

AUTOTRONS

Hidden In Plain Sight

An OGL template by Charles Trowbridge
featuring a font by Neale Davidson

Autotrons are interstellar robot refugees who have been trapped on earth. Originally developed as mechanical servants for a decedent mercantile empire, autotrons have been emancipated for centuries. Class warfare has recently ripped their culture apart and a military junta has taken control of their home planet. Resistance fighters fleeing their home world were ambushed while in hyperspace knocking them into Earth's path.

Autotrons naturally have the ability to convert from a humanoid labor form into a vehicle mode. They were designed to be highly adaptable and have the innate ability to blend in with local machines by taking their form.

CREATING AN AUTOTRON

"Autotron" is a template that can be added to any vehicle (referred to hereafter as the base vehicle).

The Autotron converts a vehicle into a creature with the statistics and special abilities noted here.

Type: Autotrons are constructs. As constructs they roll d10's for hit dice, have a base attack bonus of 3/4ths of their total hit dice, and no good saving throws. Autotrons have extra hit points based on their humanoid size category.

Size: Same as the base vehicle, or one size category smaller for the humanoid mode.

Hit Dice: Divide the base vehicle's hit points by 10, rounding up to determine hit dice. Don't forgot that autotrons also gain extra hit points based on their humanoid size category.

Speed: As base vehicle in vehicle mode, or 40 ft while in humanoid mode

Defense: As base vehicle in vehicle mode, or +4 while in humanoid mode

Hardness: As base vehicle

Special Attacks: As base vehicle and gains a slam in humanoid mode. This slam deals damage based on the base vehicle's size, on table 8-5: Constructs.

Special Qualities:

Altmode: An autotron can convert from a vehicle to a humanoid mode. When converting too vehicle mode any hand held items are stowed away in cargo. When converting from vehicle mode any passengers are safely ejected and any cargo either is in the robots hands, or if the robot is unwilling or unable to carry all of the cargo it is safely ejected. The humanoid form is usually a robot that is about 10 feet tall with styling similar to the base vehicle. The base vehicle appears to be a normal vehicle of the type without any trace of robot features.

Changing to or from robot is a move action. A destroyed autotron reverts to it's humanoid form, although it remains dead.

While in vehicle mode the autotron drives it's self,

although it can choose to give control to a driver. While in vehicle mode the autotron or it's driver must make Drive checks as normal for any stunts.

Shunt: Autotrons use the same pool of hit points in both forms. Autotrons retain the same mass in both forms; it is just more densely packed in humanoid mode.

Altscan: As soon as an autotron lands on a new world they instantly start to altscan, looking for a suitable vehicle form to disguise themselves as on this world. This process takes 5 minutes, minus 1 minute per point of wisdom bonus to a minimum of 1 minute. Once mechanical form is found with approximately the right mass, form factor, and style the autotron re-configures its vehicle mode to match the scanned vehicle. Apply this template to the new vehicle to determine the character's new statistics. The ability scores of the character do not change after an altscan.

Immunities: Autotrons are immune to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage. Note that unlike other constructs, autotrons are susceptible to mind influencing effects.

Repairable: Unlike other constructs, autotrons can heal damage on their own. This happens at the rate of 1 hit point per day per construct hit die. They can also be repaired using the Repair skill. A successful Repair check (DC 30) heals 1d10 points of damage to a construct, and each check represents 1 hour of work. An autotron reduced to 0 hit points is immediately destroyed and cannot be repaired.

Chthonic Volt: Autotrons were designed with suitably advanced technology as to have the functional

equivalent to a soul and as a result can be raised from the dead.

Abilities: Roll abilities as normal for a beginning human character, and drop one score. Autotrons do not have a constitution score, although they do have all other scores. Large autotrons add +8 to their strength and subtract -2 from their dexterity. Huge autotrons add +16 to their strength and subtract -4 from their dexterity.

Skills: 2 + Intelligence modifier per hit dice. Autotrons have a +8 racial bonus to Drive or Pilot checks, whichever is appropriate.

Crew & Passengers: As base vehicle in vehicle mode, or inapplicable in humanoid mode.

Cargo: As base vehicle in vehicle mode, or inapplicable in humanoid mode.

Initiative: As base vehicle in vehicle mode, or +0 in humanoid mode.

Maneuver: As base vehicle in vehicle mode, or inapplicable in humanoid mode.

Purchase DC & Restriction: Inapplicable

Challenge Rating: 3/4ths of hit dice.

Level Adjustment: +1

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