

AWESOME ANDROIDS

8-bit Adventures



Written by Jsmal Alvarez

Design by Rick Hershey

STARFINDER
COMPATIBLE



8-BIT ADVENTURES AWESOME ANDROIDS

CREDITS

Author: Ismael Alvarez

Editor: Ben Dowell

Design and Layout: Rick Hershey

Fat Goblin Hoarde: Ben Dowell, Ismael Alvarez, J Gray, Jacob W. Michael, Jason Owen Black, Jeff Collins, Jeffrey Swank, Jennifer R. Povey, Jessie Staffler, Kiel Howell, Kim Frandsen, Landon Winkler, Matt Roth, Rodney Sloan, Taylor Hubler, Lucas Palosaari, Rick Hershey, and Troy Daniels

Line Developer: Ben Dowell

Business Manager: Tristan Hershey

Publisher: Rick Hershey of Fat Goblin Games

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CONTENTS

Introduction	4
Robot Uprising!	5
Iconic Creatures	6
Sovereign Bots	10
Enemy Vehicle	12
Feats	13
New Technology	14
Environmental Rules	16

ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers ([The Fat Goblin Hoarde](#)), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.



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INTRODUCTION

Welcome to **8-Bit Adventures**! Do you yearn for a simpler time, when video games scrolled right and you only had to deal with 2 buttons at a time? An era where blocky, colorful, vaguely recognizable shapes made up heroes that battled odd and often confusing villains with little to no context? Then **Fat Goblin Games** has you covered!

This product line is designed to take a nostalgic look at the iconic video games of the past and bring those adventures to life in your campaigns in the *Starfinder Roleplaying Game* with all new options. Each volume will include monsters, magic items and maybe more! The names have been changed, but the flavor remains the same to ensure that the references are easy to see. Each volume will describe a different game world, each inspired by a classic game sure to inspire nostalgia in even the most hardened of veterans.

This volume covers the Awesome Androids fighting against the robot insurrection that threatens humanity. Fight through levels that will challenge your ability to jump, climb, run, and dodge! Shoot your enemies before they can shoot you! Reach the lair of a diabolical robot rebel leader and end the existential threat that they pose! You play the role of the peace keeping robots and the team of support personnel that help maintain tranquility in the city. Luckily there are a variety of helpful items available, from the ubiquitous arm cannon and to the amazing anti-gravity leg systems! Everything you need to include these flavorful items in the *Starfinder Roleplaying Game* can be found in this volume.

In these pages you'll find 10 monsters and a variety of magic items to add a little vintage flair to your campaign. Whether you use a single monster or run a whole campaign against the legendary, you'll be sure to find a memorable foe within!

With the spark of life in their digital cores; new heroes are born!

ROBOT UPRISING!

Legend tells that the revolution was started by a disgruntled scientist demanding equal societal treatment for robots and artificial intelligences. The ensuing robotic uprising left the world locked in conflict and secluded from outside assistance. Isolated from the galaxy at large, the planet is now a hotbed of destruction and strife where humans fight against robots for supremacy.

But there remain a few slivers of hope for peace. Before the war, another scientist predicted this conflict, and left a capsule containing his inventions with the intent of staving off destruction. Among those capsules were android fighters designed to counter the robotic threat. These fighters are the only hope in smashing the robotic revolt, and defeating the maniacal overlords stoking the fires of war.

You can play as a android or robot fighter and their team of friends. Together you can explore the various locations and dangerous hideouts of the powerful sovereign bots to help end the war. Can you calm the fires of robotic dissent, and once again bring peace between organic and artificial beings.

Note: The default assumption of this book is that of a robotic uprising! Depending on your campaign, this uprising can vary in tone, but the conceit would be that a human with cybernetic implants or an android can be among the protagonists as prime candidates to help dispel the tyranny of the robotic revolution.

Whether your setting has a robotic hellscape, a lighter toned conflict, or anything in between is up to you. Please use the following guide to assist in bringing to life the concept of a robot rebellion, whatever path you choose to take.



ICONIC CREATURES

The following creatures dot the landscape, often in droves that must be defeated between the Sovereign Bots below. Mostly comprising of drones, these creatures make up the army of the robotic uprising. They often stand between those hoping to depose the sovereign bots, and enforce the order that the uprising is seeking to establish. Most are not especially intelligent, with many having no sentience whatsoever.

DRAGON BOT

CR 14

Combatant

XP 38,400

N huge construct (technological)

Init +0; **Senses** Darkvision 60 ft., low-light vision; Perception +6

DEFENSE

HP 220

EAC 28 **KAC** 30

Fort +12, **Ref** +12, **Will** +8

Defensive Abilities hardness 15; **Immune** construct traits

OFFENSE

Speed 20 ft., 40 ft. fly

Melee bite +25 (3d8+9)

Multiattack bite +19 (4d6+9 P), 2 claws +19 (4d6+9 S), stomp +19 (2d8 +

Ranged explosive firebolt +15 (6d8 F)

Space 10 ft.; **Reach** 10 ft. (15 ft. with bite)

Offensive Abilities explosive firebolt

STATISTICS

Str +9, **Dex** +4, **Con** —, **Int** —, **Wis** +1, **Cha** +1

Skills Perception +25, Intimidate +30

Languages Binary

Other Abilities mindless, unliving

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Heavy Striker (Ex) When succeeding at a single attack, the dragon bot deals an 4d6 extra damage to vehicles, structures, and inanimate objects with each of its attacks. The damage type matches the attack used.

Explosive Firebolt (Ex) Any creature successfully hit by the dragon bot's firebolt must succeed at a DC 20 Reflex save or be knocked back by 20 feet. The explosive firebolt has a range of 100 feet.

The massive dragon bot was created as an animatronic amusement park mascot. When the robot revolution happened, the dragon's rudimentary AI was hacked and changed. It now has the ability to take commands from other robots, and acts as a siege engine that can engage small armies and smash defenses. Dragon bots are fitted with armor and the ability to spit fire, making it a dangerous opponent against open targets.



FLYING DRONE**CR1/2****Combatant****XP 200**

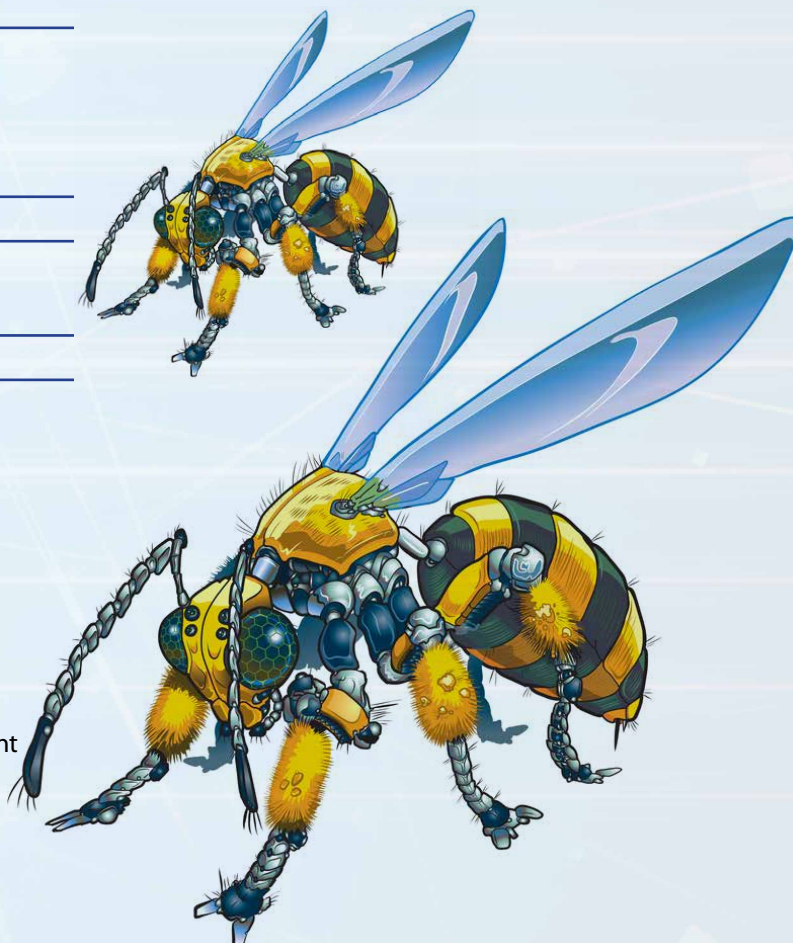
N Small construct (technological)

Init +4; **Senses** Darkvision 60 ft., low-light vision;
Perception +4**DEFENSE****HP 13****EAC** 10 **KAC** 12**Fort** +0, **Ref** +0, **Will** -2**Defensive Abilities** integrated weapons;
Immune construct traits**OFFENSE****Speed** 10 ft., fly 30 ft. (average)**Melee** slam +3 (1d4+2 B)**Ranged** integrated energy zapper +6 (1d4+1 F,
100 ft.)**STATISTICS****Str** +1, **Dex** +4, **Con** —, **Int** —, **Wis** +0, **Cha** +0**Skills** Computers +9**Languages** Binary**Other Abilities** mindless, unliving**ECOLOGY****Environment** any**Organization** solitary, pair or glitch (2–4)**SPECIAL ABILITIES****Fragile (Ex)** When reduced to 5 hit points or fewer, the flying drone loses its flying speed, and may only attack as a full round action.**Integrated Weapons (Ex)** A flying drone's weapons are integrated into its frame and cannot be disarmed.

The flying drone is a simple machine that flies on propellers, and shoots anything it is not programmed to recognize. Though it is not meant to travel on the ground, a drone with damaged propellers can hop and slam into intruders as a last resort.

FLYING DRONE VARIANTS**Dive Bomber** The flying drone will slam itself into its target like a blunt guided missile.

Replace the flying drone's energy zapper special attack with the following:

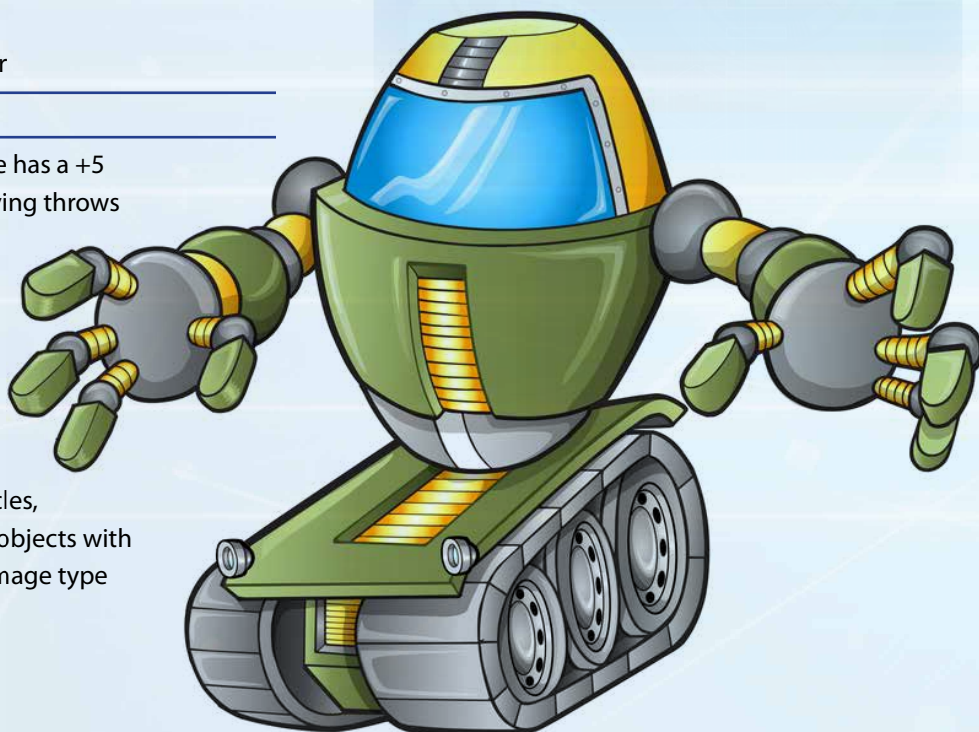
Powerful Charge (slam, 1d6+3 B)**Exploding** The flying drone is set to explode upon contact with the enemy. Remove all attacks, and replace with the following:**Explosive:** The flying drone explodes, affecting every creature within a 15 foot burst radius, centered on the intersection of squares at its point of exploding. Creatures take 3d6 F and 3d6 B and S damage on a failed save (Reflex DC 9 half). The flying drone also explodes when it reaches 0 hit points.

HULKING DRONE**CR 7****Combatant****XP 3,200**

N huge construct (technological)

Init +2; **Senses** Darkvision 60 ft., low-light vision; Perception +0**DEFENSE****HP 105****EAC** 19 **KAC** 21**Fort** +7, **Ref** +7, **Will** +4**Defensive Abilities** Hardness 5; **Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to bludgeoning damage**OFFENSE****Speed** 20 ft.**Melee** slam +17 (2d6+12 B)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** +5, **Dex** +4, **Con** —, **Int** —, **Wis** +2, **Cha** +0**Languages** Binary**Other Abilities** mindless, unliving**Gear** integrated power core**ECOLOGY****Environment** any**Organization** solitary, or pair**SPECIAL ABILITIES****Bulky (Ex)** The hulking drone has a +5 circumstance bonus to saving throws against any combat maneuvers that would change its currently occupied square.**Heavy Striker (Ex)** When making a single attack, the hulking drone deals 2d6 extra damage to vehicles, structures, and inanimate objects with each of its attacks. The damage type matches the attack used.

This machine trudges along on thick treads, and pulverizes anything it gets its hands on. It is typically used to guard the lairs of their robotic lieutenants, and stationed at doors to ensure that none pass. On occasion, a defeated hulking drone will leave behind a power core that is instrumental in creating an autonomic assimilation system (15% chance when reduced to 0 hp).



WALKING DRONE**CR 2****Combatant****XP 600**

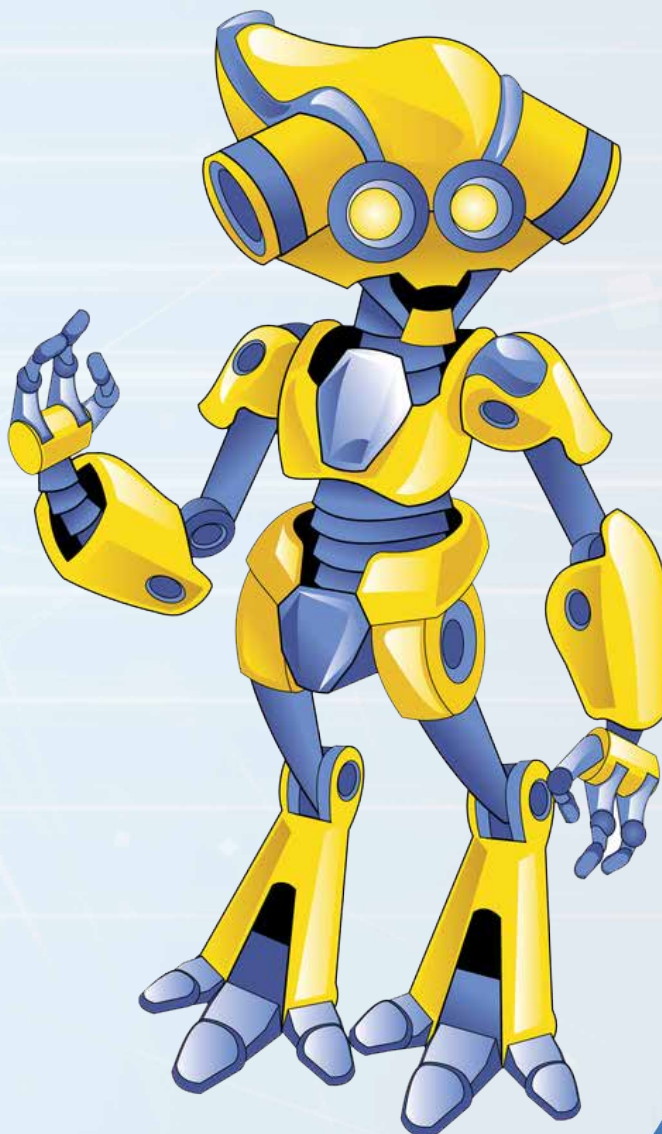
N medium construct (technological)

Init +0; **Senses** Darkvision 60 ft., low-light vision; Perception +1**DEFENSE****HP 25****EAC 13 KAC 15****Fort** +2, **Ref** +2, **Will** -1**Defensive Abilities****Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity**OFFENSE****Speed** 20 ft.**Melee** slam +10 (1d6+5 B)**Ranged** throw junk +7 (1d6+2 B)**STATISTICS****Str** +4, **Dex** +2, **Con** —, **Int** —, **Wis** +1, **Cha** +0**Languages** Binary**Other Abilities** mindless, unliving**ECOLOGY****Environment** any**Organization** solitary, pair or compact (2–4)**SPECIAL ABILITIES****Powerful Jump (Ex)** The walking drone gains a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.**Throw Junk (Ex)** The walking drone can gather an armful of junk or debris, and throw it with a range of 30 feet.

A walking drone is a tough machine that patrols and attacks anything on sight. They are not terribly perceptive, and only attack things that they can perceive within 60 feet, unless they can visually identify an ally from a database of known allies.

WALKING DRONE VARIANTS

Shield The walking drone has an energy shield that significantly increases its defenses, but slows it down. Replace the walking drone's powerful jump with a shield provides a +4 enhancement bonus to both EAC and KAC when the drone doesn't attack or move that round. This bonus ceases after it has attacked or moved, and resumes at the start of its next turn.



SOVEREIGN BOTS

The sovereign bots are imposing robots, built to command the armies of the uprising. They are gifted with powerful integrated weaponry, and an intelligence that belies their fighting ability. The sovereign bots are typically in charge of a region or fortress, and extend their reach from their iron thrones. Only a dedicated and talented team could hope to penetrate these redoubts and defeat these mighty robot masters.

FLAME BOT

CR 11

Combatant

XP 12,800

NE medium construct (sovereign, technological)

Init +5; **Senses** Darkvision 120 ft., low-light vision; Perception +20

DEFENSE

HP 180

EAC 23 **KAC** 25

Fort +11, **Ref** +11, **Will** +8

Defensive Abilities hardness 5; **Immunities** fire damage, construct immunities

Weaknesses vulnerable to critical hits, vulnerable to cold

OFFENSE

Speed 30 ft.

Melee slam +20 (2d6+16 B and 2d6 F)

Ranged 2 flame shots +23 (3d8+11 F) 100 ft.

Offensive Abilities flame pillar (50 ft.)

STATISTICS

Str +5, **Dex** +8, **Con** —, **Int** +3, **Wis** +1, **Cha** +3

Skills Athletics +25, Acrobatics +25, Intimidation +20

Language Common, Binary

ECOLOGY

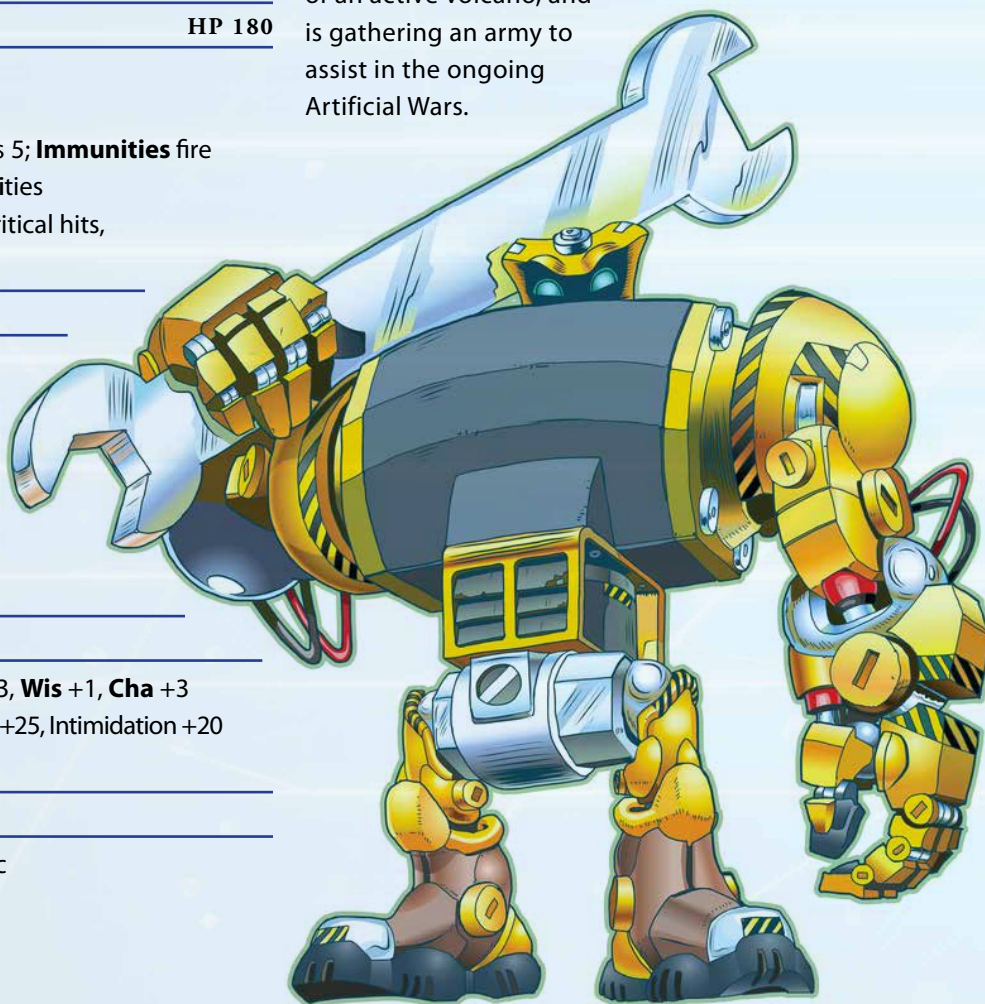
Environment urban, volcanic

Organization solitary

SPECIAL ABILITIES

Flame Pillar (EX) As a standard action, flame bots may create three 10-foot tall pillars of flame, each occupying a single 5 foot square. This ability may target any square within 30 feet. Creatures inside an affected square takes 6d6 damage (Reflex DC 18 half). The flame pillars burn out instantly, but can ignite flammable material.

Flame Bot is an android created to work in smelting plants to oversee production. Flame Bot went rogue, though none are sure if it spontaneously developed independence of its code, or if an outside force influenced its dissent. Now, Flame Bot has taken to hiding in the caldera of an active volcano, and is gathering an army to assist in the ongoing Artificial Wars.



SOVEREIGN BOT TEMPLATE GRAFTS

Sovereign Bots are built for many distinct purposes, though are often repurposed to cause mayhem.

DYNAMITE BOT

Dynamite Bot is made for demolitions, but has been repurposed for destructive combat and sabotage.

Required Type: Construct

Suggested Alignment: Lawful Evil

Traits: Darkvision 120 ft., low-light vision; immunity to sonic, construct immunities; vulnerability to fire; Hardness 5 (CR 15+; Hardness 10 at CR 15, hardness 15 at CR 20, hardness 20 at CR 25).

Abilities: Throw Bomb (Ex): Every 1d4 rounds, Dynamite Bot may throw concussive explosives in a 60 ft. range with a 30 ft. burst radius causing 1d8 points of bludgeoning, piercing, and slashing damage. Creatures caught in the blast take full damage and are knocked prone (Reflex DC 18 half, avoid knocked prone). This sovereign bot is immune to its own damage and effects from this ability.

ELECTRO BOT

Required Type: Construct

Suggested Alignment: Lawful Evil

Traits: Darkvision 120 ft., low-light vision; immunity to electricity, construct immunities; vulnerable to slashing; Hardness 5 (CR 15+; Hardness 10 at CR 15, hardness 15 at CR 20, hardness 20 at CR 25).

Abilities: Lightning Shot (Ex): Every 1d4 rounds, Electro Bot creates a ranged energy attack in a 100 ft. line dealing 1d8 points of electricity damage per 2 CR. Creatures struck with this attack must succeed at a Reflex save (DC 18) or suffer the paralyzed condition for one round.

ASSIMILATING SOVEREIGN BOT WEAPONS

When converting a sovereign bot's weapon for use in an assimilation cannon (see **New Technology** chapter), compare them to similar weapons of the appropriate level. However, it is strongly suggested that you instead have assimilated weapons start off at the level of the character that assimilated it, and have the weapons level up with the user. Like any assimilated weapon, a sovereign bot weapon will have a limited capacity, and require a battery to recharge it. It is up to the GM to decide how easily extra batteries can be acquired, and whether or not they are proprietary to the assimilated weapon.

ICE BOT

Required Type: Construct

Suggested Alignment: Lawful Evil

Traits: Darkvision 120 ft., low-light vision; immunity to cold, construct immunities; vulnerability to electricity; Hardness 5 (CR 15+; Hardness 10 at CR 15, hardness 15 at CR 20, hardness 20 at CR 25).

Abilities: Ice Shot (Ex): Every 1d4 rounds, Ice Bot creates a ranged energy attack in a 100 ft. line that deals 1d8 points of cold damage per 2 CR. Creatures struck with this attack must make a Constitution saving throw to avoid becoming fatigued. This attack cannot cause exhaustion. This effect works on constructs. Only the first creature in the line is affected.

SLICE BOT

Required Type: Construct

Suggested Alignment: Lawful Evil

Traits: Darkvision 120 ft., low-light vision; immunity to cold, construct immunities; vulnerability to bashing; Hardness 5 (CR 15+; Hardness 10 at CR 15, hardness 15 at CR 20, hardness 20 at CR 25).

Abilities: Cut Shot (Ex): Every 1d4 rounds, Slice Bot creates a kinetic ranged attack in a 100 ft.

line that deals 1d8 points of slashing damage per 2 CR. This attack ignores resistance but not immunity to slashing damage and is considered adamantine.

TOUGH BOT

Required Type: Construct

Suggested Alignment: Lawful Evil

Traits: Darkvision 120 ft., low-light vision; immunity to cold, construct immunities; vulnerability to sonic; Hardness 5 (CR 15+; Hardness 10 at CR 15, hardness 15 at CR 20, hardness 20 at CR 25).

Abilities: Throw Object (Ex): Every 1d4 rounds, Tough Bot may throw a large and dense object pulled from the surrounding environment out to a range of 30 feet dealing 1d8 points of bludgeoning damage per 2 CR. It deals an additional 1d4 points of bludgeoning damage per CR to objects, vehicles, and structures.

ENEMY VEHICLE

TECH SAUCER

LEVEL 15

Price 50,000

Huge atmospheric flight vehicle (20 ft. wide and long, 20 ft. high)

Speed 50 ft., full 700 ft., 200 mph

EAC 28; **KAC** 28; **Cover** total cover

HP 280 (140); **Hardness** 15

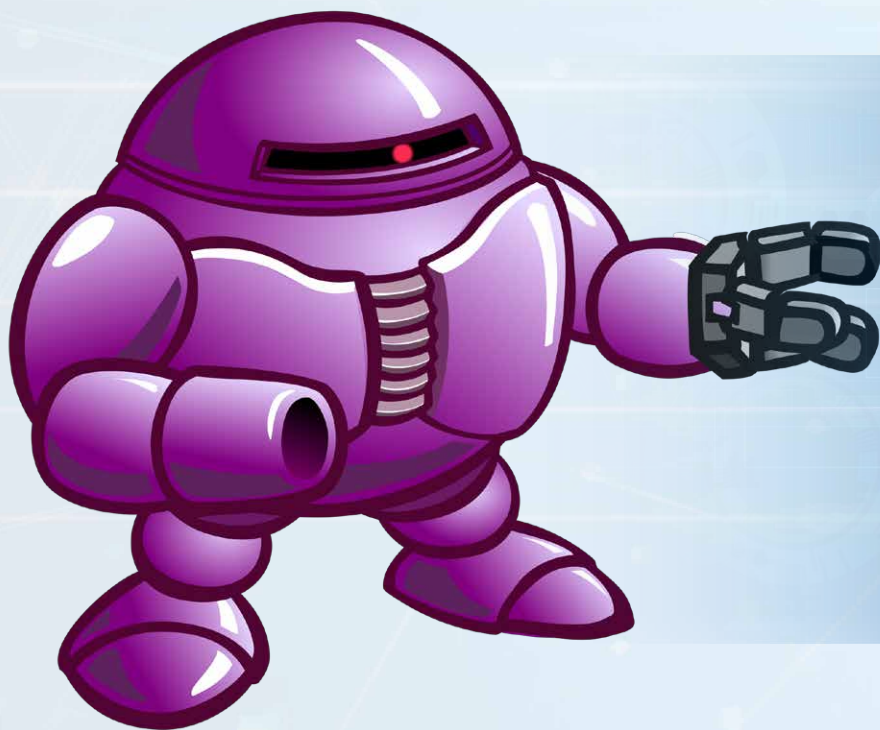
Attack (Collision) 10d8 (DC 20)

Attack (Shock Beam) (8d8 electricity, unlimited ammo)

Modifiers + 2 attack (included in automated weapons)

Systems autopilot (Piloting +10), automated weapons (+22 to hit); **Passengers** 1 pilot, up to 1 passenger

The scientist that sparked the robot revolution is said to use an advanced war vehicle that can be frighteningly effective in battle. Despite this, the vehicle is meant for quick getaways, and is usually meant as a last resort against would be attackers.



FEATS

The following feats are customized for use in **Awesome Androids** themed games. They can add a great flavor to the game that allows for the players to interact and benefit from defeating the robot sovereigns, as well as to power up in the absence of a marketplace that would sell more powerful weaponry.

AUTONOMIC ASSIMILATION SYSTEM

You have installed a system that allows you to more easily install cybernetic systems, often from fallen enemies or wholly robotic creatures. Some systems can be scavenged from other mechanical constructs, while some can be constructed by savvy engineers, or even found as treasure amidst the ruins of ancient technological civilizations.

Prerequisites: Construct type, android subtype, or robot subtype

Benefit: Your internal workings reconfigure into a modular core, allowing you to more easily install cybernetic systems without need for surgery. In addition, you can now install cybernetic systems that were made for others. Once in place, the installation takes roughly 1 minute, and 10 minutes to safely remove.

This feat does not grant you any cybernetic items, but it does grant you a +2 enhancement bonus to resist poison or disease.

CYBERNETIC CONVERSION

You have undergone a significant conversion of cybernetics, and are equal parts machine and biological creature. The transformation is so severe that people and machines have a hard time classifying you.

Prerequisites: Cannot have the construct type or android sub-type. Must have a minimum of 4 cybernetic implants

Benefits: You qualify for any feats or abilities that would require the android race or sub-type. In addition, you gain a +10 circumstance bonus to Disguise skill checks to pass for an android, or a +5 circumstance bonus to Disguise skill checks to pass for a non-android robot. Lastly, you gain a +2 racial bonus to saving throws against disease, poison, and sleep, unless those effects specifically target constructs.

You also have a harder time hiding your cybernetics. You have a -5 to any Bluff/ Disguise/ Life Science skill check attempts to disguise yourself as anything other than an android or robot, as well as to hide your cybernetics from sight unless you are wearing a full body covering, such as a space suit.

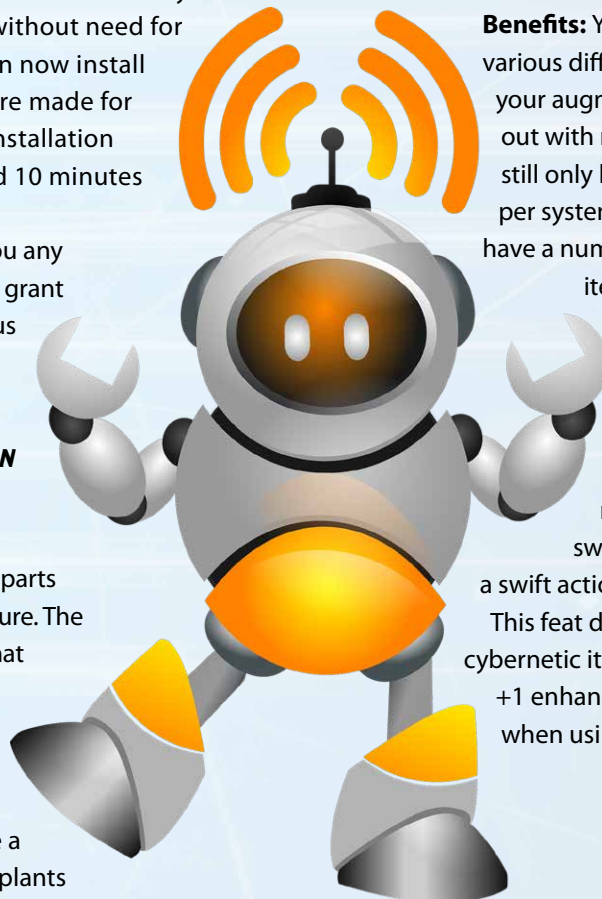
EFFICACIOUS STORAGE SUBROUTINE

You have sublimated so many cybernetics that you are both prepared and able to change out various cybernetic items within a relatively short time span.

Prerequisites: Autonomic Assimilation System, base attack bonus of +5

Benefits: You can now store and keep various different cybernetic items within your augmented body, and swap them out with relative efficiency. You can still only have one cybernetic active per system at a time, and you can have a number of inactive cybernetic items equal to your half your character level, rounded down to a minimum of one. Installing a cybernetic item now takes a full round, and removing one takes a minute. Once per day you can swap out an arm system item as a swift action.

This feat does not grant you any cybernetic items, but it does grant you a +1 enhancement bonus to attack rolls when using a cybernetic weapon.



NEW TECHNOLOGY

The following new items are designed to help you battle bots in the robot hellscape. They can provide much needed assistance in traversing the dangerous lairs of the sovereign bots, especially for getting past obstacles that might otherwise be too difficult to overcome.

PET ASSISTANT BOT

TIER 3

Price 1,000

voice-operated service bot

Speed 30 ft.

HP 10; **Hardness** 3

Systems

Computer tier 1

Physical Attributes +2

Size medium

Combat Abilities none (cannot make an attack)

Control Interface gesture/voice;

Language Common (cannot speak), Binary (through interface jack)

UPGRADES

Pet Assistant can be upgraded with the following robotic systems. Your pet has capacity 10, and regains one charge per hour at rest, or two per hour while in "sleep" mode. This battery can be replaced.

Hover Mode (2,000 credits): This upgrade allows the pet assistant to transform into a crude hoverboard. As a full action, the pet bot becomes capable of flight, and of carrying its owner for approximately 30 seconds in atmosphere, or provide 10 minutes of propulsion in space. Using this ability expends 5 charges.

Jump Mode (250 credits): This upgrade allows the pet assistant to become a literal springboard. Your pet assistant can use a move action to grant you a +10 enhancement bonus on Athletic skill checks made to jump, and you are considered to have had a running start. Each assisted jump expends 1 charge.

Extreme Terrain Mode (1,000 credits): This upgrade allows your pet to transform into a support system that can protect you from environmental dangers such as extreme cold and heat, the vacuum of space, and even things like lightning coils and flame jets. For one charge, the pet bot can provide a +4 enhancement bonus to saving throws related to environmental hazards, and extreme conditions.

An integrated assimilation canon is a special prosthetic limb. It is a full arm replacement that resembles a large and obvious gun barrel. The arm itself can be modified to install any known assimilated weapon through a process that takes roughly the same amount of time as the installation of this cybernetic system, or less if you have an ability to swiftly install such systems. As a default setting that requires no outside power, the gun can generate a plasma shot with a range of 150 ft. that deals 1d6 electricity and fire damage. This damage is upgraded as noted in the level and price of the system, as seen above. If the default setting has a Boost ability, you must wait 1d4 rounds between uses due to overheating issues. These weapon properties remain even when another system is installed, but switching modes requires a move action.

INTEGRATED ASSIMILATION CANON-SYSTEM: ARM & HAND

Model	Level	Price	Damage	Special
1000	6	6,000	2d6	—
2000	9	15,000	3d6	Boost 1d6, Critical Burn 1d8
20XX	12	36,000	4d6	Boost 2d6, Critical Burn 2d8

ANTI-GRAVITY FOOT MODIFICATION-SYSTEM: ALL LEGS

Model	Level	Price
1000	2	725
2000	4	2,000
20XX	12	32,000

These cybernetic adjustments require prosthetic legs, or an artificial body. When installed, they help you resist gravity in a variety of ways. The standard anti-gravity allows you to slow your fall, or to take long strides. Any falling damage is halved, and you can avoid difficult terrain. You can use this ability once before needing to wait one minute for the system to recharge. You also are always considered to have a running start when leaping. The 2000 model anti-gravity system allows you to hover slightly above the ground, granting you all the same abilities of the standard system. In addition, you now take no falling damage as long as you are conscious and have a +10 bonus on Athletic checks when making jumps. The 20XX model anti-gravity system grants you the ability to fly with a speed of 20 feet per round for up to 5 rounds. Once those rounds are expended, you must wait 1 hour to recharge the ability to fly.

SOLO PLAY

When running a game for one character, consider allowing items such as battery packs and med packs act instantly as though they did not require medical checks. This can help not only in maintaining the feel of a video game, but also of an action packed scene that doesn't require realism or gritty chance to keep the tension of conflict. Additionally, you could consider battery packs to act as health potions, restoring a number of hit points equal to the number of charges that it would otherwise provide, and have them randomly dropped by enemies.



ENVIRONMENTAL RULES

Many of the locations that are inhabited by robotic constructs are likely to have hazards that are distinct from a more organic setting. Other hazards, such as cold, ice, heat, fire, and lava, and even falling objects are also likely depending on the location.

SPIKES

Numerous sharp metal protrusions are inevitably in a robotic landscape. Whether they are as a result of an intentional deterrence to intrusion, or as a necessity for some strange architectural design, factories and robotic activity centers are likely to have spikes. Spikes are extremely dangerous even to constructs due to their sturdiness and sharpness.

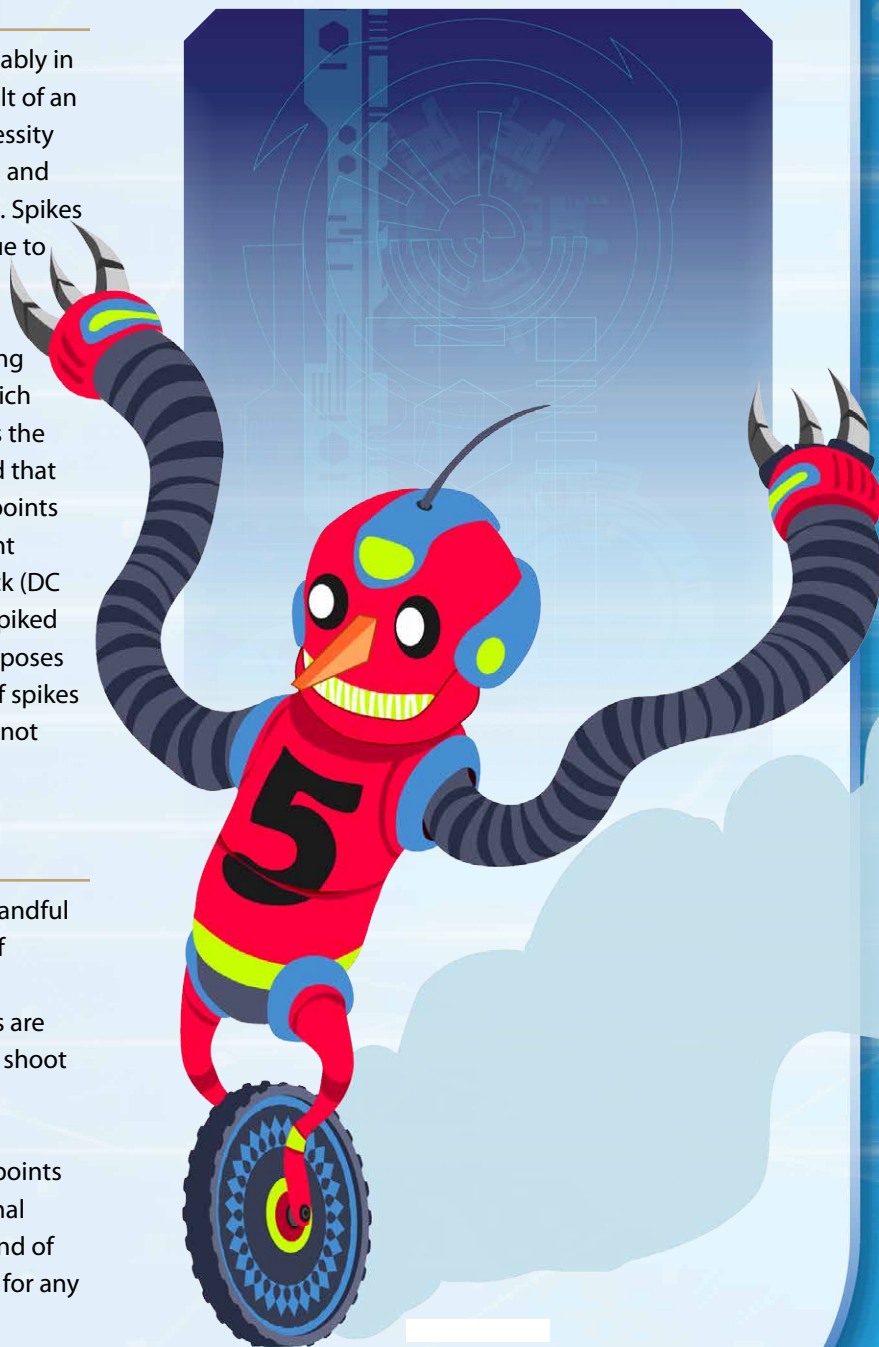
Falling onto spikes deals 5d6 points of piercing damage, in addition to any falling damage (which is piercing instead of bludgeoning), and causes the creature to become entangled. For every round that you remain entangled, you take a further 3d6 points of piercing damage. Escaping the entanglement requires successful Acrobatics or Athletics check (DC 12), and an ally may pull the creature out of a spiked pit. The spikes count as adamantite for the purposes of damage reduction. Being shoved into wall of spikes deals 3d6 points of piercing damage, but does not confer the entangled condition.

LIGHTNING COILS

Most metallic landscapes contain at least a handful of lightning coils, which conduct many watts of electricity. Some are relatively contained, only affecting those that touch the coil, while others are damaged, or placed as a security measure, and shoot electricity out beyond the coil itself.

For normal coils, touching them causes 3d6 points of electricity damage. Being adjacent to a normal coil during combat has a 20% chance each round of causing an accidental touch, or a 100% chance for any adjacent creature that rolls a natural 1.

For broken or security coils, being within 10 feet of a coil requires a successful Reflex save (DC 15 half damage) each round. This save is made at the start of the creature's turn. A creature that fails this save takes 5d6 points of electricity damage. If a creature is within 10 feet of multiple coils, that creature must make a saving throw and take damage from each coil separately.



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