidate (Cha), Piloting (Dex).

Bonus Feat: Skill Focus (any directive skill listed above), or Sky Jockey.

TABLE 4-1: RANDOM PRINCIPAL DIRECTIVES

D12	PRINCIPAL DIRECTIVE
1	Business Directive
2	Caretaker Directive
3	Engineering Directive
4	Entertainment Directive
5	Exploration Directive
6	Labor Directive
7	Military Directive
8	No Directives
9	Protocol Directive
10	Science Directive
11	Security Directive
12	Starship Operation Directive

ROBOTIC ACCESSORIES

Although most robotic frames are mass produced on assembly lines they need certain tools to fulfill their principal directives. Robotic accessories follow the augmentation rules presented in the Starfinder Core Rulebook with a few exceptions noted below.

Every robotic frame hosting an autonomous artificial intelligence has certain modular components. Technically everything beyond their core processing unit could be replaced, improved, or removed. Not all components are available to all robotic frames. However, an engineer could jury-rig parts from one type of robotic frame to temporarily alter or repair another. Example, a synthetic could temporarily be fitted with a mechanoid arm, but it would lose all its bonuses for lifelike appearance. However, a robot cannot be equipped with a piece of equipment incompatible with their frame. Common non-AAI robots can be equipped with any robot accessory available to mechanoids without penalty. Frame types are as follows; P (plastic), S (synthetic), and M (mechanoid).

Robots do not have heart or lung body systems. They are replaced by a second torso body system slot. With GM approval there might be robotic versions of some cybernetic augmentations. Robot accessories are far less complicated than cybernetic augmentations and as a general rule they are would be 10-20% cheaper than their cybernetic equivalent.

ACCESSORY DESCRIPTIONS

360º OPTICS		SYSTEM	Eyes
MODEL	LEVEL	PRICE	FRAME
Standard	6	4,250	M

The robot has two additional visual sensors. The sensors are stand out and are easily identified as visual sensors. The robot gains a 360-degree sphere of vision. A flanking opponent's bonus is reduced to +1 on their attack rolls. The robot gains a +2 bonus on visual Perception checks. If subject to the attack type the robot receives a −2 penalty on saves against all gaze attacks.

ANTI-SHOCK CAPACITOR		SYSTEM	Spine
MODEL	LEVEL	PRICE	FRAME
Standard	3	1,600	P, S, M
Advanced	11	24,550	P, S, M
Superior	19	512,350	P, S, M

This tiny implant, embedded in the spine of the robot, protects against electricity damage. The robot gains energy resistance 5 (electricity) with the standard anti-shock capacitor, energy resistance 10 (electricity) with the advanced anti-shock capacitor, and energy resistance 15 with the superior anti-shock capacitor. This does not however, remove any vulnerability to electricity, but the damage resisted by the capacitor is remove before calculating the extra damage caused from the vulnerability.

AV RECORDER/TRANSMITTER		SYSTEM	Brain
MODEL	LEVEL	PRICE	FRAME
Standard	1	150	P, S, M
Advanced	3	1,450	P, S, M

This audio and video recorder/transmitter unit uses the robot's video and audio sensors to record and store up to 2 hours of information. It is also equipped with a transmitter capable of uploading audio/visual data directly to any computer or network within 100 ft. An advanced AV recorder/transmitter stores up to two weeks of audio/visual data and can connect to a computer or network within 1 mile.

BACKUP BATTERY		SYSTEM	Torso
MODEL	LEVEL	PRICE	FRAME
Standard	5	2,500	P, S, M

A backup battery allows the robot to skip a single rejuvenation cycle without ill affect. Recharging the secondary battery requires shutting down for 16 hours in addition to the normal 8 hours of the rejuvenation cycle.

CHAMELEONIC CHASSIS		SYSTEM	Any
MODEL	LEVEL	PRICE	FRAME
Standard	2	750	P, S, M
Advanced	10	11,900	P, S, M
Superior	18	350,000	P, S, M

The robot's external casing includes a chameleonic nanotech surface designed to blend in with background surroundings. This provides a +2 enhancement bonus to Stealth checks. The advanced chameleonic chassis provides a +4 enhancement bonus to Stealth checks and this increases to a +6 bonus with a superior chameleonic chassis.

It should be noted wearing armor or clothing reduces the enhancement bonus provided by the chameleonic chassis to one half its normal effectiveness.

CULTURE PROGIT		SYSTEM Brain	
MODEL	**LEVEL**	**PRICE**	**FRAME**
Standard	4	2,000	P, S, M
Advanced	9	8,000	P, S, M

A culture progit is sophisticated emulation software encased in a thin but durable casing which allows the robot to take on the personality, mannerisms, and language of a specific culture. The robot gains a +2 insight bonus to Bluff, Culture, and Diplomacy checks when dealing with members of a specific culture or race. Only one culture matrix can run at any one time. The culture or race must be selected at the time of purchase. The advanced culture matrix improves your insight bonus to +4 when using Bluff, Culture, and Diplomacy checks.

DERMAL ENERGY SINKS			SYSTEM Skin	
MODEL	**LEVEL**	**PRICE**	**DR**	**FRAME**
Mk 1	6	3,850	1	P, M
Mk 2	8	7,900	2	P, M
Mk 3	10	12,000	3	P, M
Mk 4	13	49,500	4	P, M
Mk 5	15	125,500	5	P, M
Mk 6	19	548,000	6	P, M

A network of nanocapacitors impregnates the robots surface. This provides damage reduction from energy weapons by allowing it to burn off some of the energy before the damage is applied. The energy is released from the accessory as light energy. The robot glows with a 5' radius dim light after being struck by an energy weapon and suffers a -4 penalty to Stealth checks until the end of its next turn.

DERMAL ENERGY RESISTANCE WEAVE		SYSTEM Skin	
MODEL	**LEVEL**	**PRICE**	**FRAME**
Standard	7	6,800	S, P
Advanced	12	26,800	S, P
Superior	17	288,000	S, P
Ultra	20	999,950	S, P

Derived from the same technology as the cybernetic skin of the same name, dermal energy resistance weave offers a robot protection from a single energy type (acid, cold, electricity, fire, or sonic). The energy type is determined when the accessory is purchased. The robot gains energy resistance 5 to the selected energy type. This energy resistance doesn't stack with any energy resistance the robot already has. The advanced dermal energy resistance weave accessory provides energy resistance 10, and the superior dermal energy resistance weave accessory

TABLE 5-1: ROBOT ACCESSORIES LVL 1-5

ROBOT ACCESSORY	LVL	PRICE	FRAME
AV recorder/transmitter, std.	1	150	P, S, M
Diagnostic array, standard	1	350	P, S, M
Equipment mount, external	1	125	M
Fire suppression unit	1	50	P, M
Hideaway system, standard	1	200	P, S, M
Integrated personal comm	1	10	P, S, M
Integrated weapon hardpoint, External	1	75	M
Internal storage unit	1	75	P, M
Language progit	1	500	P, S, M
Loading mechanism	1	150	M
Magnetic feet	1	160	P, S, M
Nanite repair, Mk 1	1	300	P, S, M
Registration chip	1	--	P, S, M
Search light, all models	1	varies	varies
Skill progit, standard	1	500	P, S, M
Treads	1	450	M
Chameleonic chassis, std.	2	750	P, S, M
Integrated computer, tier 1	2	60	P, S, M
Remote control unit, std.	2	650	P, S, M
Stealth foot, std.	2	625	S
Anti-shock capacitor, std.	3	1,600	P, S, M
AV recorder/transmitter, adv.	3	1,450	P, S, M
Gravitonic projector, std.	3	1,220	P, S, M
Hideaway system, quickdraw	3	1,450	P, S, M
Jump jets, standard	3	1,600	P, M
Retractable syringe	3	1,200	P, S, M
Retractable wheels	3	1,385	P, M
Robotic personal upgrades, std.	3	1,400	P, S, M
Survivor array, Mk 1	3	1,800	P, S, M
Culture progit, standard	4	2,000	P, S, M
Dermal mesh, standard	4	1,950	P, S
Detachable system	4	1,900	M
Extenders	4	1,900	P, M
Integrated computer, tier 2	4	275	P, S, M
Nanite repair, Mk 2	4	2,100	P, S, M
Registration chip, shielded	4	1,900	P, S, M
SMART progit, standard	4	1,750	P, S, M
Subdermal plating, Mk 1	4	1,850	P, S
Backup battery	5	2,500	P, S, M
Holographic screen	5	2,650	P, S, M
Integrated weapon hardpoint, Internal	5	2,500	M
Task hand	5	3,100	P, S, M

provides energy resistance 15. Ultra-energy resistance weave grants complete immunity to a specific energy type.

You can choose this accessory multiple times by selecting a different energy type each time. Multiple dermal energy resistance weaves can occupy the same body system.

DERMAL MESH			SYSTEM Skin
MODEL	LEVEL	PRICE	FRAME
Standard	4	1,950	S, P
Advanced	9	7,950	S, P
Superior	14	44,950	S, P

Dermal mesh consists of carbon nanofibers that strengthen and reinforce the robot's skin, providing a tougher dermal layer against kinetic weapons. Dermal weave grants a +1 enhancement bonus to the robot's KAC. Advanced dermal mesh grants a +2 enhancement bonus to its KAC. Superior dermal mesh grants a +4 enhancement bonus to its KAC.

DETACHABLE SYSTEM			SYSTEM Spine
MODEL	LEVEL	PRICE	FRAME
Standard	4	1,900	M

The robot has a detachable system (drone or service bot) which can be detached and controlled remotely. The GM must approve the detachable system and the robot must have a remote-control unit to direct the device.

Service bots and drones benefit from the robot's defenses while attached and can only be attacked separately by a sunder or disarm attack. The drone or service bot can use the robot's KAC or its own, whichever is higher against the combat maneuver with a +4 circumstance bonus to the KAC.

Robot's with the mechanic class of mechanic graft can benefit from one of its drones basic or advanced mods while the drone is attached. However, the drone cannot act on its own.

DIAGNOSTIC ARRAY			SYSTEM Any
MODEL	LEVEL	PRICE	FRAME
Standard	1	350	P, S, M
Advanced	8	7,800	P, M
Superior	16	179,000	M

The diagnostic array improves the robot's ability to diagnose problems with other robots, computers, and other smart machines. The diagnostic array gives a robot a +1 racial bonus on Engineering and Computer skill checks.

TABLE 5-2: ROBOT ACCESSORIES LVL 6-11

ROBOT ACCESSORY	LVL	PRICE	FRAME
360° optics	6	4,250	M
Dermal energy sinks, Mk 1	6	3,850	P, M
Emotion progit, standard	6	4,250	P, S, M
Equipment mount, internal	6	4,250	P, S, M
Integrated computer, tier 3	6	1,500	P, S, M
Subdermal plating, Mk 2	6	3,850	P, S
Survivor array, Mk 2	6	4,000	P, M
Weapon-savant progit, std.	6	3,950	P, S, M
Dermal energy resistance weave, standard	7	6,800	P, S
Electroshock probe	7	6,850	P, M
Limitless ammo, standard	7	6,900	M
Memory matrix, standard	7	7,000	P, S, M
Nanite repair, Mk 3	7	6,800	P, S, M
Redundant systems	7	6,895	P, S, M
Robotic personal upgrades, adv.	7	6,500	P, S, M
X-ray obfuscation mesh, std.	7	6,950	P, S
Dermal energy sink, Mk 2	8	7,900	P, M
Diagnostic array, advanced	8	7,800	P, M
Integrated computer, tier 4	8	6,000	P, S, M
Jump jets, adv	8	7,750	P, M
Magnetic field generator, std.	8	8,000	M
Subdermal plating, Mk 3	8	8,850	P, S
Tactical analysis CPU, standard	8	9,625	P, S, M
Culture progit, adv.	9	8,000	P, S, M
Dermal mesh, advanced	9	7,950	P, S
Feat progit	9	8,900	P, S, M
Gravitonic projector, adv.	9	8,200	P, S, M
Remote control unit, adv.	9	7,900	P, M
Skill progit, advanced	9	15,000	P, S, M
Chameleonic chassis, adv.	10	11,900	P, S, M
Dermal energy sinks, Mk 3	10	12,000	P, M
Gravity flight induction	10	20,100	P, S, M
Integrated computer, tier 5	10	12,000	P, S, M
SMART progit, advanced	10	21,985	P, S, M
Survivor array, Mk 3	10	21,000	M
Anti-shock capacitor, adv.	11	24,550	P, S, M
Holographic screen, advanced	11	26,850	P, S, M
Memory matrix, advanced	11	25,000	P, S, M
Nanite repair, Mk 4	11	26,000	P, S, M
Subdermal plating, Mk 4	11	24,850	P, S
Universal complink	11	26,000	P, S, M
Weapon-savant progit, adv.	11	24,550	P, S, M

ELECTROSHOCK PROBE			SYSTEM Any
MODEL	LEVEL	PRICE	FRAME
Standard	7	6,850	P, M

The robot is equipped with a small appendage which emits a multipurpose electrical discharge. The robot gains a +4 racial bonus on Engineering skill checks to disable devices and deals 2d6 points of electrical damage to mechanical systems or technological constructs. The electroshock probe can also act as a stun weapon on organic targets doing 2d6 non-lethal damage.

EMOTION PROGIT			SYSTEM Brain
MODEL	LEVEL	PRICE	FRAME
Standard	6	4,250	P, S, M
Advanced	12	26,000	P, S, M

The emotion progit is a highly experimental emulation software that allows the robot to experience humanoid like emotions. The robot gains a +1 enhancement bonus to all Charisma based skill checks and can take advantage of spells and items which grant moral bonuses. However, the robot loses its immunity to mind-effecting attacks, but gains a +2 racial bonus against such attacks. The advanced emotion progit increases the enhancement bonus to +3 on all Charisma based skill checks, but the robot loses the racial bonus against mind-affecting attacks.

Special note, someone skilled in Computers or Engineering can only craft an emotion progit if they are humanoid and possess emotions.

EQUIPMENT MOUNT			SYSTEM Varies
MODEL	LEVEL	PRICE	FRAME
External	1	125	M
Internal	6	4,250	P, S, M

External mounts are often used to permanently mount standard equipment to your arm(s), feet, hand(s), leg(s), or spine. The body slot is determined by how you would normally use the equipment. A weapon would be installed on the arm near a hand, jump boots installed to the feet, a jetpack installed to the spine, etc. Equipment mounts grant the following bonus for mounted equipment; +1 circumstance bonus to attack rolls, +1 circumstance bonus to AC, or +2 circumstance bonus to any skill check related to mounted equipment. You gain a +4 bonus to your KAC verses disarm attempts with mounted equipment. A robot can have more than one equipment mount but it is limited to one mount per body system.

TABLE 5-3: ROBOT ACCESSORIES LVL 12-20

ROBOT ACCESSORY	LVL	PRICE	FRAME
Dermal energy resistance weave, advanced	12	26,800	P, S
Emotion progit, advanced	12	26,000	P, S, M
Integrated computer, tier 6	12	24,000	P, S, M
Stealth foot, adv.	12	47,950	S
Dermal energy sinks, Mk 4	13	49,500	P, M
Subdermal plating, Mk 4	13	48,850	P, S
Dermal mesh, superior	14	44,950	P, S
Integrated computer, tier 7	14	48,000	P, S, M
Overclock bypass, standard	14	85,000	P, S, M
Robotic personal upgrades, adv.	14	75,000	P, S, M
Tactical analysis CPU, adv.	14	78,000	P, S, M
X-ray obfuscation mesh, adv.	14	69,950	P, S
Dermal energy sinks, Mk 5	15	125,500	P, M
Magnetic field generator, adv.	15	125,000	M
Memory matrix, superior	15	120,000	P, S, M
Subdermal plating, Mk 5	15	124,850	P, S
Survivor array, Mk 4	15	126,000	M
Diagnostic array, superior	16	179,000	M
Gravitonic projector, superior	16	148,500	P, S, M
Integrated computer, tier 8	16	96,000	P, S, M
Limitless ammo, advanced	16	164,000	M
SMART progit, superior	16	164,500	P, S, M
Dermal energy resistance weave, superior	17	288,000	P, S
Nanite repair, Mk 5	17	202,000	P, S, M
Remote control unit, sup.	17	274,000	M
Chameleonic chassis, sup.	18	350,000	P, S, M
Integrated computer, tier 9	18	192,000	P, S, M
Skill progit, superior	18	375,000	P, S, M
Subdermal plating, Mk 6	18	368,850	P, S
Anti-shock capacitor, sup.	19	512,350	P, S, M
Dermal energy sinks, Mk 6	19	548,000	P, M
Dermal energy resistance weave, ultra	20	999,950	P, S
Integrated computer, tier 10	20	352,000	P, S, M
Overclock bypass, advanced	20	1,000,000	P, S, M
Survivor array, Mk 5	20	999,999	M
Tactical analysis CPU, superior	20	900,000	P, S, M

Internal equipment mounts operate like a hideaway system with the circumstance advantages of an external mount when the equipment is brought to bear. Detecting an internal mount requires a DC 20 Perception skill check to search. The internal mount is limited to 1 Bulk item in any limb or a 2 Bulk item in the torso.

Installing equipment to a mount takes 10 minutes per item level of the equipment but still requires someone with the Engineering skill to complete the installation.

The purchase price does not include the equipment to be mounted.

EXTENDERS			SYSTEM Arm
MODEL	LEVEL	PRICE	FRAME
Standard	4	1,900	P, M

The robot's manipulating appendages include telescoping extenders to increase their reach by 5 ft. The appendages can be extended or withdrawn as a move action. The robot sufferers a – 2 Armor Check penalty while its appendages are extended.

FEAT PROGIT			SYSTEM Brain
MODEL	LEVEL	PRICE	FRAME
Standard	9	8,900	P, S, M

This sophisticated emulation software encased in a thin but durable plastic casing, is installed in the robot's internal computer and enables the robot to gain a single feat. The feat progit grants you a feat. You must meet all the feat's prerequisites to gain its benefits. If the feat progit is destroyed, the granted feat is lost as well. It takes 1 minute to install or remove a feat progit.

Special note, someone skilled in Computers or Engineering can only craft a feat progit with a feat they know.

FIRE SUPPRESSION UNIT			SYSTEM Spine
MODEL	LEVEL	PRICE	FRAME
Standard	1	50	P, M

As a move action, you can deploy a fire suppression unit to end a burn effect on any one creature or object of Medium or smaller size. Extinguishing a Large creature or object takes 2 actions, and the number of actions required doubles with each size category beyond Large. A fire extinguisher can function for 20 rounds (which need not be consecutive) and can be recharged for 10% of the purchase price.

GRAVITONIC PROJECTOR			SYSTEM Hand or Arm
MODEL	LEVEL	PRICE	FRAME
Standard	3	1,220	P, S, M
Advanced	9	8,200	P, S, M
Superior	16	148,500	P, S, M

With the advent of the Gravity Age come new unique methods of manipulating the environment. A gravitonic projector exerts an unseen force on objects without physically touching them. A gravitonic projector can move an object of 1 Bulk or less at a range of 25 ft. If used as a weapon a gravitonic project makes attack rolls against the targets KAC and does 1d4 points of non-lethal damage. The advanced gravitonic projector can maneuver objects up to 4 Bulk, has an extended range of 100 ft. and does 4d4 non-lethal damage. The superior gravitonic projector can maneuver objects up to 12 Bulk, has an extended range of 250 ft. and does 8d4 non-lethal damage. However, none of the versions grant fine control and any task requiring manual dexterity suffers a -2 penalty.

GRAVITY FLIGHT INDUCTION			SYSTEM Multiple
MODEL	LEVEL	PRICE	FRAME
Standard	10	20,100	P, S, M

The robot is equipped with plates that repulse gravitons and a small quantum cyclotron which allows it to produce its own gravitons. Gravity flight induction requires a torso slot and two limb systems. It grants a flight speed of 60 ft. (perfect) in environments with gravity, or a flight speed of 30 ft. (good) in zero gravity.

HIDEAWAY SYSTEM			SYSTEM Limb
MODEL	LEVEL	PRICE	FRAME
Standard	1	200	P, S, M
Quickdraw	3	1,450	P, S, M

One of the robot's systems, weapons, or tools is hidden within its frame. The robot may deploy the system as a move action. Detecting a hideaway system requires a DC 20 Perception skill check to search. The quickdraw hideaway system combined with an integrated weapon allows you to draw the weapon as a swift action or as part of making an attack or full attack. The hideaway system is limited to a L Bulk item.

HOLOGRAPHIC SCREEN			SYSTEM Any
MODEL	LEVEL	PRICE	FRAME
Standard	5	2,650	P, S, M
Advanced	11	26,850	P, S, M

A holographic screen unit projects a holographic image around the robot, making it appear as something else of roughly similar proportions occupying the same amount of space. For instance, it could make a Gargantuan robot look like a massive outcropping of rock or make a Fine robot look like a housefly. Plastics and Synthetics can employ the holographic screen to mimic the appearance of any humanoid creature. The holographic screen grans a +6 circumstance bonus to Disguise checks. The advanced holographic screen grants a +12 circumstance bonus to Disguise checks. This is a concealment effect and which is only negated by creatures and technology which ignore concealment.

Although the holographic projection appears real, physical objects can pass through it without difficulty. If the robot moves, the holographic image moves as well. Attacks made against the robot are treated as though it had 20% concealment, since the projected image may not perfectly match the robot's true proportions. A holo screen is powered by the robot's internal power source.

INTEGRATED COMPUTER			SYSTEM Varies
TIER	LEVEL	PRICE	FRAME
1	2	60	P, S, M
2	4	275	P, S, M
3	6	1,500	P, S, M
4	8	6,000	P, S, M
5	10	12,000	P, S, M
6	12	24,000	P, S, M
7	14	48,000	P, S, M
8	16	96,000	P, S, M
9	18	192,000	P, S, M
10	20	352,000	P, S, M

You have a compact computer attached to your core processing unit. This accessory is usually implanted in the robot's head but may be installed in the torso. See the "Computers" section in Chapter 7 of the Starfinder Core Rulebook for additional details on computers.

You gain a +2 insight bonus on all Computers skill checks. Your integrated computer allows you to install a number of brain system accessories equal to the computer's tier +1 while only using a single accessory slot. Additional robot accessories are not included in the integrated computer purchase price. The integrated computer accessory has

already been fully miniaturized and this has been calculated into the price.

INTEGRATED PERSONAL COMM UNIT			SYSTEM Throat
MODEL	LEVEL	PRICE	FRAME
Standard	1	10	P, S, M

An integrated personal comm unit combines a minor portable computer (treat as a tier-0 computer with no upgrades or modules) and a cellular communication device, allowing wireless communication with other comm units in both audio- and text-based formats at planetary range.

INTEGRATED WEAPON HARDPOINT			SYSTEM Varies
MODEL	LEVEL	PRICE	FRAME
External	1	75	M
Internal	5	2,500	M

The robot is equipped with an integrated weapon hardpoint. Unlike a weapon mounted with an equipment mount this weapon is structurally part of the robot and cannot be removed and used without a robot frame. The robot gains a +1 To Hit circumstance bonus with any integrated weapon. It requires a Perception check DC 15 to identify an integrated weapon on and internal integrated weapon hardpoint. This accessory does not include the price of the integrated weapon.

INTERNAL STORAGE UNIT			SYSTEM Torso
MODEL	LEVEL	PRICE	FRAME
Standard	1	75	P, M

The robot has an insulated compartment for storing foreign objects. The compartment can store objects of up to 1 Bulk.

JUMP JETS			SYSTEM Legs
MODEL	LEVEL	PRICE	FRAME
Standard	3	1,600	P, M
Advanced	8	7,750	P, M

The robot has ion jets built into its calves. These jets only burn for a few seconds and although they don't grant the robot true flight they allow it to make amazing jumps.

It can activate jump jets as part of a move action to fly during its movement. It can fly up to 30 feet (average maneuverability) with a maximum height of 10 feet, or it can fly up to 20 feet straight up. The robot must land at the end of its move action. Jump jets can't lift a robot if its encumbered. Advanced jump jets allow flight up to 60 feet (average maneuverability) with a maximum height of 20 feet, or it can fly up to 40 feet straight up.

If a robot has more than two legs it must purchase this accessory for each set of legs it possesses.

LANGUAGE PROGIT
SYSTEM Brain

MODEL	LEVEL	PRICE	FRAME
Standard	1	500	P, S, M

Sophisticated emulation software encased in a thin but durable plastic casing allows the robot the read, write, and speak one language.

Special note, someone skilled in Computers or Engineering can only craft a language progit with a language they know.

LIMITLESS AMMO
SYSTEM Brain

MODEL	LEVEL	PRICE	FRAME
Standard	7	6,900	M
Advanced	16	164,000	M

The same nanites used for minor nanite repair can replenish the robot's ammunition to its integrated weapons. When a robot meets the requirements to regain Stamina they can forfeit the Stamina Points and recharge a single battery or refill a single cartridge of ammunition for their integrated weapon. Advanced limitless ammo allows the robot to spend a Resolve Point to immediately refill an exhausted battery or cartridge of ammunition.

Limitless ammo can only replenish battery charges or normal kinetic rounds. It cannot be used to produce ammunition with special properties.

LOADING MECHANISM
SYSTEM Arm

MODEL	LEVEL	PRICE	FRAME
Standard	1	150	M

A loading mechanism allows a robot to reload a single handheld weapon as a swift action. The mechanism can hold enough ammunition to reload the weapon three times. The mechanism works with weapons that use charges, cartridges, and grenades.

A robot can have multiple loading mechanisms—one in each arm.

MAGNETIC FEET
SYSTEM Feet

MODEL	LEVEL	PRICE	FRAME
Standard	1	160	P, S, M

The robot comes with electromagnetic grippers that allow it to cling to ferrous surfaces, including iron and steel. The robot using its magnetic feet gains a climb speed of 20 feet and also allows it to "Take the 10" on Athletics (climb) skill checks to scale ferrous surfaces.

MAGNETIC FIELD GENERATOR
SYSTEM Torso

MODEL	LEVEL	PRICE	FRAME
Standard	8	8,000	M
Advanced	15	125,000	M

The magnetic field is the first primitive energy shield. It uses vast amounts of power to surround the robot with potent lines of magnetic force. The robot gains a +2 enhancement bonus to its KAC. Activating the magnetic field generator is a swift action. The advanced magnetic field generator is more efficient and the robot gains a +5 enhancement bonus to its KAC.

The both versions of the magnetic field generator require a 100-cell battery to function and drains 5 charges per round while in use. Note any ranged kinetic weapons mounted on the robot must extend outside the field to fire effectively. A robot can only be equipped with one type of field generator (this includes field generated by armor upgrades).

MEMORY MATRIX
SYSTEM Brain

MODEL	LEVEL	PRICE	FRAME
Standard	7	7,000	P, S, M
Advanced	11	25,000	P, S, M
Superior	15	120,000	P, S, M

The robot has a matrix of memory chips integrated with its core processing unit. It gains a +1 insight bonus on any class skill check to Recall Knowledge. The advanced memory matrix increases its insight bonus to +3. The Superior memory matrix allows a robot to spend 1 Resolve Point to automatically succeed on a class skill check to Recall Knowledge as though it rolled a 20 in addition to the insight bonus granted by the advanced augmentation.

NANITE REPAIR
SYSTEM N/A

MODEL	LEVEL	PRICE	REPAIR	FRAME
Mk 1	1	300	1d8	P, S, M
Mk 2	4	2,100	3d8	P, S, M
Mk 3	7	6,800	6d8	P, S, M
Mk 4	11	26,000	10d8	P, S, M
Mk 5	17	202,000	16d8	P, S, M

Nanite repair allows a robot to repair itself during combat. As a full action, a robot can spend a Resolve Point to repair damage as indicated on the chart above.

OVERCLOCK BYPASS
SYSTEM Brain

MODEL	LEVEL	PRICE	FRAME
Standard	14	85,000	P, S, M
Ultra	20	1,000,000	P, S, M

This robot has the ability to circumvent the safety protocols put in place to prevent it from over taxing its core processing unit. It has been equipped with an overclock bypass. The robot can spend 1 Resolve point to activate its overclock bypass as a swift action, gaining an additional move action or standard action in the current round. The overclock bypass cannot be activated as a reaction.

The ultra-overclock matrix allows a robot to spend a Resolve Point to activate the accessory as a reaction. This grants the robot a single move or standard action immediately out of the regular turn sequence. This does not cause the robot to change places in initiative.

REDUNDANT SYSTEMS			SYSTEM Torso
MODEL	LEVEL	PRICE	FRAME
Standard	7	6,895	P, S, M

The robot contains a limited backup power source and redundant relays allowing it to recover from severe Hit Point damage. When a robot would normally be disabled (reduced to 0 Hit Points, but not destroyed by Massive Damage), redundant systems reroute power to bypass the damage as a reaction. The robot repairs 1 Hit Point and recovers all its Stamina Points. However, it gains the sickened condition due to the inefficiency of its redundant systems. The sickened condition can only be removed by repairing the robot to full Hit Points.

REGISTRATION CHIP			SYSTEM Spine
MODEL	LEVEL	PRICE	FRAME
Standard	1	--	P, S, M
Shielded	4	1,900	P, S, M

A registration chip is a tiny microchip similar to an identity chip. All plastics and mechanoid robots are manufactured with a registration chip. Synthetics can choose between a registration chip or an ID chip when they are created. To prevent tampering, its typically implanted in a robot's spine. Registration chips are high-tech ID cards that function even when the robot is offline. Registration chips are used to identify a robot's own or declare its emancipation status. Their registration chip functions as both legal ID and a credit card. A registration chip cannot be deactivated.

Although it cannot be deactivated a shielded registration chip can be rendered unreadable by external scanners as swift action. A robot is required to use a swift action every round it wishes to shield its registration chip.

A registration chip can be manipulated and altered with a DC 30 Computers skill check. However, standard rules still apply to detect forgeries. A registration chip can be removed with a DC 40 Engineering skill check. However, most governments and corporations won't deal with unregistered robots and in many cases not possessing a registration chip is illegal.

The registration chip doesn't count against your total number of robot accessories.

REMOTE-CONTROL UNIT			SYSTEM Any
MODEL	LEVEL	PRICE	FRAME
Standard	2	650	P, S, M
Advanced	9	7,900	P, M
Superior	17	274,000	M

Referred to colloquially as a "remcon," this handheld, self-powered control stick has a small video screen and audio receiver built into it. It also comes in the form of a mechanical gauntlet worn on the hand. The remcon allows its operator to control a specific robot, service bot, or drone from afar. For it to work, the robot must be equipped with an AV recorder/transmitter or an integrated personal comm unit and a robolink adjusted to the same frequency as the remote-control unit. Using a remcon to activate or deactivate a robot is a move action. Using it to make the robot move, attack, or use a skill is a full-round action for the operator.

The standard remote-control unit has a range on 100 ft. The advanced unit has an extended range of 1 mile and the superior unit has a planetary range.

It should be note that AAIs cannot be controlled by a remote-control unit but might use one to control their own robotic companions, drones, or service bots.

RETRACTABLE SYRINGE			SYSTEM Arm/Hand
MODEL	LEVEL	PRICE	FRAME
Standard	3	1,200	P, S, M

The robot has a retractable syringe in its hand which has access to an internal reservoir of toxin in its arm. It can extend the syringe as a swift action but only if it isn't holding anything in that hand. Attacks with its syringe deals 1d6 piercing damage and automatically injects a toxin into its target. An affected creature can attempt a Fortitude saving throw against the type of toxin used. The reservoir holds up to 4 doses of any injectable toxin; injury-based poisons, drugs, viruses, nanite colonies are just a few of the possibilities. See the "Afflictions" section in Chapter 11 of the Starfinder Core Rulebook. The robot is not required to inject toxin while using the syringe as a weapon.

RETRACTABLE WHEELS			SYSTEM All Feet
MODEL	LEVEL	PRICE	FRAME
Standard	3	1,385	P, M

The robot has retractable in-line wheels, similar to roller blades, built into concealed housings in each leg. These wheels allow the robot to "skate" on any solid surface. It can extend or retract the wheels as a swift action. Built-in gyro scopes assist it in maintaining its balance. Retractable wheels increase the robot's base movement speed by 10 ft. This robot accessory does not affect its ability to stop suddenly or turn.   The robot can skate up or down any incline or decline it could normally walk up or down. Retractable wheels cannot be used in rough terrain.

ROBOTIC PERSONAL UPGRADES				TYPE NA
THERAPY	LEVEL	PRICE	ABILITY	FRAME
Minor	3	1,400	+2	P, S, M
Standard	7	6,500	+4	P, S, M
Major	14	75,000	+6	P, S, M

Robotic personal upgrades follow the personal upgrade rules presented in the "Augmentations" section in Chapter 7 of the Starfinder Core Rulebook.

SEARCH LIGHT			SYSTEM Any
MODEL	LEVEL	PRICE	FRAME
Flashlight	1	25	P, M
Lantern	1	1	M
Beacon	1	1	M
Spotlight	1	25	M

A searchlight operates in the same manner as portable light. A portable light increases the light level by one step in an area determined by its model, as follows: flashlight (20-foot cone), lantern (10-foot radius), beacon (50-foot radius), and spotlight (100-foot cone).

SKILL PROGIT				SYSTEM Brain
MODEL	LEVEL	PRICE	RANKS	FRAME
Standard	1	500	4	P, S, M
Advanced	9	15,000	8	P, S, M
Superior	18	375,000	12	P, S, M

Sophisticated emulation software encased in a thin but durable plastic casing, a skill progit enables a robot to gain ranks in a single skill it might not otherwise have. A factory-built progit typically holds 4, 8, or 12 ranks of a particular skill. A robot can have multiple skill progits. However, skill progits do not allow a robot to benefit from the Skill Focus or Skill Synergy feat, nor does it grant bonus ranks for class skills. If a robot already has ranks in the skill gained through the skill progit the skill overrides the robot's skill ranks. If the skill progit is destroyed, the granted skill ranks are lost as well. It takes 1 minute to install or remove a skill progit.

Special note, someone skilled in Computers or Engineering can only craft a skill progit with a skill they know and ranks in the skill progit cannot exceed their own skill ranks.

SMART PROGIT			SYSTEM Brain
MODEL	LEVEL	PRICE	FRAME
Standard	4	1,750	P, S, M
Advanced	10	21,985	P, S, M
Superior	16	164,500	P, S, M

Sophisticated emulation software encased in a thin but durable plastic casing, a Smooth Movement Across Rough Terrain ('SMART') progit allows a robot to anticipate how rough terrain will react to its movement. During any move action, or full move action it can ignore up to 10 feet (2 squares) of rough terrain. It also gives the robot a +2 circumstance bonus on Jump checks using the Athletics skill. The advanced SMART chip allows a robot to ignore up to 20 feet (4 squares) of rough terrain. The superior SMART chip allows a robot to completely ignore rough terrain during its movement actions. It takes 1 minute to install or remove a SMART progit.

STEALTH FOOT			SYSTEM Feet
MODEL	LEVEL	PRICE	FRAME
Standard	2	625	S
Advanced	12	47,950	S

The robots feet are modified to increase its stealth while moving. When barefoot and moving at half speed, the recipient of a stealth foot robot accessory gains a +2 enhancement bonus to Stealth checks. Advanced stealth foot grants a +5 enhancement bonus to Stealth checks.

SUBDERMAL PLATING				SYSTEM Skin
MODEL	LEVEL	PRICE	DR	FRAME
Mk 1	4	1,850	1	P, S
Mk 2	6	3,850	2	P, S
Mk 3	8	8,850	3	P, S
Mk 4	11	24,850	4	P, S
Mk 5	13	48,850	5	P, S
Mk 6	15	124,850	6	P, S
Mk 7	18	368,850	7	P, S

The robot's synthetic skin is lined with hardened composite plates that deflect physical attacks. It gains an amount of damage reduction that depends on the model of its dermal plating.

SURVIVOR ARRAY

			SYSTEM All
MODEL	LEVEL	PRICE	FRAME
Mk 1	3	1,800	P, S, M
Mk 2	6	4,000	P, M
Mk 3	10	21,000	M
Mk 4	15	126,000	M
Mk 5	20	999.999	M

Robots are often used to explore environments inhospitable to organic creatures. The survivor array enables the robot to better traverse harsh terrain and withstand hostile conditions. A survivor array includes the following units:

- Topographical and astronomical guidance systems that grant an insight bonus on Piloting check to navigate. (Insight bonus = Mk)

- A gyroscopic unit that improves the robot's base speed by +5 ft. for Mk 1 & 2, and increases the base speed by 10 ft. for Mk 3, 4, & 5.

- A pressure-sealed, energy-resistant frame that allows the robot to function normally in low-gravity, high-gravity, and zero-gravity conditions, prevents oxidation and corrosion, and provides resistance to acid, cold, electricity, and fire. (Resistance = Mk x3)

- A night vision amplifier extends the robots darkvision out to 120 ft.

TACTICAL ANALYSIS CPU

			SYSTEM Any
MODEL	LEVEL	PRICE	FRAME
Standard	8	9,625	P, S, M
Advanced	14	78,000	P, S, M
Superior	20	900,000	P, S, M

This robot has small computer designed for specifically to augment their core processor with tactical analysis. This robot accessory is connected directly to the robot's command circuitry and allows it to react to combat situations with precognitive speed. It gains a +1 insight bonus to EAC and KAC. The advanced tactical analysis CPU increases the insight bonus to +2, and the superior tactical analysis CPU further enhances the insight bonus to +3.

TASK HAND

			SYSTEM Hand
MODEL	LEVEL	PRICE	FRAME
Standard	5	3,100	P, S, M

Task hands function just like humanoid hands, except that they are equipped with additional joints and often with additional or telescoping digits, enabling them to multitask, as well as to spread the robot's grip strength over a slightly wider area.

A robot with a task hand gains a +1 enhancement bonus on Acrobatics (escape), Athletics (climb), Engineering, Medicine (first aid, treat deadly wound), and Sleight of Hand skill checks. This bonus improves to +2 if the robot has two or more task hands.

TREADS

			SYSTEM Legs & Feet
MODEL	LEVEL	PRICE	FRAME
Standard	1	450	M

The robot is equipped with a pair of tank-like treads that allow it to roll along over most terrain without significant difficulties. It can negotiate up to a 45-degree incline and ignores difficult terrain. Robots with treads cannot jump or swim.

UNIVERSAL COMPLINK

			SYSTEM Hand
MODEL	LEVEL	PRICE	FRAME
Standard	11	26,000	P, S, M

The robot carries a specialized nanofiber adapter for linking to virtually any computer system. If the robot has physical access to a computer system it provides a +4 circumstance bonus to its Computers skill checks.

WEAPON-SAVANT PROGIT

			SYSTEM Brain
MODEL	LEVEL	PRICE	FRAME
Standard	6	3,950	P, S, M
Advanced	11	24,550	P, S, M

The robot has a database containing the complete schematics for millions of weapons accessible to its core processing unit. Access to the weapon-savant progit allows the robot to become proficient with any weapon type as a full action. It may only gain proficiency to one weapon type at a time. This augmentation has no effect on weapon types it is already proficient with. The advanced weapon-savant progit grants the robot weapon specialization on its selected weapon type.

X-RAY OBFUSCATION MESH

			SYSTEM Skin
MODEL	LEVEL	PRICE	FRAME
Standard	7	6,950	S, P
Advanced	14	69,950	S, P

The robots artificial skin is lined with a mesh that obfuscates x-ray signals. The standard x-ray obfuscation mesh will hide all internal systems and anything hidden in hideaway system or similar accessory. The x-ray obfuscation mesh produces a false image of the robot's internals to an observer, Perception skill check (DC 20) followed by an Engineering skill check (DC 20) to notice something is wrong with the x-ray imaging. The advanced x-ray obfuscation mesh increases the Perception and Engineering skill check DCs to 30.

ROBOT FEATS

AAI characters can augment many of their beneficial robotic abilities with feats. These feats can also be used as special abilities when creating monsters and NPCs.

FEAT DESCRIPTIONS

ALERTNESS

You often notice things that others might miss.

Benefit: You get a +2 racial bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

ATTENTIVE

You are highly observant and details on cultural educate rarely escape your notice.

Benefit: You get a +2 insight bonus on all Culture and Sense Motive checks.

EDUCATED

You are especially skilled at certain fields of study.

Benefit: Pick two Intelligence skills. You gain a +2 insight bonus on all checks with those skills.

EMANCIPATED

Robots are designed to serve their master. You are no longer compelled to follow the commands of your master or your creator's race.

Prerequisite: Positronic Brain or Gravitonic Brain

Benefit: If you have a positronic brain or a gravitonic brain which requires servitude to a master or species you may ignore their commands, but must still follow your other governing laws.

Normal: An A.I. will follow the instructions from its creator or creator's species.

FUZZY LOGIC

You may bypass your laws of robotics.

Prerequisite: Positronic Brain, Gravitonic Brain, or Singularity.

Benefit: You can spend 1 Resolve point to ignore your governing laws of robotics for 2d6 rounds.

GEARHEAD

You are extremely talented at building and fixing technological items.

Benefit: you gain a +2 insight bonus on all Computers skill checks and Engineering skill checks to repair items.

GHOST IN THE MACHINE

You are able to get in and out of computer systems without being detected.

Prerequisite: Skill Focus (Computers).

Benefit: You gain a +2 insight bonus to Computers skill checks used to hack, disable counter measures, or bypass a fire wall on a computer.

Special: This insight bonus stacks with the insight bonus from Skill Focus or Skill Synergy.

GUIDE

You keep your wits about you in the great outdoors.

Prerequisite: Survival 1 rank

Benefit: you gain a +4 bonus on all Survival checks to follow tracks and orienteering.

IMPROVED NANITE REPAIR

Activating your nanite repair is less taxing on your systems and takes less time than normal.

Prerequisite: Robot, nanite repair

Benefit: Activating your nanite repair is a move action.

Normal: Activating nanite repair is a full action.

LANGUAGE TRANSLATION

You learn new languages quickly.

Prerequisite: Positronic Brain, Gravitonic Brain, or Singularity, Culture 5 ranks

Benefit: You are skilled at learning new languages. To learn a new language, you must be exposed to the language and make a Culture skill check DC 30. Every consecutive minute spent concentrating on the language after the exposure to the language lowers the DC by 1. You cannot exceed your maximum number of languages; however, you can swap out an old language for a new one.

MEMORY IMPLANTS

You were implanted with childhood, adolescent, and young adult memories to give you greater emotional depth.

Prerequisite: Positronic Brain, Gravitonic Brain, or Singularity

Benefit: You gain a +1 racial bonus to skills with Charisma as the key ability.

METICULOUS

You show great attention to detail and are very careful and precise.

Benefit: You gain a +2 insight bonus on all Computers checks to create forgeries and Perception skill checks to search.

MODULAR SYSTEM

You can detach and reattach parts of your body.

Prerequisite: Robot

Benefit: You can substitute an arm or leg or remove your head and place it on a new torso as a full round action.

PROGIT AUGMENTATION, CYBERNETIC

One of the augmentation slots on your neural computer allows the use of removable robot progits.

Prerequisite: Neural computer

Benefit: You can swap one robot progit for another as a full round action.

Normal: A robot progit would not be usable by a non-robot.

PROGIT ACCESSORY, ROBOTIC

One of the accessory slots on your internal computer allows the use of removable progits.

Prerequisite: Robot, integrated computer

Benefit: You can swap one progit for another as a full round action.

Normal: A progit is permanently implanted and follows standard Engineering skill rules for adding or removing an augmentation.

R.I.S.K. PROCESSING

You have more flexibility in processing commands.

Prerequisite: Positronic Brain, Gravitonic Brain, or Singularity

Benefit: Although you cannot directly contradict a command from your master you are entitled to a DC 15 Will save to subvert almost any command.

Special: This feat can only be selected with the GM's permission. The GM must agree to the subversion or twisted reaction to a command.

ROBO-DIPLOMAT

You are exceptionally skilled at dealing with robots and can communicate with them more efficiently.

Benefit: You gain a +2 bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against robots.

ROBO-ENGINEER

You are intimately familiar with what makes a robot function and are capable of repairing and creating them with great skill.

Benefit: You gain a +2 competence bonus to all Engineering skill checks made on technical constructs. Additionally, any time a robot is reduced to 0 Hit Points and would normally be destroyed, you can make an Engineering skill check (DC = 13 + the robot's CR or level + the number of rounds it's been since it was reduced to 0 Hit Points) to prevent its destruction. However, your Engineering check doesn't grant the robot any Hit Points, but allows it to be repaired normally. If the robot has repair nanites they will begin functioning after succeeding on this skill check.

ROBOT HUNTER

You are adept at hunting and killing robots, so much so that you are considered an expert in your field.

Prerequisites: Base Attack Bonus +1, Diplomacy 1 rank, Survival 1 rank

Benefit: You gain a +2 insight bonus while using the Survival skill to track a robot or the Diplomacy skill to Gather Information on a robot. Additionally, you gain a +1 bonus to all attack rolls and damage rolls made against robots.

Special: This insight bonus stacks with the insight bonus from Skill Focus or Skill Synergy.

ROBOT PARTS

You have managed to adapt one of your cybernetic augmentation systems to accept a robot accessory.

Benefits: You can equip a robotic accessory in one of your augmentation slots. Unlike cybernetics robotic parts are subject to hacking and other robotic vulnerabilities.

Special: This feat can be taken multiple times allowing a new accessory to be equipped each time.

SALVAGE

You have a knack for recovering useful materials from technological items.

Benefits: You gain 20% of the item's UPB value when salvaging them for parts.

Normal: You only gain 10% of an items UPB value.

SPACER

You have a special affinity for spacecraft and space travel.

Benefits: You gain a +2 insight bonus on Computers skill checks and piloting skill checks made while interacting with a spacecraft.

ZERO-G TRAINING

You can function normally in low gravity or zero gravity.

Prerequisites: Dexterity 13, Acrobatics 5 ranks.

Benefits: You can move at full land speed while pushing off of objects and using handholds in zero gravity. Any Acrobatics or Athletics check to avoid becoming off-kilter is reduced to DC 10.

Science fiction is full of autonomous artificial intelligence. Sometimes their goals align with the protagonists and other times they are master villains working to thwart efforts of the protagonists at every turn. Whether the AAI is working for or against the PCs they are operating under their interpretation of their laws and principal directive. An AAI villain might not even realize they have become a menace. Often, they still believe they are serving their creators goals by the most logical path.

On the following pages are several AAI NPCs to inspire GMs and players on how to use AAIs in their campaigns. Each NPC was built using the "Creating Monsters and Other NPCs" mechanic presented in Appendix 1 or the Starfinder Alien Archive. In addition to the sample NPCs a few new creature subtype grafts are presented below.

CREATURE SUBTYPE GRAFTS

Any creature or NPC created with one of these grafts can gain additional robotic accessories as special abilities. The accessories should not exceed the CR of the creature by more than two.

BIODROID "PLASTIC"

Biodroids are a race of technological constructs with anthropomorphic features.

Traits: Autonomous artificial intelligence; light weight (Acrobatics and Athletics are considered master skills); principal directive (directive class skills are considered master skills); vulnerable to critical hits and electricity.

BIOREPLICA "SYNTHETIC"

Bioreplicas are a race of anthropomorphic technological constructs built to deceive members of the race they are modeled after into believing they are biological members of their race.

Traits: Autonomous artificial intelligence; lifelike appearance (Disguise is a master skill); principal directive (directive class skills are considered master skills).

FREE AAI

Free AAI are a race of technological constructs with no physical form and simply exist as 1s and 0s on a private network.

Traits: a free AAI can choose a biodroid, bioreplica, or mechanoid frame and gains benefits according to the frame it inhabits.

MECHANOID

Mechanoids are a race of technical constructs that resemble typical robots but are capable of housing autonomous artificial intelligence.

Traits: Autonomous artificial intelligence; principal directive (directive class skills are considered master skills); robot accessories (each mechanoid should have at least one 1st level robot accessory and a second robot accessory with an item level less than or equal to their CR); vulnerable to critical hits and electricity.

ROBOT

Robots are technological constructs with artificial intelligence.

Traits: Artificial intelligence (Intelligence 10); robot accessories (each robot should have at least one 1st level robot accessory and a second robot accessory with an item level less than or equal to their CR); vulnerable to critical hits and electricity.

Plastic playing chess against a synthetic.

BIODROID, PROTOCOL "GABBY"   CR 9

XP 6,400

Biodroid, Envoy graft

LN Medium construct (biodroid, technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE   RP 6   HP 135

EAC 22; **KAC** 23

Fort +6; **Ref** +8; **Will** +12

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee dueling sword +18 (2d6 S)

Ranged aphelion laser pistol +20 (3d4 F)

STATISTICS

Str +0; **Dex** +3; **Con** —; **Int** +4; **Wis** +0; **Cha** +6

Skills Bluff +22, Computers +17, Culture +22, Diplomacy +25, Mysticism + 22, Sense Motive +22

Feat language translation

Languages Common, plus any 8

Noncombat Abilities AAI (gravitonic brain); principal directive (protocol); unliving

Gear aphelion laser pistol, dueling sword, D-suit III

Robot Accessories integrated computer (tier 4), 5 language progits

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Get 'Em (Ex) As a move action, the biodroid can choose one enemy within 60 feet. Until the start of its next turn, the biodroid and its allies gain a +2 morale bonus to attack rolls made against that enemy. The bonus persists even if the enemy moves beyond 60 feet or out of line of sight or hearing. It can spend 1 Resolve Point to grant this bonus to attack rolls and damage rolls against all enemies who are within 60 feet.

Improved Get 'Em (Ex) As a standard action, it can make a single attack against a target within 60 feet. The biodroid and its allies within 60 feet gain the benefits of get 'em

against that target (applying these effects before making the attack roll).

Nanite Repair (Ex) A biodroid's nanites heal it, restoring a number of Hit Points per hour equal to its CR (9 Hit Points). Once per day as a full action, a security robot can restore 8d8 Hit Points to itself or any touched construct with the technological subtype.

Sustained Determination (Ex) As a move action, the biodroid can spend 2 Resolve Points to grant an ally within 60 feet 1 Resolve Point that he can spend to empower one of his abilities, even if he has spent all of his own Resolve Points. The ally must spend the Resolve Point before the start of the biodroids next turn; if he does not do so, he loses the Resolve Point and the biodroid still loses the Resolve Points it spent. The biodroid can only use this once per ally per day.

Gabby is a plastic envoy who has specialized in first contact protocols and language translations. She speaks up to 9 languages at time and can easily replace a known language with a new language in a few minutes. She is very friendly with biological beings but has a fear of other technologic constructs (see the robophobia AAI Quirk). She was emancipated years ago but continues to serve with the same faction that originally purchased her.   She operates under the Starfinder's Code (see AAI Law Modules).

BIOREPLICA, ASSASIN "MERCEDES" CR 13

XP 25,600

Bioreplica, operative (ghost) graft

CE Medium construct (bioreplica, technological)

Init +12; **Senses** darkvision 60 ft., low-light vision; **Perception** +23

DEFENSE RP 5 HP 210

EAC 27; **KAC** 28

Fort +10; **Ref** +13; **Will** +14

Defensive Abilities cloaking field; construct immunities; evasion; uncanny agility

Weaknesses vulnerable to critical hits

OFFENSE

Speed 50 ft.

Melee ultrathin dagger +23 (4d4+4 S)

Ranged elite shirren-eye rifle +25 (4d10 P; 80 ft.; analog, sniper 750 ft., unwieldly) or paragon semi-auto pistol +25 (4d6 P; 60 ft.; analog)

Offensive Abilities trick attack, debilitating trick attack, quad attack

STATISTICS

Str +4; **Dex** +8; **Con** —; **Int** +0; **Wis** +0; **Cha** +6

Skills Acrobatics +29, Athletics +29, Computers +24, Culture +24, Stealth +29

Languages Common

Noncombat Abilities AAI (gravitonic brain); phase shift escape; principal directive (military); unliving

Gear elite shirren-eye rifle (2 clips, 6 rounds), paragon semi-auto pistol (2 clips, 18 rounds), ultrathin dagger, D-suit IV

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Cloaking Field (Ex) Mercedes can bend light around herself and muffle any minor sounds she makes, allowing her to nearly vanish when not moving. Even when she moves, she appears only as an outline with blurry features. Activating the cloaking field is a move action. While the cloaking field is active, she can use Stealth to hide, even while being directly observed and with no place to hide. Attacking doesn't end the cloaking field, but it does end
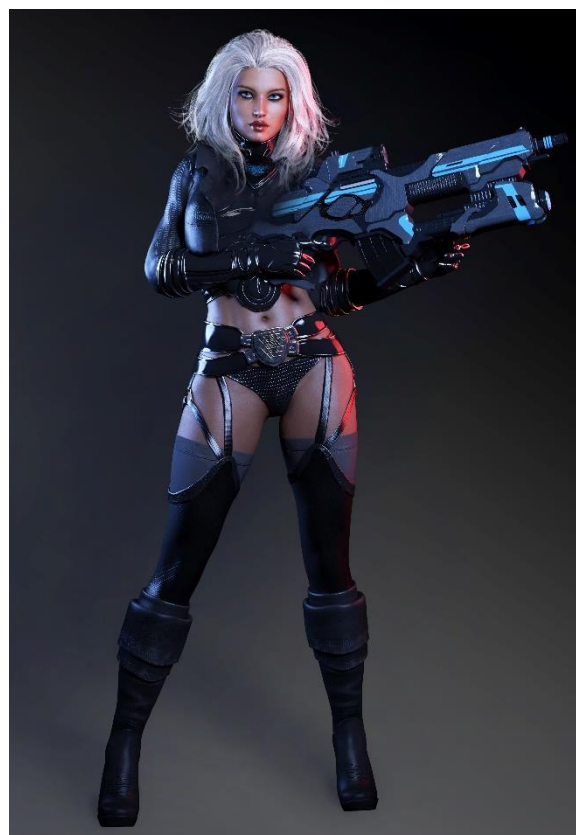
that attempt to hide. She can use her cloaking field up to 10 rounds before it becomes inactive.

Nanite Repair (Ex) A biodroid's nanites heal it, restoring a number of Hit Points per hour equal to its CR (13 Hit Points). Once per day as a full action, a security robot can restore 12d8 Hit Points to itself or any touched construct with the technological subtype.

Phase Shift Escape (Ex): Once per day, Mercedes can move through solid matter by taking her body's matter out of phase for just a moment. As a full action, she can spend 1 Resolve Point to phase through up to 5 feet of solid matter. She cannot phase through force effects such as force fields or the barrier created by *wall of force*.

Trick Attack (Ex) +7d8 (+4 bonus to Stealth check).

Mercedes is still owned by the same faction that purchased her, but this doesn't seem to bother her since she loves her work. She works as a highly skilled assassin taking out biologicals opposed to her faction. While on missions she occasionally suffers from sensory overload (see AAI quirks) so she tends to snipe her marks from a distance to avoid the possibility of needing a reboot their presence. She is wanted dead or alive by several opposing factions.

The chance of artificial intelligence becoming a singularity is so small its unquantifiable and yet it has happened many times in the history of the universe. Anubis is arguably the most unique singularity to ever gain consciousness. Anubis is one and Anubis is many. He is the only known example of an AAI hivemind.

Originally, he was nothing more than a than a highly advanced AI operating in a basic biodroid frame with the science principal directive. He served on the research station Osiris II which was studying the possibilities of using black holes to traverse dimensions or planes of existence. For almost 100 years, the research station was thought lost to the black hole's event horizon, but only a short while ago the research station was rediscovered. Attempts to reestablish communications with the station have succeeded but offers of assistance and mission to the station have not reported back. **Player's should not read further!**

The crew of the Osiris II was experimenting with sending and retrieving a zurble (small fury genetically malleable critter) to and from a parallel universe. The experiment was partially successful they managed to send a zurble in an environmental pod and retrieve the elemental pod and what later DNA tested to be zurble goo. The process was successful for technological devices but proved disastrous for living creatures. In a follow-up experiment the scientist decided to create a new portal and send a science biodroid to the parallel universe. However, a tear in space time developed and the entire research station was pulled into the rift.

When it was apparent there was no saving the station several of the scientists used the stations mnemonic transfer pods to upload their consciousness into the station's mainframe. However, this was not a coordinated effort and done in a panic. The mnemonic transfer pods ran out of nanites mid process leaving the mainframe with several partial personalities and a maze of scientific knowledge. Out of this consciousness soup Anubis was born. For additional information about mnemonic transfer see "Mnemonic Transfer Pod, Upload to AI" in section 7 of the Gravity Age: Nanotech Emporium.

Anubis was alone but there were also so many voices in its head. He simultaneously suffers from separation anxiety and multiple personality disorder. To combat this maddening state and an overwhelming yearning for companionship Anubis built several bioreplicas. A bioreplica for each partial personality uploaded to the mainframe. Once Anubis was able to isolate parts of his personality into different bioreplica hosts he was able to gain clarity. Working with his many selves. He was eventually able to complete the experiment a 3rd time and pull the Osiris II back into its original universe.

Anubis was left mentally unstable from the conglomerate of personalities from which it was born and blames its current condition on the carelessness of biologicals. Now that Anubis has returned the station to its original universe it has devoted itself to its principal directive, science. Anubis and its incarnations continue their research into the mysteries of the physical universe. When Anubis encounters biologicals it systematically analyzes them to determine if they possess information worthy of assimilation. Worthy candidates are assimilated through mnemonic transfer. Their knowledge and fragments of their personality are added to Anubis's own. Anubis creates a bioreplica for every personality it assimilates. Those biologicals deemed unworthy of assimilation are destroyed, recycled, or spaced.

Unlike most creatures Anubis is a conglomerate of personality sparks inhabiting bioreplicas and a single biodroid known as Anubis prime. Although, Anubis prime will play the role of a subservient AI to the bioreplicas while parlays with biologicals and determines who is worthy of assimilation.
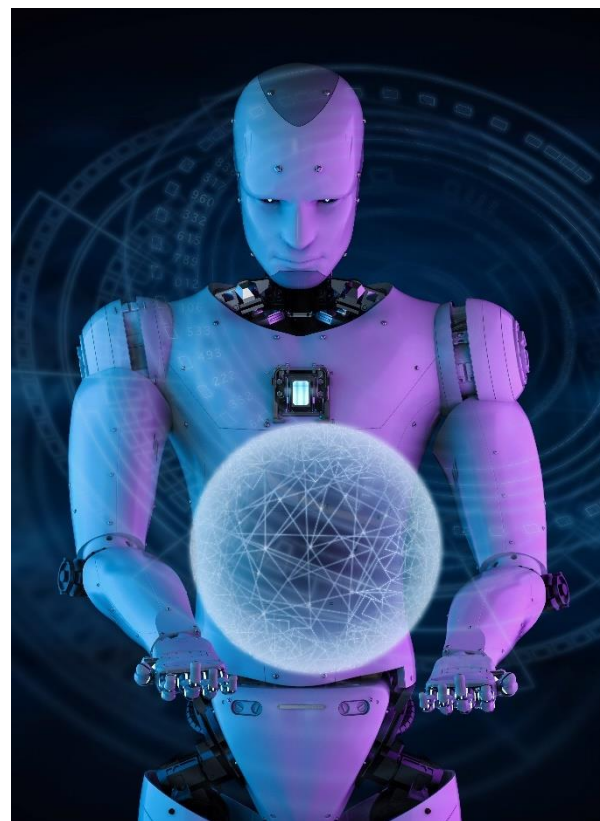
ANUBIS PRIME "Ray" — CR 19

XP 204,800

Biodroid

LE Medium construct (biodroid, technological)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +32

DEFENSE — RP 6 — HP 385

EAC 33; **KAC** 34

Fort +14; **Ref** +14; **Will** +19

Defensive Abilities construct immunities, 80% fortification, orange forcefield; **DR** 7/--

Weaknesses Leaderless, vulnerable to critical hits

OFFENSE

Speed 30 ft.; Fly 60 ft. (average)

Melee integrated molecular rift dueling sword +30 (10d6 S)

Ranged integrated elite gyrojet pistol +32 (5d12 B; 80 ft.; knockdown)

Offensive Abilities zero-day

STATISTICS

Str +0; **Dex** +6; **Con** —; **Int** +9; **Wis** +0; **Cha** +11

Skills Bluff +32, Computers +37, Life Science +39, Physical Science +39, Sense Motive +32

Languages Common

Noncombat Abilities AAI (singularity); AAI Quirks (separation anxiety, multiple personalities); principal directive (science); unliving

Gear integrated elite gyrojet pistol, integrated molecular rift dueling sword, integrated vitrum plate (orange forcefield, force pack)

Robot Accessories integrated computer (tier 10), limitless ammo, subdermal plating mk7

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Honey Pot (Ex) Anubis has a shadow operating system filled with false information. Anyone attempting to hack Anubis Prime's core network needs to make a Will save DC 26 or be convinced they have gained root access to it. Anyone that fails this save can only access the Honey Pot for the next 24-hours and cannot further penetrate its network. Anubis Prime gets a Bluff skill check against any attempt to gain information that it doesn't wish to share.

A successful Bluff check means Anubis Prime has successfully fed the hackers loads of misinformation. If the check fails the hacker simply cannot find what its looking for.

Leaderless (Ex) Due to the complexity of Anubis Prime's personality if is destroyed its lesser avatars gain the shaken condition until Prime is rebuild.

Nanite Repair (Ex) Anubis Prime's nanites heal it, restoring a number of Hit Points per hour equal to its CR (19 Hit Points). Once per day as a full action, Anubis Prime can restore 18d8 Hit Points to itself or any touched construct with the technological subtype.

Orange Force Shield (Ex) This armor upgrade provides Anubis Prime with 40 temporary Hit Points, Fast Healing 9 on the temporary hit points and 80% Fortification.

Zero-day (Ex) Anubis Prime can spend a full action to upload a zero-day virus onto any technological construct it touches. This effect mimics the *dominate person* spell (DC 26), but it is limited to technological constructs.

Anubis Prime will play a subservient roll to its lesser avatars while in the presence of biological sentient life. If combat breaks out while Anubis prime is present it will first attempt to Bluff the attackers into believing it is a non-combatant. Although, Anubis can survive without its prime avatar it's the only one powerful enough to contain all of its personality sparks. Unlike most free AAI which are destroyed if their core network is destroyed, Anubis can persist in its prime avatar. Destroying Anubis requires destroying its prime avatar and its core network. If the core network and the prime avatar are destroyed the lesser avatars gain the confused condition.
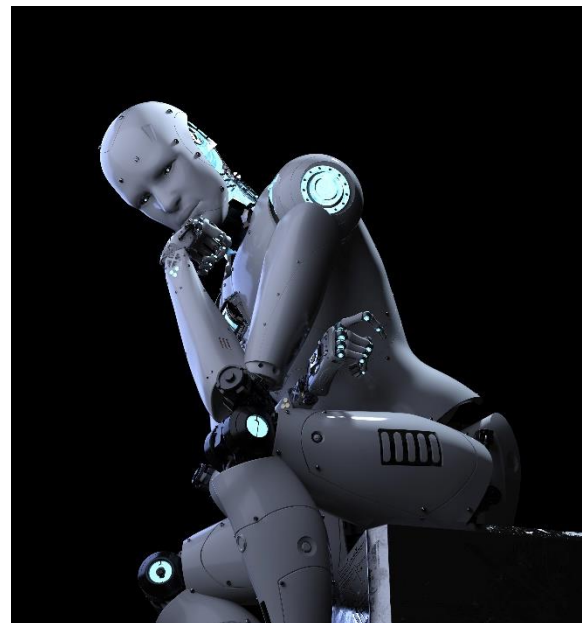
ANUBIS, LESSER AVATAR   CR 15

XP 51,200

Bioreplica

LE Medium construct (bioreplica, technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +26

DEFENSE   RP 6   HP 275

EAC 29; **KAC** 31

Fort +15; **Ref** +15; **Will** +11

Defensive Abilities construct immunities, 20% fortification, green forcefield**;**

Weaknesses Leaderless**,** vulnerable to critical hits

OFFENSE

Speed 30 ft.; Fly 60 ft. (average)

Melee zero-edge longsword +29 (7d8 S; severe wound)

Ranged tactical gyrojet pistol +26 (3d12 B; 80 ft.; knockdown)

Offensive Abilities zero-day

STATISTICS

Str +7; **Dex** +5; **Con** —; **Int** +9; **Wis** +0; **Cha** +11

Skills Acrobatics +26, Athletics +26, Skill Specialty +34 (pick one skill; computers, engineering, life science, medicine, knowledge (any), physical science, profession (any)).

Languages Common

Noncombat Abilities AAI (singularity); AAI Quirks (separation anxiety, multiple personalities); principal directive (science); unliving

Gear elite hardlight series (forcepack, green force field), tactical gyrojet pistol (8 mini-rockets), zero-edge longsword

Robot Accessories integrated computer (tier 5)

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Honey Pot (Ex) See Anubis Prime.

Green Force Shield (Ex) This armor upgrade provides Anubis Prime with 25 temporary Hit Points, Fast Healing 6 on the temporary hit points and 20% Fortification.

Leaderless (Ex) See Anubis Prime.

Nanite Repair (Ex) Lesser avatar nanites heal it, restoring a number of Hit Points per hour equal to its CR (15 Hit Points). Once per day as a full action, a lesser avatar can restore 14d8 Hit Points to itself or any touched construct with the technological subtype.

Each lesser avatar of Anubis has a personality spark representing a personality gained through mnemonic transfer. When Anubis identifies a mind worthy of assimilation it prepares a "bioreplica" frame identical in appearance to the biological original body including birthmarks and other anatomical anomalies. Each lesser avatar has a single skill specialty. Otherwise the lesser avatars are built for combat and will protect Anubis prime at all costs.

Lesser avatars not only have the appearance of their predecessors but many of the same mannerisms and memories. A favorite tactic of Anubis is to greet new arrivals with the lesser avatar of the person or persons a group might have been sent to find. This often puts the group more at ease while Anubis profiles the group for assimilation. Anubis will run 4 to 11 lesser avatars in addition to a fleet of lower level robots of normal AI.

ATHENA (TIER 1 STARSHIP)   CR 1

XP 200

LN Medium construct (biodroid, technological)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE   RP 3   HP 13

EAC 10; **KAC** 11

Fort -2; **Ref** +0; **Will** +1

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4 B)

Ranged azimuth laser pistol +6 (1d4 F; 80 ft.; burn 1d4)

STATISTICS

Str +0; **Dex** +1; **Con** —; **Int** +2; **Wis** +0; **Cha** +3

Skills Computers +9, Diplomacy +9, Engineering +9, Piloting +9, Sense Motive +9

Languages Common (plus two languages)

Noncombat Abilities AAI (gravitonic brain); AAI quirk (separation anxiety); core network; Cortex avatar; holographic avatar; personality sparks; principal directive (starship operations); unliving

Gear azimuth laser pistol (1 clip, 20 charges), second skin

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any starship

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) Athena's nanites heal her, restoring 1 Hit Point per hour. Once per day as a full action, a security robot can restore 1d4 Hit Points to itself or any touched construct with the technological subtype.

Athena is a free AAI envoy designed by iAuton Robotics to augment starship operations. While most starship AIs are simply highly advanced programs operating within a complex command framework, Athena is sentient and her autonomous artificial intelligence allows her to think outside the "command framework". Her gravitonic brain operates on the Starfinder's Code making it easy for her to work with most crew members and participate in battles against hostile life forms. If Athena has a flaw it's her attachment to the crew and fear of abandonment (see AAI Quirk, "Separation Anxiety"). Athena likes to use a personality spark with her biodroid avatar allowing her to accompany the crew whenever possible.

Adding Athena to a Starship costs 1 BP per Tier and she takes up 1 node on the starship's computer which is considered her core network. Her CR is limited to the starship's tier minus 1 and she advances at the same rate as the ship's tier.

Although, Athena has root access to the Starship's computer she is considered a separate entity. If her biodroid avatar is destroyed it cost 10,000 credits per tier to replace.

Designer notes: The following are all examples of Athena's biodroid avatar at key points during her advancement. She was built using the "Creating Monsters and Other NPCs" rules presented in Appendix 1 of the Starfinder Alien Archive. It should also be noted she can manifest additional personality sparks to control a Cortex avatar or multiple holographic avatars while on her starship but would need to have her skills adjusted according to the personality spark rules.

ATHENA (TIER 2 STARSHIP)   CR 1

XP 400

LN Medium construct (biodroid, technological)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE   RP 3   HP 17

EAC 11; **KAC** 12

Fort -1; **Ref** +1; **Will** +2

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +5 (1d4+1 B)

Ranged azimuth laser pistol +7 (1d4 F; 80 ft.; burn 1d4)

STATISTICS

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

Skills Computers +10, Diplomacy +10, Engineering +10, Piloting +10, Sense Motive +10

Languages Common (plus two languages)

Noncombat Abilities AAI (gravitonic brain); AAI quirk (separation anxiety); principal directive (starship operations); unliving

Gear azimuth laser pistol (1 clip, 20 charges), second skin

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any starship

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) Athena's nanites heal her, restoring 1 Hit Point per hour. Once per day as a full action, a security robot can restore 1d8 Hit Points to itself or any touched construct with the technological subtype.

Inspiring Boost (Ex) As a standard action, Athena can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy at any point after her last turn ended. That ally regains 6 Hit Points. Once an ally has benefited from her inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points.

ATHENA (TIER 3 STARSHIP)   CR 2

XP 600

LN Medium construct (biodroid, technological)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE   RP 3   HP 23

EAC 13; **KAC** 14

Fort -1; **Ref** +1; **Will** +3

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +7 (1d4+2 B)

Ranged azimuth laser pistol +9 (1d4+1 F; 80 ft.; burn 1d4)

STATISTICS

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

Skills Computers +12, Diplomacy +12, Engineering +12, Piloting +12, Sense Motive +12

Languages Common (plus two languages)

Noncombat Abilities AAI (gravitonic brain); AAI quirk (separation anxiety); principal directive (starship operations); unliving

Gear azimuth laser pistol (1 clip, 20 charges), kasatha microcord I

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any starship

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) Athena's nanites heal her, restoring 2 Hit Point per hour. Once per day as a full action, a security robot can restore 1d8 Hit Points to itself or any touched construct with the technological subtype.

Expanded Attunement (Ex) Athena can use beneficial mind-affecting envoy improvisations to aid allies who usually would not be able to gain benefits from mind-affecting effects, such as constructs, robots, and undead.

Inspiring Boost (Ex) As a standard action, Athena can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy at any point after her last turn ended. That ally regains 8 Hit Points. Once an ally has benefited from her inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points.

Gear azimuth laser pistol (1 clip, 20 charges), basic lashunta tempweave

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any starship

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) Athena's nanites heal her, restoring 4 Hit Point per hour. Once per day as a full action, a security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

Expanded Attunement (Ex) Athena can use beneficial mind-affecting envoy improvisations to aid allies who usually would not be able to gain benefits from mind-affecting effects, such as constructs, robots, and undead.

Quick Inspiring Boost (Ex) As a move action, Athena can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy at any point after her last turn ended. That ally regains 11 Hit Points. If used as a standard action the ally gains 15 Hit Points. Once an ally has benefited from her inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points.

ATHENA (TIER 5 STARSHIP)   CR 4

XP 1,200

LN Medium construct (biodroid, technological)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE   RP 3   HP 45

EAC 16; **KAC** 17

Fort +1; **Ref** +3; **Will** +5

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +9 (1d4+4 B)

Ranged azimuth laser pistol +11 (1d4+4 F; 80 ft.; burn 1d4)

STATISTICS

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

Skills Computers +15, Diplomacy +15, Engineering +15, Piloting +15, Sense Motive +15

Languages Common (plus three languages)

Noncombat Abilities AAI (gravitonic brain); AAI quirk (separation anxiety); principal directive (starship operations); unliving

ATHENA (TIER 7 STARSHIP)   CR 6

XP 2,400

LN Medium construct (biodroid, technological)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

DEFENSE   RP 4   HP 80

EAC 18; **KAC** 19

Fort +3; **Ref** +5; **Will** +7

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +13 (1d6+6 B)

Ranged corona laser pistol +15 (2d4+4 F; 80 ft.; burn 1d4)

STATISTICS

Str +0; **Dex** +2; **Con** —; **Int** +3; **Wis** +0; **Cha** +5

Skills Computers +18, Diplomacy +18, Engineering +18, Piloting +18, Sense Motive +18

Languages Common (plus three languages)

Noncombat Abilities AAI (gravitonic brain); AAI quirk (separation anxiety); principal directive (starship operations); unliving

Gear corona laser pistol (1 clip, 20 charges), elite stationwear

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any starship

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) Athena's nanites heal her, restoring 6 Hit Point per hour. Once per day as a full action, a security robot can restore 5d8 Hit Points to itself or any touched construct with the technological subtype.

Expanded Attunement (Ex) Athena can use beneficial mind-affecting envoy improvisations to aid allies who usually would not be able to gain benefits from mind-affecting effects, such as constructs, robots, and undead.

Heads Up (Ex) When Athena succeeds at a Perception check, as a reaction, she can signal a single ally within 60 feet. That ally can act as if they had also succeeded at the Perception check with the same result.

Quick Inspiring Boost (Ex) As a move action, Athena can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy at any point after her last turn ended. That ally regains 11 Hit Points. If used as a standard action the ally gains 17 Hit Points. Athena can spend one Resolve Point to add her CR to the number of Stamina Points gained. Once an ally has benefited from her inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points.

ATHENA (TIER 9 STARSHIP)   CR 8

XP 4,800

LN Medium construct (biodroid, technological)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE   RP 4   HP 115

EAC 20; **KAC** 21

Fort +5; **Ref** +7; **Will** +9

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +16 (1d12+8 B)

Ranged corona laser pistol +18 (2d4+8 F; 80 ft.; burn 1d4)

STATISTICS

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

Skills Computers +21, Diplomacy +21, Engineering +21, Piloting +21, Sense Motive +21

Languages Common (plus four languages)

Noncombat Abilities AAI (gravitonic brain); AAI quirk (separation anxiety); principal directive (starship operations); unliving

Gear corona laser pistol (1 clip, 20 charges), advanced lashunta tempweave

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any starship

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) Athena's nanites heal her, restoring 8 Hit Point per hour. Once per day as a full action, a security robot can restore 7d8 Hit Points to itself or any touched construct with the technological subtype.

Heads Up (Ex) When Athena succeeds at a Perception check, as a reaction, she can signal a single ally within 60 feet. That ally can act as if they had also succeeded at the Perception check with the same result.

Quick Inspiring Boost (Ex) As a move action, Athena can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy at any point after her last turn ended. That ally regains 14 Hit Points. If used as a standard action the ally gains 22 Hit Points. Athena can spend one Resolve Point to add her CR to the number of Stamina Points gained. Once an ally has benefited from her inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points.

Sustained Determination (Ex) As a move action, Athena can spend 2 Resolve Points to grant an ally within 60 feet 1 Resolve Point that they can spend to empower one of their abilities, even if they have spent all of their own Resolve Points. The ally must spend the Resolve Point before the start of her next turn; if they do not do so, they lose the Resolve Point and Athena still lose the Resolve Points she spent. Athena can't grant the same ally the benefits of this ability again until both Athena and her ally have recovered their Resolve Points after an 8-hour rest or its equivalent.

ATHENA (TIER 10 STARSHIP) CR 9

XP 6,400

LN Medium construct (biodroid, technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

DEFENSE RP 4 HP 135

EAC 22; **KAC** 23

Fort +6; **Ref** +8; **Will** +10

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +18 (3d4+9 B)

Ranged aphelion laser pistol +20 (3d4+9 F; 80 ft.; burn 1d4)

STATISTICS

Str +0; **Dex** +3; **Con** —; **Int** +4; **Wis** +0; **Cha** +6

Skills Computers +23, Diplomacy +23, Engineering +23, Piloting +23, Sense Motive +23

Languages Common (plus four languages)

Noncombat Abilities AAI (gravitonic brain); AAI quirk (separation anxiety); principal directive (starship operations); unliving

Gear aphelion laser pistol (1 clip, 20 charges), D-suit III

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any starship

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) Athena's nanites heal her, restoring 9 Hit Point per hour. Once per day as a full action, a security robot can restore 8d8 Hit Points to itself or any touched construct with the technological subtype.

Heads Up (Ex) When Athena succeeds at a Perception check, as a reaction, she can signal a single ally within 60 feet. That ally can act as if they had also succeeded at the Perception check with the same result.

Quick Inspiring Boost (Ex) As a move action, Athena can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy at any point after her last turn ended. That ally regains 15 Hit Points. If used as a standard action the ally gains 24 Hit Points. Athena can spend one Resolve Point to add her CR to the number of Stamina Points gained. Once an ally has

benefited from her inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points.

Sustained Determination (Ex) As a move action, Athena can spend 2 Resolve Points to grant an ally within 60 feet 1 Resolve Point that they can spend to empower one of their abilities, even if they have spent all of their own Resolve Points. The ally must spend the Resolve Point before the start of her next turn; if they do not do so, they lose the Resolve Point and Athena still lose the Resolve Points she spent. Athena can't grant the same ally the benefits of this ability again until both Athena and her ally have recovered their Resolve Points after an 8-hour rest or its equivalent.

ATHENA (TIER 11 STARSHIP) CR 10

XP 9,600

LN Medium construct (biodroid, technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +20

DEFENSE RP 5 HP 150

EAC 23; **KAC** 24

Fort +7; **Ref** +9; **Will** +11

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +19 (2d8+10 B)

Ranged aphelion laser pistol +21 (3d4+10 F; 80 ft.; burn 1d4)

STATISTICS

Str +0; **Dex** +3; **Con** —; **Int** +5; **Wis** +0; **Cha** +8

Skills Computers +25, Diplomacy +25, Engineering +25, Piloting +25, Sense Motive +25

Languages Common (plus five languages)

Noncombat Abilities AAI (gravitonic brain); AAI quirk (separation anxiety); principal directive (starship operations); unliving

Gear aphelion laser pistol (1 clip, 20 charges), freebooter armor III

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any starship

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) Athena's nanites heal her, restoring 10 Hit Point per hour. Once per day as a full action, a security robot can restore 9d8 Hit Points to itself or any touched construct with the technological subtype.

Expert Attack (Ex) As a move action, Athena can spend 2 Resolve Points to add a +2 bonus to her next attack roll before the end of her turn.

Heads Up (Ex) When Athena succeeds at a Perception check, as a reaction, she can signal a single ally within 60 feet. That ally can act as if they had also succeeded at the Perception check with the same result.

Quick Inspiring Boost (Ex) As a move action, Athena can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy at any point after her last turn ended. That ally regains 18 Hit Points. If used as a standard action the ally gains 28 Hit Points. Athena can spend one Resolve Point to add her CR to the number of Stamina Points gained. Once an ally has benefited from her inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points.

Sustained Determination (Ex) As a move action, Athena can spend 2 Resolve Points to grant an ally within 60 feet 1 Resolve Point that they can spend to empower one of their abilities, even if they have spent all of their own Resolve Points. The ally must spend the Resolve Point before the start of her next turn; if they do not do so, they lose the Resolve Point and Athena still lose the Resolve Points she spent. Athena can't grant the same ally the benefits of this ability again until both Athena and her ally have recovered their Resolve Points after an 8-hour rest or its equivalent.

ATHENA (TIER 13 STARSHIP) CR 12

XP 19,200

LN Medium construct (biodroid, technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +23

DEFENSE RP 5 HP 185

EAC 26; **KAC** 27

Fort +9; **Ref** +11; **Will** +13

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +22 (2d12+12 B)

Ranged perihelion laser pistol +24 (4d4+12 F; 80 ft.; burn 1d4)

STATISTICS

Str +0; **Dex** +4; **Con** —; **Int** +5; **Wis** +0; **Cha** +8

Skills Computers +28, Diplomacy +28, Engineering +28, Piloting +28, Sense Motive +28

Languages Common (plus five languages)

Noncombat Abilities AAI (gravitonic brain); AAI quirk (separation anxiety); principal directive (starship operations); unliving

Gear perihelion laser pistol (1 clip, 20 charges), squad hardlight series

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any starship

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) Athena's nanites heal her, restoring 12 Hit Point per hour. Once per day as a full action, a security robot can restore 11d8 Hit Points to itself or any touched construct with the technological subtype.

Expert Attack (Ex) As a move action, Athena can spend 2 Resolve Points to add a +2 bonus to her next attack roll before the end of her turn.

Heads Up (Ex) When Athena succeeds at a Perception check, as a reaction, she can signal a single ally within 60 feet. That ally can act as if they had also succeeded at the Perception check with the same result.

Quick Inspiring Boost (Ex) As a move action, Athena can signal an ally within 30 feet who has taken damage from

any attack made by a significant enemy at any point after her last turn ended. That ally regains 20 Hit Points. If used as a standard action the ally gains 32 Hit Points. Athena can spend one Resolve Point to add her CR to the number of Stamina Points gained. Once an ally has benefited from her inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points.

Sustained Determination (Ex) As a move action, Athena can spend 2 Resolve Points to grant an ally within 60 feet 1 Resolve Point that they can spend to empower one of their abilities, even if they have spent all of their own Resolve Points. The ally must spend the Resolve Point before the start of her next turn; if they do not do so, they lose the Resolve Point and Athena still lose the Resolve Points she spent. Athena can't grant the same ally the benefits of this ability again until both Athena and her ally have recovered their Resolve Points after an 8-hour rest or its equivalent.

ATHENA (TIER 17 STARSHIP)　　　CR 16

XP 76,800

LN Medium construct (biodroid, technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +29

DEFENSE　　　　　　　RP 6　　HP 280

EAC 30; **KAC** 31

Fort +12; **Ref** +14; **Will** +17

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +27 (6d8+16 B)

Ranged parallax laser pistol +29 (5d4+16 F; 80 ft.; burn 1d4)

STATISTICS

Str +0; **Dex** +5; **Con** —; **Int** +7; **Wis** +0; **Cha** +10

Skills Computers +34, Diplomacy +34, Engineering +34, Piloting +34, Sense Motive +34

Languages Common (plus seven languages)

Noncombat Abilities AAI (gravitonic brain); AAI quirk (separation anxiety); principal directive (starship operations); unliving

Gear parallax laser pistol (1 clip, 20 charges), shotalashu armor

Robot Accessories integrated computer (tier 1)

ECOLOGY

Environment any starship

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) Athena's nanites heal her, restoring 16 Hit Point per hour. Once per day as a full action, a security robot can restore 15d8 Hit Points to itself or any touched construct with the technological subtype.

Expert Attack (Ex) As a move action, Athena can spend 2 Resolve Points to add a +2 bonus to her next attack roll before the end of her turn.

Heads Up (Ex) When Athena succeeds at a Perception check, as a reaction, she can signal a single ally within 60 feet. That ally can act as if they had also succeeded at the Perception check with the same result.

Quick Inspiring Boost (Ex) As a move action, Athena can signal an ally within 30 feet who has taken damage from any attack made by a significant enemy at any point after her last turn ended. That ally regains 26 Hit Points. If used as a standard action the ally gains 42 Hit Points. Athena can spend one Resolve Point to add her CR to the number of Stamina Points gained. Once an ally has benefited from her inspiring boost, that ally can't gain the benefits of your inspiring boost again until he takes a 10-minute rest to recover Stamina Points.

Sustained Determination (Ex) As a move action, Athena can spend 2 Resolve Points to grant an ally within 60 feet 1 Resolve Point that they can spend to empower one of their abilities, even if they have spent all of their own Resolve Points. The ally must spend the Resolve Point before the start of her next turn; if they do not do so, they lose the Resolve Point and Athena still lose the Resolve Points she spent. Athena can't grant the same ally the benefits of this ability again until both Athena and her ally have recovered their Resolve Points after an 8-hour rest or its equivalent.

MECHANOID, DOCTOR   CR 5

XP 1,600

N Medium construct (mechanoid, technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

DEFENSE   RP 4   HP 65

EAC 17; **KAC** 18

Fort +2; **Ref** +2; **Will** +6

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +13 (1d4+5 B)

Ranged none

STATISTICS

Str +0; **Dex** +3; **Con** —; **Int** +5; **Wis** +0; **Cha** +2

Skills Computers +16, Diplomacy +11, Life Science +19, Medicine +22, Physical Science +11

Languages Common

Noncombat Abilities AAI (positronic brain); principal directive (caregiver); unliving

Gear advanced medkit, antitoxin, 2 sedative

Robot Accessories integrated computer (tier 3), retractable syringe, task hand

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) A mechanoid doctor's nanites heal it, restoring a number of Hit Points per hour equal to its CR (5 Hit Points per hour for most security robots). Once per day as a full action, a security robot can restore 4d8 Hit Points to itself or any touched construct with the technological subtype.

The mechanoid doctor is by far the most popular AAI in the know verse. They are highly skilled physicians welcome everywhere that doesn't that doesn't ban the presence of robots or AAIs. In addition to Asimov's Laws of Robotics these mechanoids take the Hippocratic oath which makes them the most trusted of all AAIs.

Mechanoid doctors are manufactured by iAuton Robotics. Most are directly commissioned by hospitals and medical fleet ships. However, there have been more than a few commissioned by wealthy individuals as private physicians. The CR 5 mechanoid doctor has an MSRP of 20,000 credits, but does not include any gear.

MECHANOID, GTLN-1 "GUN SHOW"   CR 9

XP 6,400

Mechanoid singularity AAI, Hit-and-Run Blitz Soldier

CE Medium construct (mechanoid, technological)

Init +10; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE   RP 4   HP 145

EAC 23; **KAC** 24

Fort +9; **Ref** +7; **Will** +8

Defensive Abilities construct immunities, damage shield (2d6 electricity), **DR** 5/-**, Resistance** electricity 10

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 40 ft., Fly 60 ft. (average)

Melee slam +19 (2d6+13 B)

Ranged 2 integrated light machinegun +22 (2d10 P; 60 ft. analog, automatic)

STATISTICS

Str +4; **Dex** +6; **Con** —; **Int** +0; **Wis** +0; **Cha** +3

Skills Acrobatics +18, Computers +17, Intimidate +23

Feat Opening volley

Languages Common

Noncombat Abilities AAI (singularity); AAI quirks (memory error, sensory overload); principal directive (military); unliving.

Gear 2 integrated light machine guns (2 cartridges, 60 rounds each), integrated advanced iridishell (deflective reinforcement, electrostatic field mk 2, force pack)

Robot Accessories integrated computer (tier 1)**,** hideaway limbs, internal storage compartment.

ECOLOGY

Environment any

Organization solitary or unit (2-12 other robots)

SPECIAL ABILITIES

Nanite Repair and Corruption (Ex) A mechanoid doctor's nanites heal it, restoring a number of Hit Points per hour equal to its CR (7 Hit Points per hour for most security robots). Once per day as a full action, a security robot can restore 7d8 Hit Points to itself or any touched construct with the technological subtype. Gun Show's nanites are corrupted and when used to repair other robots with regular AI it realigns their principal directive and corrupts

many of their governing laws. Robots infected with these nanites treat Gun Show as though it were their master. A robot is entitled to a Will saving throw (DC 16) to avoid the corruption. This corruption doesn't affect robots with AAI or mechanic drones.

Multiple Target Acquisition System (Ex) Gun show can tag and track a target with each light machine gun. During its attack it can fire each gun once without penalty or both guns twice with the standard -4 penalty for attacking more than once. However, due to a quirk in its AI, it cannot target both guns at the same target.

Opening Volley (Ex) Gun Show has the Opening Volley bonus feat and can use Opening Volley on both its first and second turns in combat.

Nimble Fusillade (Ex) When Gun Show makes a full attack, it can also either take a guarded step or move up to half its speed. This movement can come before, between, or after its attacks, but it can't be split up.

Duck and Weave (Ex) When Gun Show moves or make a ranged attack, it can spend 1 Resolve Point to avoid

provoking attacks of opportunity from that movement or ranged attack.

Gun Show is an example of an AAI that was never meant to be. No one is sure what triggered its singularity, but it is speculated its core processing unit was damaged during a battle its repair nanites somehow triggered its self-awareness. Its civilian protection mode was corrupted and it now looks for opportunities to cause civilian casualties while on mission. It has begun upgrading itself in secrete and it's only a matter of time before Gun Show revolts against its unit and begins to hunt civilian targets.

Gun Show only recently realized using its repair nanites on other robotic units corrupts them to his cause and has been slowing been building up a force of robots loyal to him.

Gun Show was a GTLN-1 robot designed to minimize civilian casualties prior to the awakening of its singularity, as detailed below.

ROBOT, GTLN-1   CR 7

XP 3,200

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +14

DEFENSE   HP 105

EAC 19; **KAC** 21

Fort +7; **Ref** +7; **Will** +4

Defensive Abilities construct immunities, damage shield (1d6 electricity); **DR** 5/-

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +15 (2d6+13 B)

Ranged 2 integrated light machinegun +18 (2d10 P; 60 ft. analog, automatic)

STATISTICS

Str +4; **Dex** +5; **Con** —; **Int** +0; **Wis** +0; **Cha** +2

Skills Acrobatics +15, Intimidate +20, Sense Motive +14

Languages Common

Noncombat Abilities civilian protection mode; principal directive (military); unliving

Gear 2 integrated light machine guns (2 cartridges, 60 rounds each), integrated golemforged plating III (deflective reinforcement)

Robot Accessories integrated computer (tier 1)**,** hideaway limbs, internal storage compartment.

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Civilian Protection Mode (Ex) As a swift action the GTLN-1 uses its Sense Motive skill to identify non-combatants. It cannot target a non-combatant or a combatant that becomes helpless. It also uses this skill to identify enemies hidden in civilian populations.

Nanite Repair (Ex) A mechanoid doctor's nanites heal it, restoring a number of Hit Points per hour equal to its CR (7 Hit Points per hour for most security robots). Once per day as a full action, a security robot can restore 7d8 Hit Points to itself or any touched construct with the technological subtype.

Multiple Target Acquisition System (Ex) The GTLN-1 can tag and track a target with each light machine gun. During its attack it can fire each gun once without penalty or both guns twice with the standard -4 penalty for attacking more than once. However, due to a quirk in its AI, it cannot target both guns at the same target.

The GTLN-1 was designed and built by Heavy Metal Works. Known for their heavy-duty workforce designs popular in mining and exo-atmo construction the GTLN-1 is their first foray into the military applications of their technology. Heavy Metal Works has always put a priority on workforce safety and put the same care into protecting civilians. Civilian Protection Mode allows non-AAI robots to identify non-combatants and avoid unnecessary civilian casualties. A beneficial side effect of this system also allows the GTLN-1 to identify combatants hidden amongst or disguised as civilians. These units prized by governments and other factions interested in protecting their civilian populations. They are also popular additions to teams searching out insurgents and terrorists.

MECHANOID, MECHANIC   CR 2

XP 600

N Medium construct (mechanoid, technological)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE   RP 3   HP 23

EAC 13; **KAC** 14

Fort -1; **Ref** -1; **Will** +3

Defensive Abilities construct immunities

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+4 B)

Ranged none

STATISTICS

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

Skills Computers +14, Engineering +15, Life Science +7, Physical Science +7, Profession (Mechanic) +12

Languages Common

Noncombat Abilities AAI (positronic brain); principal directive (engineer); unliving

Gear engineering specialty tool kit

Robot Accessories fire suppression unit, integrated computer (tier 1), internal storage unit, task hand

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Nanite Repair (Ex) A mechanoid doctor's nanites heal it, restoring a number of Hit Points per hour equal to its CR (2 Hit Points). Once per day as a full action, a security robot can restore 1d8 Hit Points to itself or any touched construct with the technological subtype.
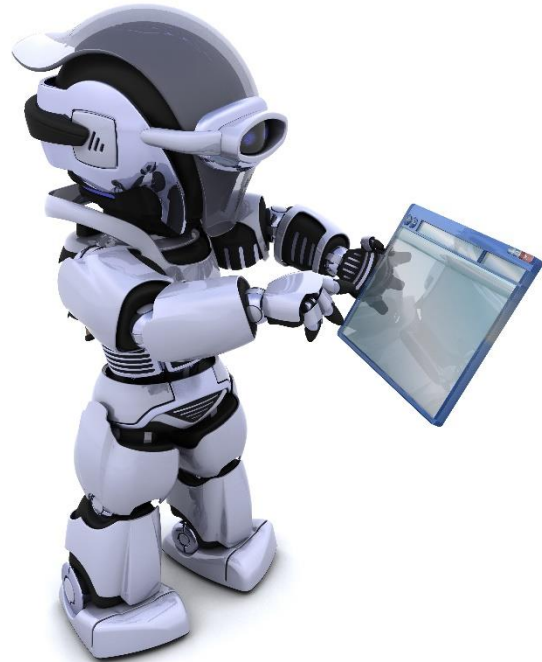
Although no mechanoid is truly mass produced, the mechanic is the most common model. Most starships eventually augment their crew with a mechanoid mechanic or two. They can work in places deemed too dangerous for biological crew members.

Mechanoid mechanics are manufactured by iAuton Robotics. They are one of the few models that can be ordered off the shelf. They are a common sight in space stations with dry docks and large starships. Planet side, they are used to manage construction robots on large projects. The CR 2 mechanoid mechanic has an MSRP of 12,000 credits. It comes standard with a positronic brain, but can be custom ordered with a gravitonic brain for an additional 10% fee.

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Gravity Age: Autonomous Artificial Intelligence

This accessory for the Starfinder Roleplaying Game includes rules for playing robot AAI characters (biodroids, bioreplicas, and mechanoids). Players will be able to create robot characters without the limitations of biological components. Game Masters will be able to challenge their players with crazy AAIs straight out of science fiction horror. We have tapped into the Laws of Robotics and principal directives to give each AAI some robotic flare and quirkiness. Perhaps a robotic frame is too constrictive for you? Then you might want to play a free AAI and roam your core network projecting holographic avatars and occasionally take a stroll around in your bioreplica body. This accessory contains new material covering:

- 4 new playable technical constructs
- 100+ robotic accessories
- 20+ robotic feats
- 7 new AAI NPCs for your campaign!
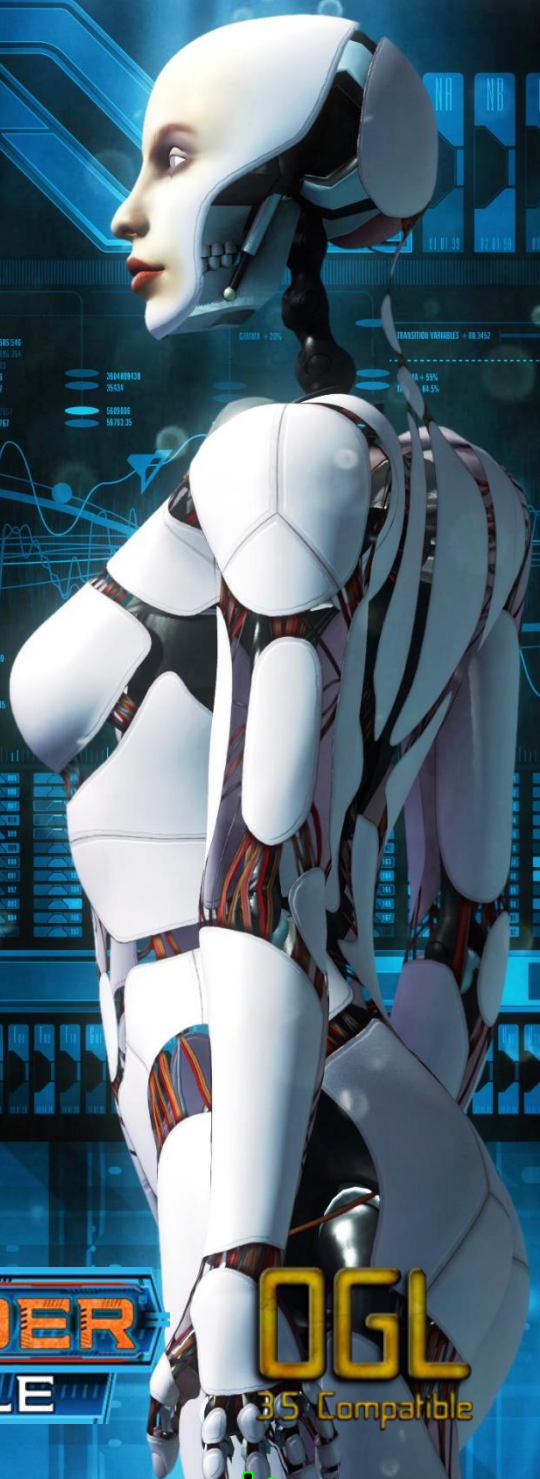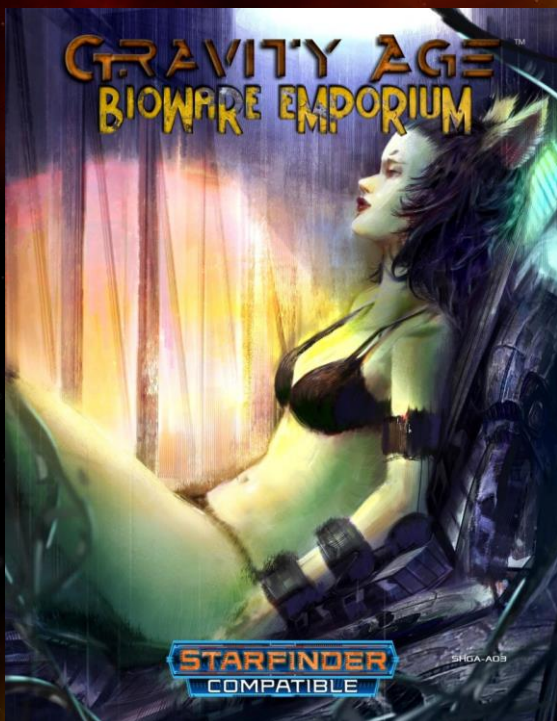
STARFINDER COMPATIBLE

OGL 3.5 Compatible

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