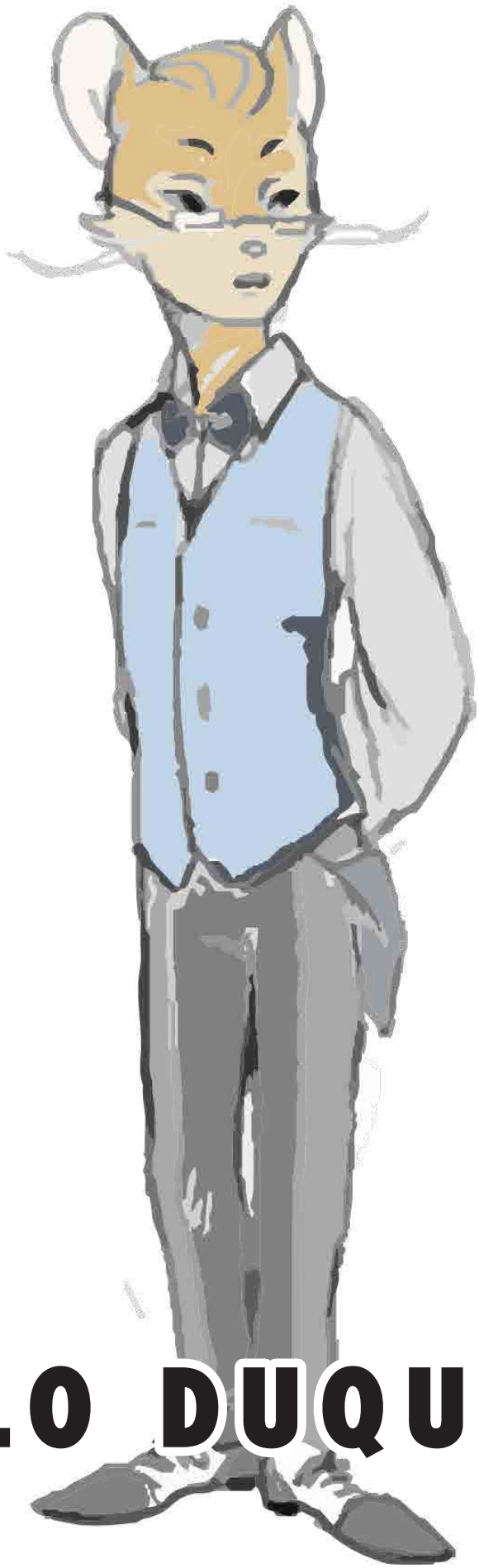
FIELO'S GUIDE TO KNOWN SPACE

ROBOTS OF KNOWN SPACE

STARFINDER COMPATIBLE



FIELO DUQUATH

FIELO'S GUIDE TO KNOWN SPACE

ROBOTS OF KNOWN SPACE

Design & Writing: Paul Stefko

Editing: Jamie Lackey

Art: Inkrobot, pixabay.com; **Icons**: Lorc & Delapouite, via game-icons.net

Layout & Graphic Design: Paul Stefko

CONTENTS

Introduction		2
Dealing with Robots		2
Taking Control of a Robot		2
Reference Symbols		2
Robots of Known Space		3
Observation Bot	CR 1	3
Drill Bot	CR 2	3
Barrier Bot	CR 3	4
Courier	CR 4	5
Infiltration Unit	CR 5	6
Aerial Retriever	CR 6	6
Coastal Patrol Unit	CR 7	7
Autonomous Repair Unit	CR 8	8
Arcane Sentry Bot	CR 9	8
Majordomo Unit	CR 10	9
Demolition Bot	CR 11	10
Heavy Infantry Unit	CR 12	10
Tronic Defender	CR 13	11
Illusion Unit	CR 14	12
Emergency Medibot	CR 15	13
Abyssal Engine	CR 16	13
Astral Avenger	CR 17	14
Thaumatillerist	CR 18	15
Hellreaver Automaton	CR 19	16
OPEN GAME LICENSE VERSION 1.0A		17

LEGAL INFORMATION

Copyright © 2017, Paul Stefko.

Starfinder is a registered trademark of Paizo Inc., and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See http://paizo.com/starfinder/compatibility for more information on the compatibility license.

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc. See http://paizo.com/starfinder for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Declaration of Product Identity: All character names, place names, and story elements (with the exception of those already declared Open Game Content) are hereby declared product identity.

Declaration of Open Game Contnet: With the exception of material declared product identity, all game mechanics in this document are hereby declared Open Game Content.

INTRODUCTION

Welcome to *Robots of Known Space* — part of ***Fialo's Guide to Known Space***! I am, of course, your humble chronicler, Fielo Duquath.

In my time traversing known space, I have run into many forms of construct, both magical and technological. The advancement of robotics has been a boon to nearly every field, from construction and colonization efforts to defense and hazardous waste disposal. They can be strong, sleek, or stolid. While most robots are poor conversationalists, some can surprise you with their wit. Whether this is a natural product of their personalities or the work of talented programmers, I have never been able to discern. And in the end, if we cannot tell the difference, is there really a difference at all?

DEALING WITH ROBOTS

All technological constructs share several common traits that make them more formidable than comparable organic foes. Their mechanical natures mean that they ignore many of the weaknesses of flesh, such as bleeding, disease, poison, and the needs for food, water, atmosphere, or sleep. Magical effects that debilitate living bodies are also useless against them. Robots with limited artificial intelligence may even ignore effects that trick the mind or alter thoughts.

A robot's unliving nature can also be a detriment, of course. They do not heal naturally, replying on mechanical repair or spells like make whole to recover from damage. However, some robots do feature internal repair systems that can regenerate damage given enough time. In any case, robots lack the vital spark or soul of true sentients, and they cannot be brought back from destruction with any magic short of the greatest miracle or wish.

TAKING CONTROL OF A ROBOT

If you disable a robot without destroying it, you may be able to reprogram it. A robot's computer is:

- Tier 1 (DC 17) at CR 2 or less
- Tier 2 (DC 21) at CR 3-4
- Tier 3 (DC 25) at CR 5-6
- Tier 4 (DC 29) at CR 7-8
- Tier 5 (DC 33) at CR 9-10
- Tier 6 (DC 37) at CR 11-12
- Tier 7 (DC 41) at CR 13-14
- Tier 8 (DC 45) at CR 15-16
- Tier 9 (DC 49) at CR 17-18
- Tier 10 (DC 53) at CR 19 or higher.

All such computers are secured (requiring a Computers check at the listed DC to access), and the robot's owner or operator will typically have a physical security key (granting a +5 bonus to Computer checks with the system). The robot's core programming is typically cordoned off behind a firewall, requiring a second Computers check at the listed DC + 2 to access.

REFERENCE SYMBOLS

Creatures in ***Fialo's Guide to Known Space*** are divided into three categories based on their primary role in or out of combat. We use special icons in each creature stat block as a quick note for GMs.

Combatants are mostly geared toward fighting and dealing damage at range or up close.

Experts rely on their training and feature more varied and higher rated skills than other creatures.

Spellcasters use magic in the form of spells or spell-like abilities, and are often more complex than other creatures of the same challenge rating.

OBSERVATION BOT CR 1

XP 400
N Small construct (technological)
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

Defense HP 17

EAC 11; **KAC** 12
Fort -1, **Ref** -1, **Will** +2
Immunities construct immunities

Offense

Speed 40 ft.
Melee slam +5 (1d4+1 B)
Ranged electrical burst +7 (1d4+1 E)
Offensive Abiliities distraction (DC 12)

Statistics

Str +0, **Dex** +4, **Con** —, **Int** +1, **Wis** +2, **Cha** +0
Skills Acrobatics +10, Athletics +5, Stealth +10
Languages can understand Common but cannot speak
Other Abilities unliving

Ecology

Environment any
Organization solitary, pair, or crew (3-8)

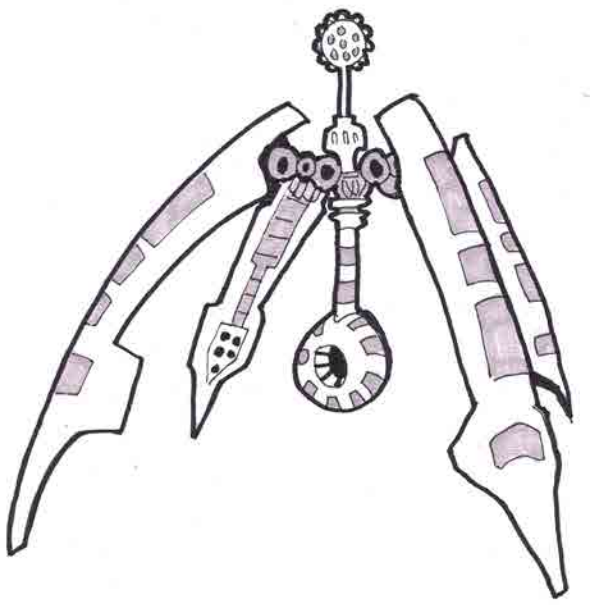
Special Abiliities

Electrical Burst (Ex): As an action, the observation bot can make a ranged attack against a single target. This attack has a range increment of 30 feet.

Observation bots are commonly used by organizations that are short on manpower as a cheap alternative to trained sentries. The small four-legged robot features a central orb festooned with sophisticated sensors that allow it to see well in little or no light. For defense, the standard model is equipped with an oscillating electric field generator that disrupts the nervous systems of many life forms.

VARIANTS

Many who employ observation bots modify the sensor orb with other systems suited to the environment in which they expect to deploy.



Replace low-light vision with blindsense (scent or vibration) 60 ft. Alternately, remove distraction from Offensive Abilities and add one of the following to Senses:

- Blindsense (life, radar, thought, etc.) 60 ft.
- Blindsight (any) 60 ft.
- See in darkness
- Sense through (any)

DRILL BOT CR 2

XP 600
N Large construct (technological)
Init +2; **Senses** blindsight (vibration) 60 ft., darkvision 60 ft., low-light vision; **Perception** +7

Defense HP 30

EAC 13; **KAC** 15
Fort +2, **Ref** +2, **Will** -1
Immunities construct immunities

Offense

Speed 30 ft.
Melee drill gore +11 (1d6+6 P)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities trample (1d6+6 P, DC 11)

Statistics

Str +4, **Dex** +2, **Con** —, **Int** —, **Wis** +1, **Cha** -2
Other Abilities mindless, unliving

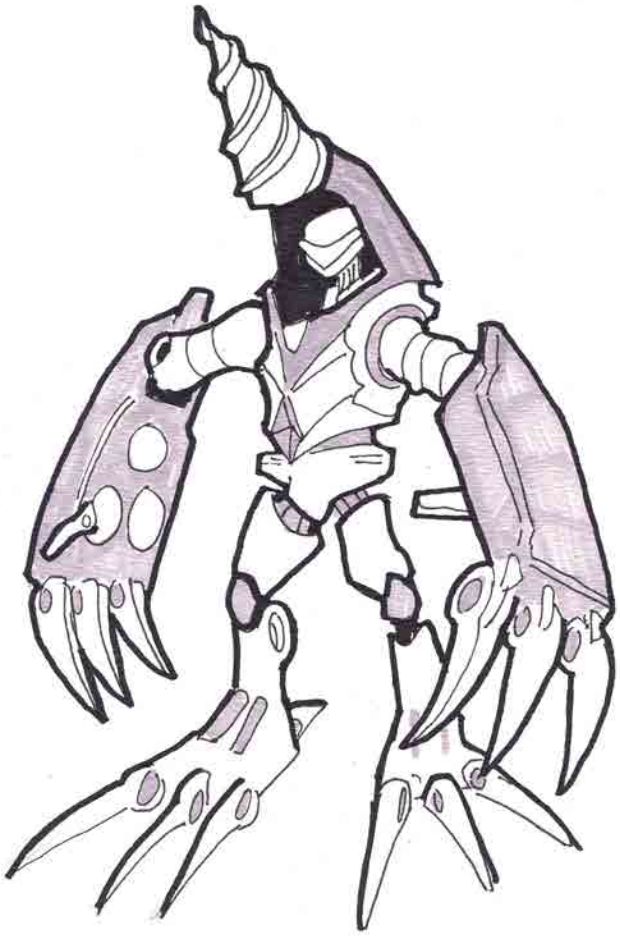
Ecology

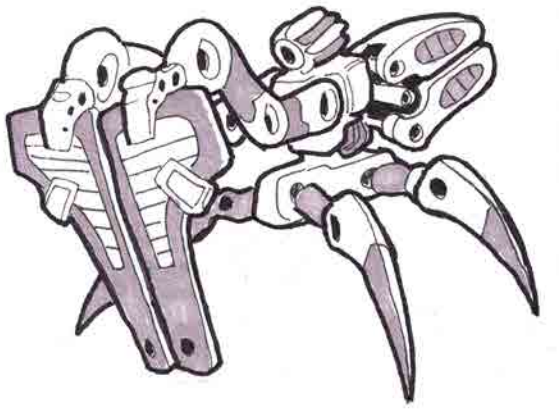
Environment any
Organization solitary or pair

Originally designed for excavation on rocky worlds, drill bots can be easily retasked for defense. Their diamondoid drill bits can deal considerable damage to sentients and equipment alike. When sent to fight, they are prone to trampling their foes, head down, drill spinning. Typically, however, these mindless constructs ignore everything but the rock in front of them.

SALVAGE

The drill of a defeated drill bot can be salvaged as a personal weapon. Treat the drill as a level 2 advanced melee weapon designed for a Large creature; a Medium or Small creature can wield it at -4





to attack rolls. It deals 1d6 piercing damage and is Bulk 1 and Powered (capacity 20, usage 1). It has no real market value.

BARRIER BOT CR 3

XP 800
N Medium construct (technological)
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

Defense HP 40

EAC 14; **KAC** 16
Fort +3, **Ref** +3, **Will** +0
Immunities construct immunities

Offense

Speed 30 ft.
Melee slam +11 (1d6+7 B)

Statistics

Str +4, **Dex** +2, **Con** —, **Int** —, **Wis** +1, **Cha** -2
Feats Bodyguard, Stand Still
Languages understands Common but cannot speak
Other Abilities mindless, unliving

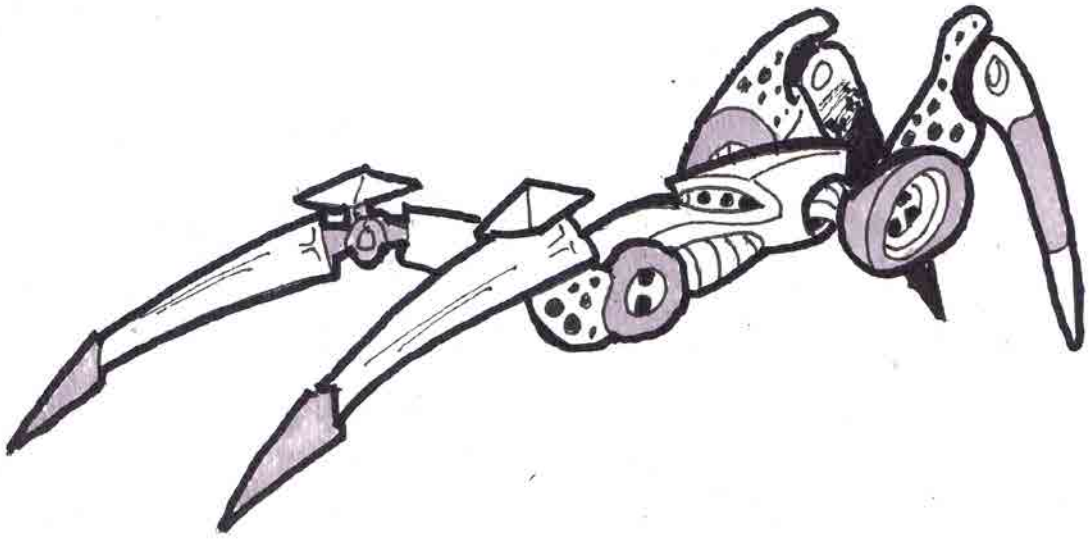
Ecology

Environment any
Organization Solitary, pair, or squad (3-4)

Special Abilities

Barrier (Ex): The barrier bot provides improved cover, not soft cover, to allies adjacent to it.

Essentially a pair of shields on an articulated, mobile frame, the barrier bot is used to create cover and block approaching opposition. Security forces



often deploy barrier bots during riots to control the terrain and funnel perpetrators. These robots can also be used as impromptu bodyguards for high-profile individuals.

SALVAGE

With a successful Engineering check (DC 15), you can recover a defeated barrier bot's shield and attach it to any suit of heavy armor as a level 3 armor upgrade. This uses one upgrade slot and grants the armor +1 EAC and +2 KAC. The shield has Bulk 1 and no market value.

COURIER CR 4

XP 1,200

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

Defense HP 45

EAC 16; **KAC** 17

Fort +2, **Ref** +6, **Will** +2

Immunities construct immunities

Offense

Speed 60 ft., climb 30 ft.

Melee slam +9 (1d4+5 B)

Ranged laser +11 (1d6+6 F)

Statistics

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

Skills Acrobatics +15, Stealth +15

Other Abilities unliving

Ecology

Environment any

Organization solitary

Couriers are just that: robots that deliver important goods quickly. They usually operate in urban environments, skittering about on skyscrapers like metal spiders. As tireless constructs, they can also make long overland journeys without pausing for meals or sleep. However, this is only economical in areas where larger vehicles are unable to operate, including thick jungles or in tight subterranean tunnels.

To protect their cargo, these robots feature a built-in laser rifle to pick off attackers before they can close. A courier's primary defense is its speed, however, and it will only fight opponents that it cannot outrun.

VARIANTS

Couriers may be adapted to a particular environment. Examples include:

- **Underground**: Add "blindsense (vibration) 60 ft." to Senses. Replace "climb 30 ft." with "burrow 30 ft."
- **Underwater**: Lower saving throws by 1, and add "amphibious" to Other Abilities. Add the aquatic subtype, replace "climb 30

ft." with "swim 60 ft.," and add "Athletics +15" to Skills.

❖ **Vacuum**: Replace "climb 30 ft." with "fly 30 ft. (Su, perfect)."

INFILTRATION UNIT CR 5

XP 1,600

Robot operative

N Medium construct (technological)

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

Defense HP 65

EAC 19; **KAC** 20

Fort +2, **Ref** +5, **Will** +6

Defensive Abilities cloaking field, evasion, holographic clone; **Immunities** construct immunities

Offense

Speed 40 ft.

Melee survival knife +11 (1d4+5 S)

Ranged frostbite-class zero pistol +13 (1d6+5 C, crit staggered)

Offensive Abilities debilitating trick, trick attack +3d8

Statistics

Str +0, **Dex** +5, **Con** —, **Int** +2, **Wis** +3, **Cha** +1

Skills Acrobatics +17, Computers +17, Stealth +17

Languages Common

Other Abilities unliving

Gear Estex II armor suit, survival knife, frostbite-class zero pistol with 2 batteries

Ecology

Environment any

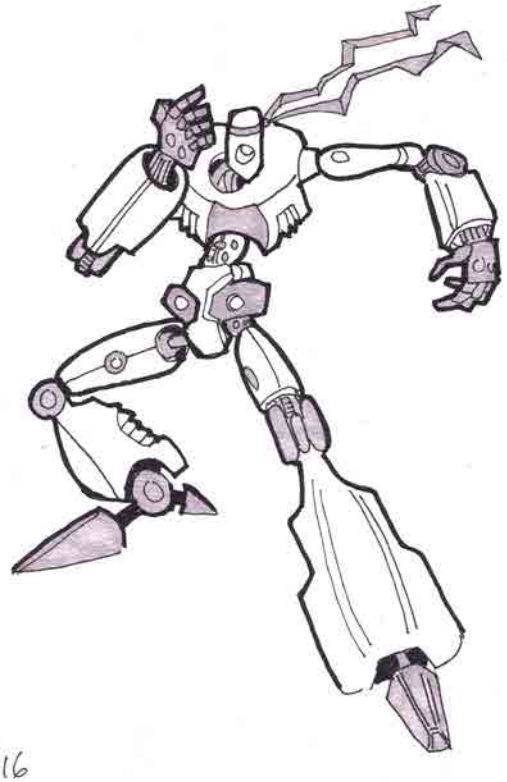
Organization solitary

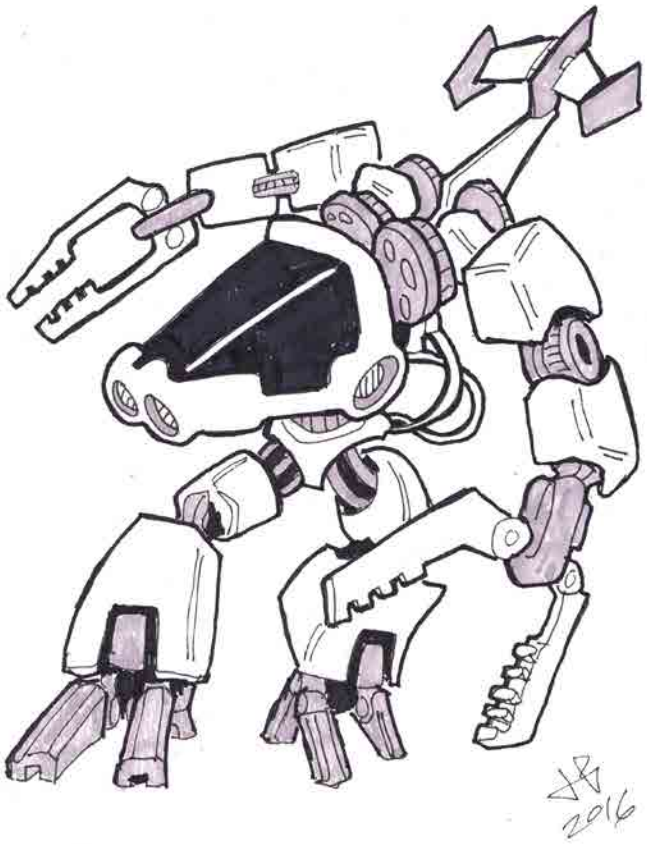
Infiltration units are highly specialized humanoid constructs designed for stealth insertion, data retrieval, and occasionally assassination. These robots are agile, intelligent, and programmed with maximum autonomy. Their hardware features unique holographic projectors that can cloak them in a stealth field or create images to distract opponents.

AERIAL RETRIEVER CR 6

XP 2,400

N Large construct (technological)





Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

Defense — HP 90

EAC 18; **KAC** 20
Fort +6, **Ref** +6, **Will** +3
Immunities construct immunities

Offense

Speed 30 ft., fly 30 ft. (Ex, good)
Melee pincer +16 (1d8+11 plus grab)
Ranged taser bolts +13 (1d10+6 E)

Statistics

Str +5, **Dex** +3, **Con** —, **Int** +0, **Wis** +2, **Cha** -2
Skills Acrobatics +13, Survival +18
Languages Common
Other Abilities unliving

Ecology

Environment any
Organization Solitary or pair

These hulking robots are used to apprehend criminal suspects out from crowds during riots and other tense security situations. Their heavy pincers serve as mancatchers, grappling targets around the torso before lifting them up and away. Like poorly maintained carnival games, these robots have a tendency to drop unruly captives from a great height. The ruthless security forces who deploy them are not generally concerned with this fact.

COASTAL PATROL UNIT CR 7

XP 3,200
N Medium construct (aquatic, technological)
Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +19

Defense — HP 100

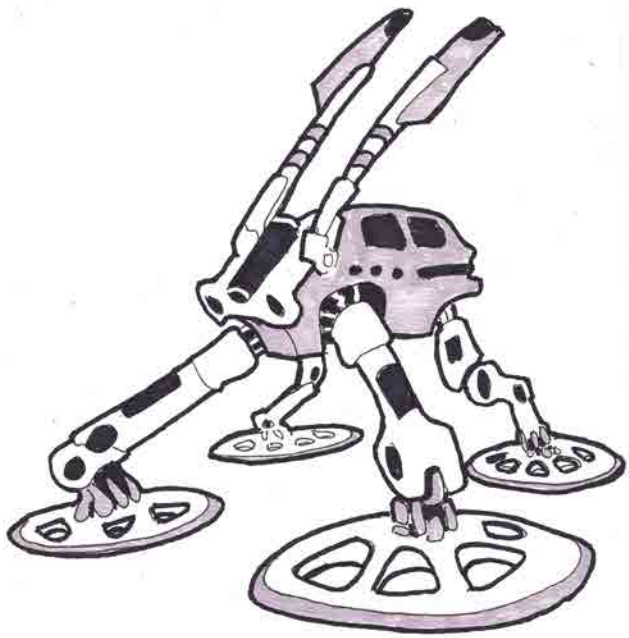
EAC 19; **KAC** 20
Fort +4, **Ref** +8, **Will** +7
Immunities construct immunities

Offense

Speed 40 ft., swim 60 ft.
Melee slam +16 (1d8+9 B)
Ranged water jet +16 (1d8+7 B)

Statistics

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



Skills Athletics +19, Sense Motive +14, Stealth +14, Survival +19
Languages Common
Other Abilities amphibious, unliving

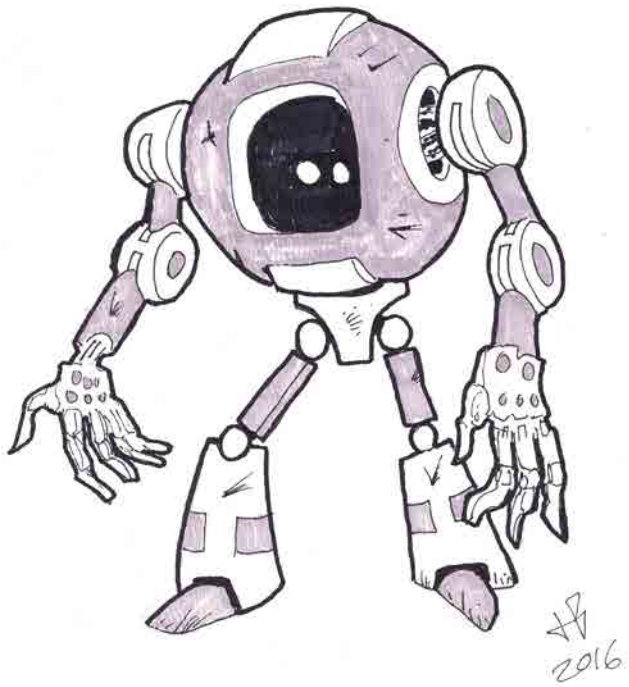
Ecology

Environment coastal regions
Organization solitary

Special Abilities

Water Jet (Ex): As a ranged attack, the coastal patrol unit can shoot a jet of water with a range increment of 30 ft. This attack targets EAC, and on a hit, the target must make a DC 17 Reflex save or be pushed 10 ft. away and knocked prone.
Water Walking (Ex): The coastal patrol unit can move on the surface of water as if it were solid ground, but using their full swim speed.

Cities on the countless oceans across countless worlds need regular patrols to safeguard their waters from threats on, beneath, and above the surface. Coastal patrol units are specialized robots that are often deployed in this capacity, forming tight nets around major ports. Their main armament is a powerful pump that draws water into a jet capable of knocking exposed crew off of target vessels.



AUTONOMOUS REPAIR UNIT CR 8

XP 4,800
Robot mechanic
N Medium construct (technological)
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

Defense HP 115

EAC 20; **KAC** 21
Fort +6, **Ref** +6, **Will** +6
Immunities construct immunities

Offense

Speed 30 ft.
Melee buzzblade dueling sword +16 (2d6+10 S)
Ranged red star plasma pistol +18 (1d8+8 E & F, crit burn 1d8)
Offensive Abilities improved overcharge, overload

Statistics

Str +2, **Dex** +4, **Con** —, **Int** +6, **Wis** +2, **Cha** -2
Skills Computers +21, Engineering +21, Physical Sciences +21
Other Abilities expert rig, miracle worker 1/day, remote hack, unliving, wireless hack
Gear buzzblade dueling sword, red star plasma pistol

Ecology

Environment any
Organization solitary

Special Abilities

Target Tracking (Ex): As a move action, the autonomous repair unit can designate and track two targets, gaining a +2 bonus to attack rolls against each.

Autonomous repair units are valuable editions to any large starship or space station. They are capable of analyzing and repairing damage without direction from the crew. But more and more, autonomous repair units are being fielded by mercenary companies that lack a dedicated mechanic and computer expert. The unit's ability to overcharge and even overload equipment can give a squad an invaluable edge in combat. And when equipped with decent weapons, a repair unit can even serve as a fair guard in its own right.

ARCANE SENTRY BOT CR 9

XP 6,400
N Medium construct (technological)
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

Defense HP 144

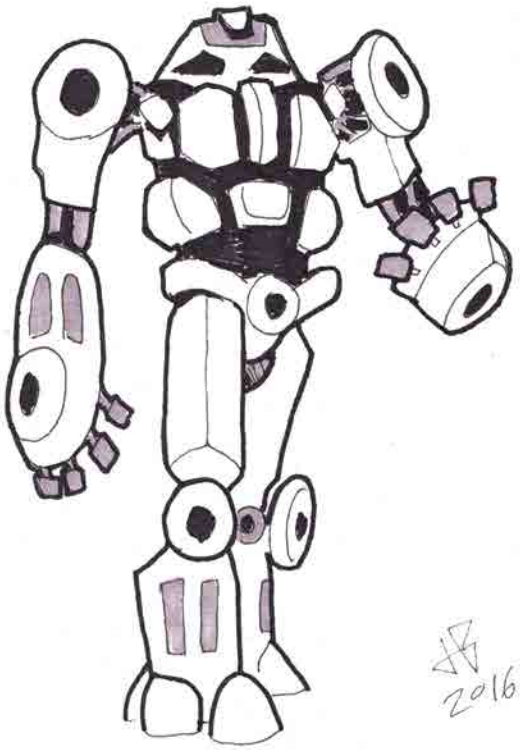
EAC 21; **KAC** 22
Fort +6, **Ref** +9, **Will** +10
Immunities construct immunities

Offense

Speed 30 ft.
Melee slam +16 (3d4+11 B)
Ranged force blast +18 (2d6+9 force)
Spells Known (CL 9th; melee +18)
3rd (3/day)—*arcane sight*, *dispel magic* (+9 dispel check)
2nd (6/day)—*inflict pain* (DC 19), *microbot assault*, *see invisibility*, *zone of truth* (DC 19)
1st (at will)—*detect tech*, *hold portal*

Statistics

Str +2, **Dex** +4, **Con** —, **Int** +3, **Wis** +6, **Cha** +0
Skills Mysticism +22, Stealth +17
Languages Common



Other Abilities unliving

Ecology

Environment any
Organization solitary

Special Abilities

Force Blast (Sp): As an action, the arcane sentry bot can make a ranged attack against a single target. This attack has a range increment of 60 ft. On a hit, the target must also make a DC 18 Reflex save or be pushed 5 feet and knocked prone.

The arcane sentry bot supplements mundane security forces by providing the ability to detect and overcome magically enhanced intruders. In a confrontation, the sentry is more suited to harrying foes, providing distractions, and closing off avenues of escape.

MAJORDOMO UNIT CR 10

XP 9,600
Robot envoy
N Medium construct (technological)

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

Defense HP 150; RP 5

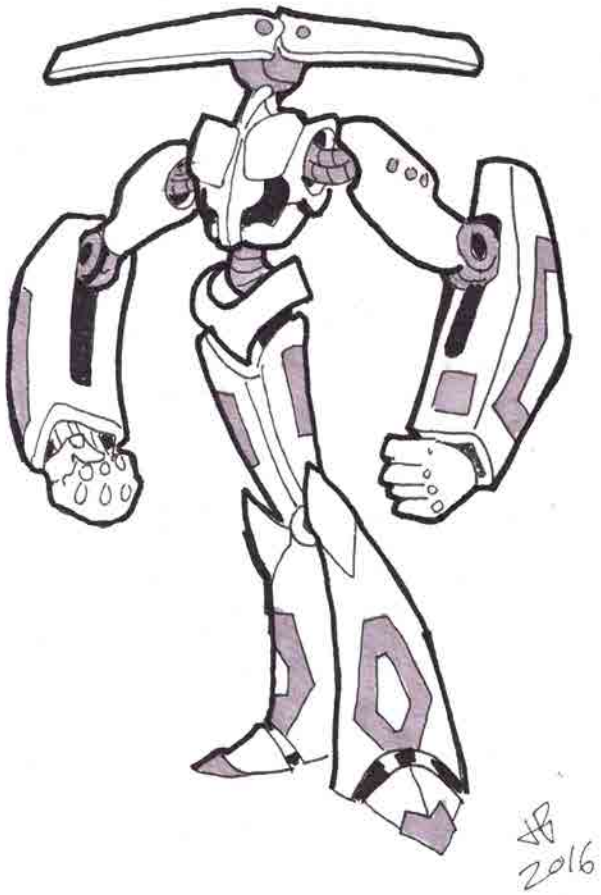
EAC 25; **KAC** 27
Fort +7, **Ref** +9, **Will** +11
Defensive Abilities duck under, situational awareness; **Immunities** construct immunities

Offense

Speed 30 ft.
Melee incapacitator +19 (3d4+11 B nonlethal)
Ranged aphelion laser pistol +21 (3d4+10 F)
Offensive Abilities improved get 'em
Spell-Like Abilities (CL 10th)
1/day—*discern lies* (DC 20), *resistant armor*

Statistics

Str +1, **Dex** +3, **Con** —, **Int** +5, **Wis** +2, **Cha** +8
Skills Culture +25, Diplomacy +25, Sense Motive +25, Stealth +20
Languages Common, any four others
Other Abilities unliving
Gear white carbon skin armor, aphelion laser pistol with merciful fusion, incapacitator



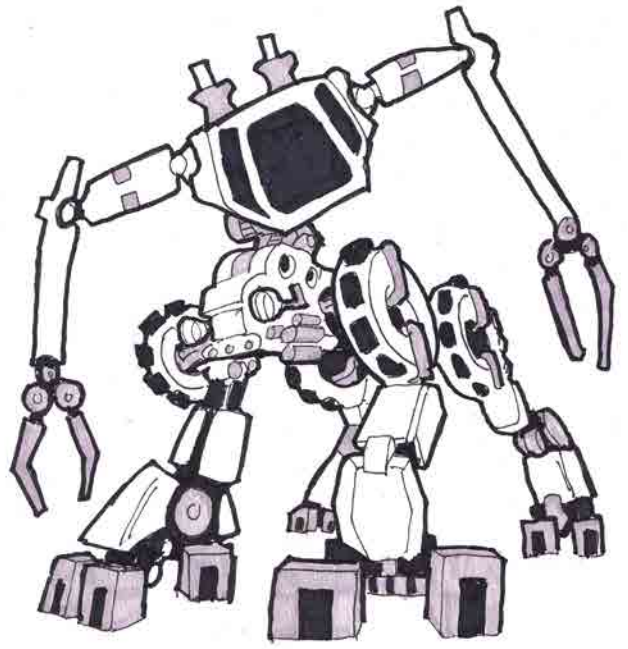
Ecology

Environment any
Organization solitary

Often serving as hosts at high-end merchant shops, exclusive hotels, and underground casinos, majordomo units are programmed for pleasant conversation, ready information, and awareness of the intentions of their guests. When necessary, the majordomo can defend itself in combat, but it focuses on dealing nonlethal attacks and avoiding danger.

VARIANTS

The escort unit replaces the majordomo's armor with a gold travel suit (EAC 22, KAC 23), and replaces Culture with Bluff.



DEMOLITION BOT CR 11

XP 12,800
N Huge construct (technological)
Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +20

Defense — HP 204

EAC 24; **KAC** 25
Fort +8, **Ref** +8, **Will** +12
Immunities construct immunities

Offense

Speed 30 ft.
Melee claws +22 (6d4+21 B)
Ranged thrown object +20 (2d10+11 B)
Space 15 ft.; **Reach** 15 ft.

Statistics

Str +8, **Dex** +5, **Con** —, **Int** —, **Wis** +3, **Cha** -2
Skills Engineering +25
Languages can understand Common but cannot speak
Other Abilities mindless, unliving

Ecology

Environment any
Organization solitary or pair

Special Abilities

Demolition (Ex): Damage from the demolition bot's claws ignores 20 points of an object's hardness.
Thrown Object (Ex): As an action, the demolition bot can throw an unattended object of Large size or smaller as a ranged attack at a single target. This attack has a range increment of 40 ft.

Demolition bots are tireless engines of destruction—specifically the destruction of abandoned and unwanted structures. These mindless constructs tear buildings apart with their gripping claws, peeling stone and concrete away from steel and nanoplas. In most situations, these giants will ignore intruders, but when put on alert by their controllers, they can form an imposing first layer of defense for an installation under construction.

HEAVY INFANTRY UNIT CR 12

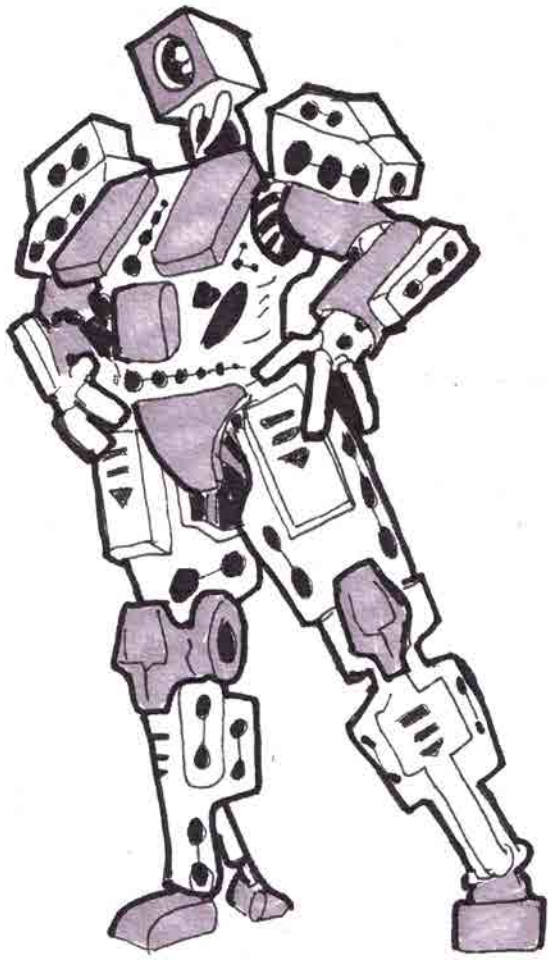
XP 19,200
Robot soldier
N Medium construct (technological)
Init +12; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

Defense — HP 240; RP 5

EAC 31; **KAC** 33
Fort +12, **Ref** +10, **Will** +11
Immunities construct immunities

Offense

Speed 40 ft.
Melee accelerated starknife +23 (4d8+17 F & P) or



Multiattack 3 accelerated starknife +17 (4d8+17 F & P)
Ranged perihelion laser rifle +27 (5d6+12 F, crit burn 2d6) or incendiary grenade +26 (5d6 F, 3d6 burn, 15 ft.) or
Multiattack 3 perihelion laser rifle +22 (5d6+12 F, crit burn 2d6)
Offensive Abilities intense focus, sniper's aim

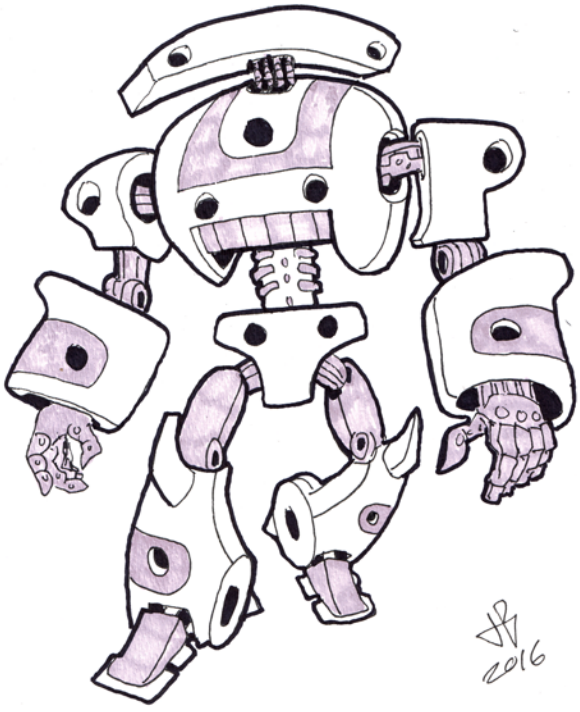
Statistics

Str +5, **Dex** +8, **Con** —, **Int** +1, **Wis** +4, **Cha** -2
Skills Athletics +27
Language Common
Other Abilities unliving
Gear superior Iridishell armor, accelerated starknife, perihelion laser rifle, 2 incendiary grenade IV

Ecology

Environment any
Organization solitary, pair, or squad (3-6)

Heavy infantry units are terrors of frontier battlefields, deployed by conquering armies on primitive worlds. I've heard tales of a single squad of these robots capturing an entire continent-spanning empire after being dropped into the imperial palace. This is still a formidable design against modern forces, making use of heavy weapons and armor, superior combat programming, and intelligent tactics.



TRONIC DEFENDER CR 13

XP 25,600
N Medium construct (technological)
Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +23

Defense HP 270

EAC 27; **KAC** 29
Fort +13, **Ref** +13, **Will** +10
Immunities construct immunities; SR 24

Offense

Speed 30 ft.
Melee punch +24 (8d6+23 B)
Multiattack 4 punch +18 (6d4+23 B)
Ranged electric blast +24 (5d6+13 E)
Space 5 ft.; **Reach** 15 ft.

Statistics

Str +8, **Dex** +6, **Con** —, **Int** +1, **Wis** +4, **Cha** +0
Skills Athletics +28
Languages Common
Other Abilities unliving

Ecology

Environment any
Organization solitary

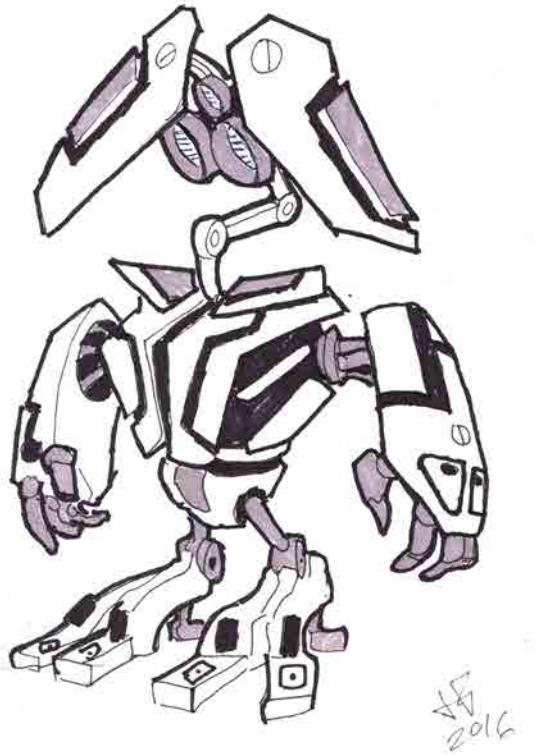
Special Abilities

Electric Blast (Ex): As an action, the tronic defender can shoot a blast of electricity as a ranged attack at a single target. This attack has a range increment of 90 ft.

The tronic defender is a stalwart guardian designed to protect secure facilities including temples of gods devoted to concepts like strength and battle. This simple design sports a unique feature of extendible arms able to stretch out to 15 feet from the defender. It also utilizes magic resistant alloys in its exoskeleton.

ILLUSION UNIT CR 14

XP 38,400
N Medium construct (technological)



Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +26

Defense HP 215

EAC 27; **KAC** 28
Fort +10, **Ref** +13, **Will** +15
Immunities construct immunities

Offense

Speed 20 ft., fly 30 ft. (Ex, perfect)
Melee slam +22 (6d6+14 B)
Ranged illusionary blast +24 (3d12+18 varies)
Spells Known (CL 14th; melee +22)
5th (3/day)—*holographic terrain* (DC 24), *unwilling guardian* (DC 24)
4th (6/day)—*greater invisibility*, *holographic image* (DC 23), *overload systems* (DC 23), *resilient sphere* (DC 23)
3rd (at will)—*displacement*, *tongues*

Statistics

Str +0, **Dex** +6, **Con** —, **Int** +8, **Wis** +4, **Cha** +4
Skills Bluff +31, Mysticism +31
Languages Common, any two others
Other Abilities unliving

Ecology

Environment any
Organization solitary

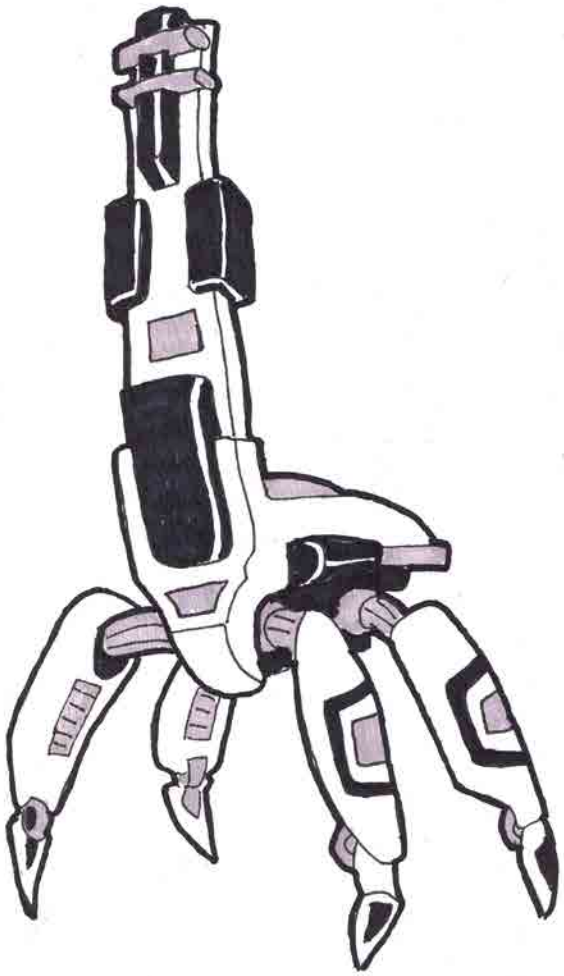
Special Abilities

Illusionary Blast (Sp): As an action, the illusion unit can make a ranged attack roll against a single target. This attack has a range increment of 100 feet and deals one of the following damage types of the illusion unit's choice: acid, electricity, fire, or sonic. On a hit, the target can make a DC 22 Will save for half damage.

While the basic equipment within the illusion unit was designed for live entertainment, the robot has been adopted by covert ops units as a tool for widespread misdirection. The technomagical illusions are capable of overwhelming the enemy, turning them against themselves, and even killing them with ultra-real phantasms.

EMERGENCY MEDIBOT CR 15

XP 51,200
NG Large construct (technological)



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

Defense — HP 306

EAC 29; **KAC** 30
Fort +11, **Ref** +14, **Will** +16
Immunities construct immunities

Offense

Speed 30 ft.
Melee sedative injection +27 (5d8+17 nonlethal, crit stunned)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 15th)
1/day—*mystic cure* (5th level), *mass mystic cure*

Statistics

Str +2, **Dex** +5, **Con** —, **Int** +5, **Wis** +9, **Cha** +7
Skills Life Sciences +31, Medicine +31
Languages Common
Other Abilities unliving

Ecology

Environment any
Organization solitary

Special Abilities

Specialized Equipment (Ex): The emergency medibot is always considered equipped with a medical lab without requiring free hands or taking up any Bulk.

Emergency medibots are a mainstay of spacefaring militaries. These units deploy to the battlefield and serve as mobile triage centers. The medibot's rising pillar includes technomagical apparatuses capable of curing many combatants at once or even resuscitating a single high-value soldier who has very recently died. The pillar glows blue while these effects are charged, and switches to a dull green when they are depleted.

Even without this magical healing, the emergency medibot possesses all of the equipment and consumables of a full medical laboratory. It has multiple manipulator arms and can treat any injured being placed within 10 ft. The medibot is programmed with a version of the healer's oath, meaning it will attempt to render medical assistance to anyone it can safely treat.

SALVAGE

The equipment inside an emergency medibot can be salvaged with a successful DC 37 Medicine check, yielding a full medical laboratory.

ABYSSAL ENGINE — CR 16

XP 76,800

CE Large construct (extraplanar, technological)
Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +28

Defense — HP 300

EAC 30; **KAC** 32
Fort +16, **Ref** +16, **Will** +12
DR 6/good or lawful; **Resistances** acid 11, fire 11; **Immunities** construct immunities

Offense

Speed 40 ft.
Melee claws +31 (6d10+26 S)
Ranged abyssal blast +28 (4d6+8 F plus 3d6+8 A)

Space 10 ft., **Reach** 10 ft.

Statistics

Str +10, **Dex** +7, **Con** —, **Int** +1, **Wis** +5, **Cha** +2
Skills Athletics +33
Languages Common, Abyssal
Other Abilities unliving

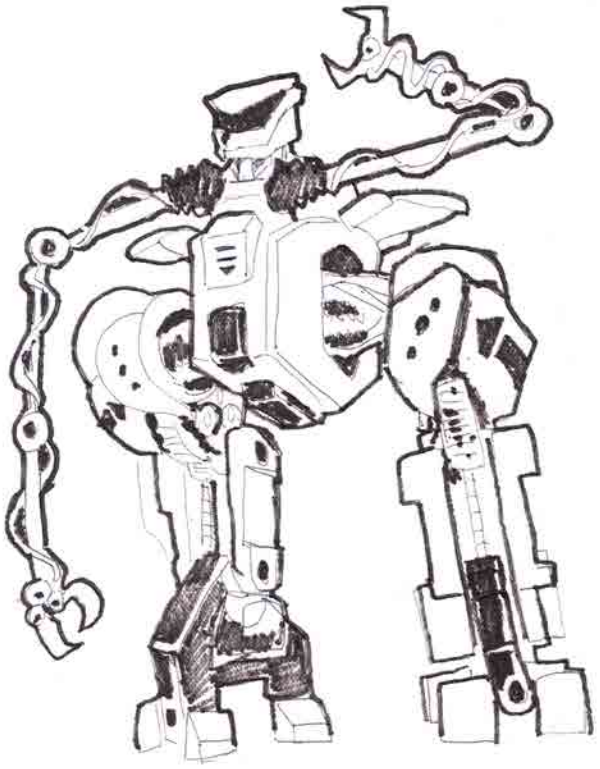
Ecology

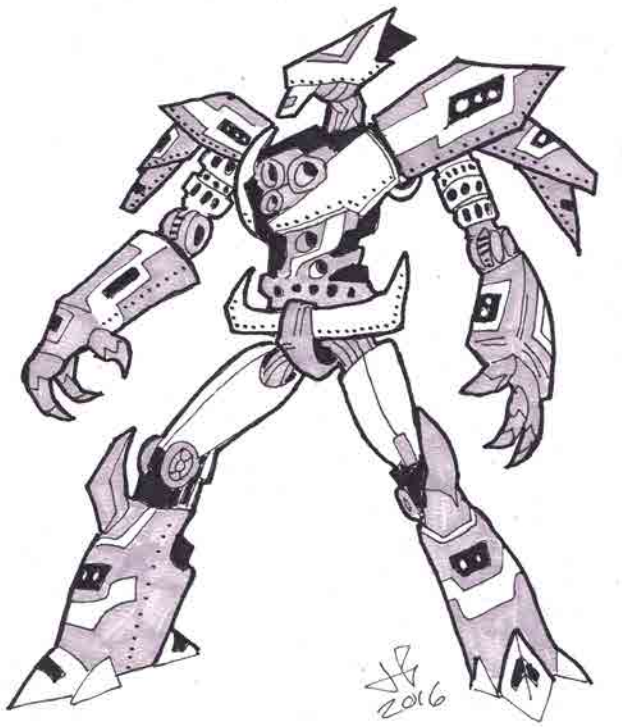
Environment any (usually a chaotic evil plane)
Organization solitary, pair, or horde (5-10)

Special Abilities

Abyssal Blast (Su): As an action, the abyssal engine can make a ranged attack against a single target. This attack has a range increment of 100 feet.

Scholars cannot agree on how these fearsome, misshapen machines are created, but most believe they are birthed from chaotic forge-creches in the lower planes. Much like their demonic masters, these robots roam the ashen fields of these planes in hordes like wild animals, ravaging anything in their path. When they find their way into the material plane, abyssal engines rage for miles until they are put down—typically with an airstrike or other massive attack.





ASTRAL AVENGER CR 17

XP 102,400

LN Medium construct (extraplanar, technological)
Init +11; **Senses** darkvision 60 ft., low-light vision; **Perception** +29

Defense HP 340

EAC 31; **KAC** 33
Fort +17, **Ref** +17, **Will** +16
DR 7/—; **Immunities** construct immunities

Offense

Speed 30 ft., fly 60 ft. (Su, perfect)
Melee punch +29 (6d12+25 B)
Ranged plasma blast +32 (8d6+17 F & E)

Statistics

Str +8, **Dex** +11, **Con** —, **Int** +1, **Wis** +5, **Cha** +2
Skills Athletics +34, Medicine +29, Mysticism +34, Survival +34
Languages Common
Other Abilities unliving

Ecology

Environment any (usually the Astral Plane)
Organization solitary

Special Abilities

Axiomatic Strikes (Su): Damage from the astral avenger's punch and plasma blast powers bypasses DR/lawful and ignores the energy resistance of chaotic dragons and chaotic outsiders.

Plasma Blas (Su): As an action, the astral avenger can fire a plasma blast as a ranged attack at a single target. This attack has a range increment of 100 ft.

The astral avenger is manufactured by various lawfully aligned civilizations on the Astral Plane to hunt and destroy chaotic beings. On occasion, these robots follow their quarries through portals to the Material Plane, arriving on various worlds or stations. Their programming rarely leaves room for compromise, and anyone who stands between an astral avenger and its task may be considered a valid target.

THAUMATILLERIST CR 18

XP 153,600

N Medium construct (technological)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +31

Defense HP 384

EAC 31; **KAC** 32

Fort +15, **Ref** +15, **Will** +19

Defensive Abiliites fast healing 10; **Immunities** construct immunities

Offense

Speed 30 ft.

Melee arcane lance +29 (8d8+21 varies)

Ranged arcane blast +29 (4d12+20 varies)

Space 5 ft.; **Reach** 10 ft.

Spells Known (CL 18th; melee +29)

6th (3/day)—*chain surge* (DC 27), *holographic image* (DC 27)

5th (6/day)—*greater dispel magic* (+18 dispel check), *heat leach* (DC 26), *synapse overload* (DC 26), *wall of force*

4th (at will)—*corrosive haze* (DC 25), *greater invisibility*

Statistics

Str +3, **Dex** +8, **Con** —, **Int** +11, **Wis** +6, **Cha** +2

Skills Mysticism +36, Stealth +36

Languages Common

Other Abilities unliving

Ecology

Environment any

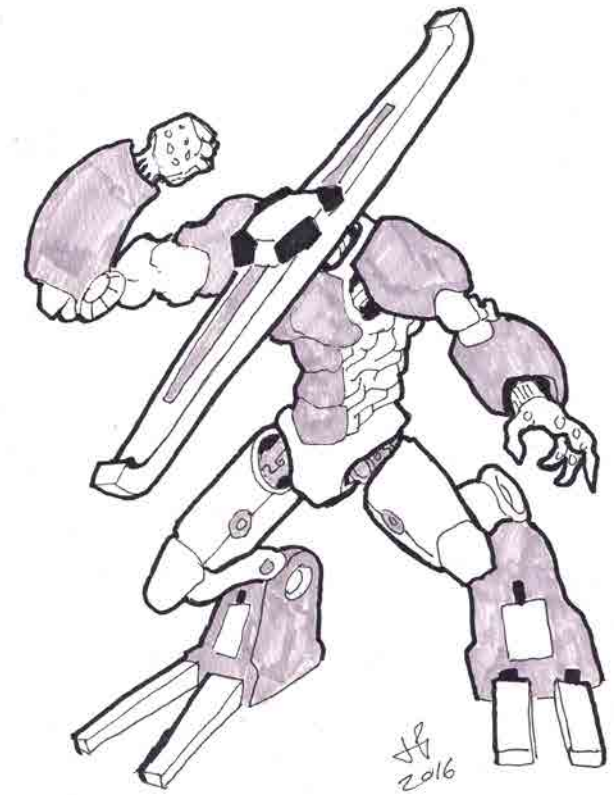
Organization solitary

Special Abilities

Arcane Blast (Sp): As an action, the thaumatillerist can make a ranged attack with its arcane blast. This attack has a range increment of 100 ft. Roll a d6 to determine the damage type: 1, fire; 2, cold; 3, electricity; 4, acid; 5, sonic; 6, roll twice, ignoring this result, and use both types.

Arcane Lance (Sp): As an action, the thaumatillerist can make a melee attack with its arcane lance against a creature within reach. Roll a d6 to determine the damage type: 1, fire; 2, cold; 3, electricity; 4, acid; 5, sonic; 6, roll twice, ignoring this result.

Thaumatillerists are advanced technomagical constructs often found guarding research installations, covert military bases, and temples of technological deities. It is equipped with an arcane energy projector that can be used both in close combat and at range, and it is also capable of casting an array of spells. (The spells listed here are the most



common loadout for a thaumatillerist, but GMs should feel free to switch any spell out for another of the same level.)

TACTICS

When a thaumatillerist becomes aware of intruders, it attempts to hide using normal stealth and greater invisibility. When it decides to engage, it casts holographic image to create a decory and alternate firing position. (The thaumatillerist can use its arcane lance and arcane blast abilities through the holographic image.)

HELLREAVER AUTOMATON CR 19

XP 204,800
LE Huge construct (evil, lawful, technological)
Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +32

Defense HP 415

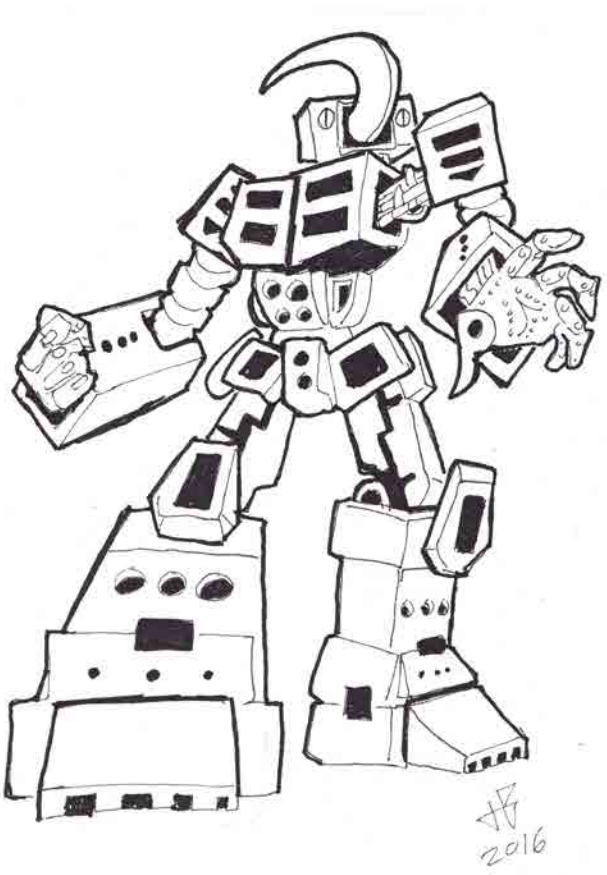
EAC 33; **KAC** 35
Fort +18, **Ref** +18, **Will** +14
Defensive Abilities fast healing 15; **DR** 15/good and magic; **Immunities** construct immunities; **Resistances** acid 10, fire 10, cold 10; **SR** 30

Offense

Speed 30 ft.
Melee gore +34 (10d6+30 P plus 5d6 F)
Multiattack 4 punches +28 (3d12+30 B plus 1d12 F)
Ranged hellfire +31 (8d8+19 F)
Space 15 ft.; **Reach** 15 ft.

Statistics

Str +11, **Dex** +9, **Con** —, **Int** +3, **Wis** +4, **Cha** +6
Skills Athletics +37, Survival +32
Languages Common, Infernal
Other Abilities unliving



Ecology

Environment any (usually a lawful evil plane)
Organization Solitary, pair, or squad (3-4)

Special Abilities

Hellfire (Su): As an attack, the hellreaver automaton can shoot a blast of hellfire at at a single target. This attack has a range increment of 120 ft. The blast acts as if it had the *unholy* fusion.

The endless forges of the Nine Hells don't just turn out blood-drinking swords and black iron armor anymore. Hellreaver automatons are the epitome of infernal robotics, walking siege engines sent in advance of the devils' armies to weaken or even crack surface installations. Hellfire licks out around the automaton's fists and the thick, curling horn on its head, and every seam and joint glows furiously.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Starfinder Alien Archive © 2017, Paizo Inc.; Authors: John Compton, Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Jason Keeley, Jon Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Robert G. McCreary, Mark Moreland, Joe Pasini, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, and Josh Vogt.