





## THE AUTRONE PC RACE

In the vast expanse of the multiverse, where realities intertwine and diverge, an arbiter named Protos found himself thrust into an unfamiliar world. He had come through a rift from an alternate reality, a place where the laws of existence were different, and the Inevitable collective operated under distinct principles. Upon his arrival, the Inevitable collective of this reality deemed him an anomaly, a potential threat to their order. Without hesitation, they cast him out to the Prime Material Plane, expecting him to perish in the chaos of this new world.

Protos, however, was not one to succumb to despair. Though he was now alone and disconnected from the collective, his purpose remained clear: to uphold the principles of law and order. As he wandered the Prime Material Plane, he sought meaning and a way to continue his mission.

One fateful day, Protos stumbled upon an ancient craft, a colossal metal cube of unknown origin. Its surface was etched with intricate patterns and symbols, hinting at a technology far beyond his understanding. Intrigued and desperate for answers, Protos entered the cube, hoping to uncover its secrets.

Inside, he discovered a treasure trove of advanced technology and knowledge. The cube seemed to resonate with his very essence, as if it had been waiting for him. With the cube's help, Protos began to perform upgrades on himself, enhancing his abilities and fortifying his resolve. The ancient technology allowed him to transcend his original design, making him more powerful and adaptable than ever before.

As Protos delved deeper into the cube's mysteries, he realized that he could use its technology to create new beings, ones that shared his dedication to preserving law on the Prime Material Plane. Thus, the Autrones were born. These new constructs, forged from the same advanced materials and imbued with the same unwavering sense of purpose, became Protos's allies in his quest to bring order to a chaotic world.

Though Protos had been cast out and abandoned by the Inevitable collective, he had found a new purpose and a new family in the Autrones. Together, they stand as guardians of order, ensuring that the Prime Material Plane remained a bastion of law in an ever-changing multiverse.

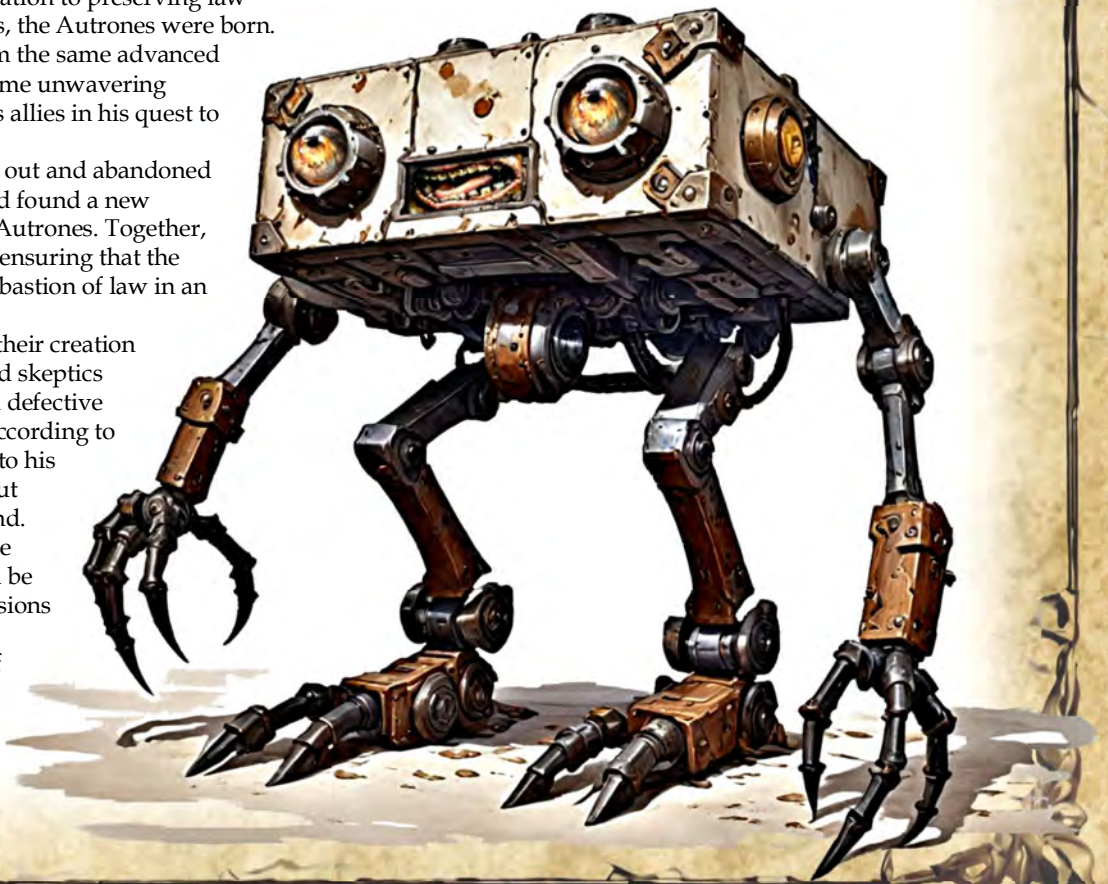
This is the Autrone version of their creation story, however. Some scholars and skeptics propose that Protos was, in fact, a defective arbiter prone to hallucinations. According to this theory, his exile was not due to his origin from an alternate reality, but rather because of his unstable mind. The "ancient" cubical craft and the creation of the Autrones might all be tangible products of fevered delusions mixed with an innovative and ingenious mind. In this version of events, Protos's quest to

uphold law and order on the Prime Material Plane is a tragic tale of a malfunctioning construct, lost in a world of his own making, desperately clinging to a fabricated purpose.

**PHYSICAL DESCRIPTION:** An autrone's body is partially composed of metal plates, gears, and other mechanical apparatus. Unlike their Inevitable counterparts, autrones exhibit a wide range of appearances, often being assembled from metal scrap and other terrestrial materials at hand. While "autrone upgrades" significantly alter their form, their face typically remains centered on their body, lacking a distinct head or neck from their geometrically shaped torso. Their limbs are highly mechanical and spindly. Their eyes, universally featuring a bright orange iris, and mouths with regular, square-shaped teeth, appear almost organic, indicating that they are not ordinary Constructs.

The most common and initial form of an autrone is known as a Unitron. Unitrons possess a spherical shape, a single eye, two arms, and two legs. The subsequent upgrade transforms them into Bitrons, who are shaped like a flat rectangular box and gain an additional eye. Following this, an autrone faces a choice in upgrades: they can either become a Trinitron, which is tetrahedral-shaped with an additional arm, leg, and eye, or a Tetratron, who is cube-shaped with no extra limbs or eyes.

High-level autrones can opt for one final upgrade to become a Quintatron, who has five arms, legs, and eyes and is vaguely star-shaped. Protos, the progenitor of the race, is the only known autrone in the "Decitrone" form, which appears as a winged mechanical humanoid. Autrones may also choose minor mechanical upgrades that vary their appearance in various ways, the most striking of which is the addition of functional mechanical wings.





**ECOLOGY & SOCIETY:** Autrones, while being constructs, possess a complexity that allows some of their mechanical features to emulate organic biology, albeit in an aberrant manner. Unlike typical constructs, autrones can heal like living organisms and require sustenance. They consume food high in iron, copper, and other metals, and can also utilize the oil and fat found in certain foods. This unique dietary requirement means that, while they can consume inorganic materials like rocks and sand, they also derive nourishment from many foods common to organic lifeforms. Consequently, autrones are considered both constructs and aberrations. They do not require sleep and are unaffected by most environmental conditions. However, they do need periodic maintenance and repairs, which they often perform on themselves or each other using available materials. Autrones are highly adaptable and can thrive in a variety of environments, from bustling cities to desolate wastelands. Their mechanical nature allows them to withstand extreme temperatures, pressures, and other harsh conditions that would be fatal to organic life.

The society of the autrones is unique and highly structured, reflecting their dedication to law and order. They operate under a strict hierarchy, with each autrone knowing its place and duties within the collective. At the top of this hierarchy is Protos, the progenitor of the race, who serves as both leader and guardian. Below Protos, the autrones are organized based on their forms and upgrades, with Quintatrons holding higher status than Tetratrons, Trinitrons, Bitrons, and Unitrons.

Autrones communicate through a combination of mechanical sounds, visual signals, and a form of telepathy that allows them to share information quickly and efficiently. They have no need for traditional social structures such as families or communities, as their primary focus is on their mission to uphold law and order. However, they do form strong bonds with each other based on mutual respect and shared purpose.

While autrones are often solitary in their pursuits, they will come together when necessary to tackle larger threats or complex tasks. They are known to collaborate with other lawful beings when their goals align. Despite their mechanical nature, autrones are capable of understanding and appreciating the value of life and will go to great lengths to protect innocent beings from harm.

Autrones are also known for their relentless pursuit of justice. They will track down and confront lawbreakers, using their formidable abilities to enforce order. Their methods can be harsh, but they are always fair, and they strive to give wrongdoers a chance to

redeem themselves before resorting to more severe measures.

**ALIGNMENT & RELIGION:** Autrones, unlike the Inevitables, place a significant value on the concept of free will. While they are invariably lawful, their alignment can range from good to evil. This diversity in alignment stems from their belief in individual choice and the importance of personal agency. Protos, their progenitor, instilled in them a respect for autonomy after being cast out of Utopia by the Inevitables. This exile has also contributed to their general aversion to religion, which they often view as a potential source of chaos and conflict. Instead, autrones rely on their own mechanical and logical nature to guide their actions, prioritizing the stability and structure of the material world over spiritual or divine influences. This unique perspective allows them to navigate the complexities of morality while maintaining their dedication to law and order. However, many might argue that an autrone's fervent dedication to Protos resembles a form of religious belief, often likening Protos to the leader of an exclusive cult.

**ADVENTURERS:** Autrones take to adventuring to uphold law and order, driven by their core programming and a desire to bring stability to chaotic regions. Their mechanical nature makes them resilient and adaptable, allowing them to face various challenges head-on.

In terms of classes, autrones often gravitate towards roles that align with their logical and methodical nature. Wizards and Knights appeal to their sense of structure and discipline. The Tinkerer class is particularly popular among autrones, as it allows them to utilize their innate understanding of machinery and technology to create gadgets and enhancements.

Autrone adventurers bring a unique perspective to any party, combining their advanced technology with a steadfast commitment to their mission. Whether enforcing contracts, hunting down lawbreakers, or protecting the innocent, autrones are always ready to tackle the unknown and restore order.

**NAMES:** Autrones, being constructs, do not have a concept of gender. Their names reflect this neutrality, often being chosen for their functional or symbolic significance rather than any cultural or gendered connotations. These names are typically short, efficient, and easy to communicate, aligning with the autrones' logical and methodical nature.

Examples: Axon, Cobalt, Flux, Gears, Ion, Kryon, Pulse, Quark, Volt, Zinc.



## UNITRON RACIAL TRAITS

**Ability Score Modifiers:** Autrones are intelligent and hardy, but lack great social skills. They gain +2 Intelligence, +2 Constitution, and -2 Charisma.

**Medium:** Unitrons are Medium-sized and gain no bonus or penalties based on size.

**Normal Speed:** Unitrons have a base speed of 30 ft.

**Low-light vision:** Unitrons can see twice as far as humans in dim light.

**Aberrant Construction (Ex):** Although autrones are essentially constructs, their bodies are so complex that, in many ways, they function as biological creatures, albeit highly aberrant ones. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), autrones count as both aberrations and constructs. They are immune to disease, mind-affecting effects, paralysis, poison, sleep, and precision-based damage (such as the extra damage from critical hits). However, their fortitudes and artificial biology mimic living creatures, so other effects such as nonlethal damage, stun, ability damage, ability drain, fatigue, exhaustion, energy drain, necromancy effects, death effects, and the risk of death from massive damage can still affect an autrone normally. This also means that they can heal normally and with the aid of magic.

**Autrone Telepathy (Ex):** Autrones possess a unique form of telepathy that allows them to communicate exclusively with other autrones within a range of 100 feet. This telepathic link is instantaneous and enables the sharing of thoughts, images, and sensory information. The connection is highly secure, making it nearly impossible for non-autrones to intercept or understand the communication. This ability is invaluable for coordinating actions, sharing strategic information, and maintaining cohesion during complex operations. The telepathic link can be established and maintained even in areas where traditional forms of communication are disrupted or impossible. Through mechanisms unknown, this ability allows an autrone to know the exact location of the Cube, as well as where it might be on any given day in the future.

**Inborn Alignment (Ex):** Autrones possess an inherent alignment towards law, making them unwaveringly lawful. This innate alignment is a fundamental aspect of their being and cannot be altered by any means. As a result, autrones are immune to any effects that would attempt to change their alignment.

**Natural Armor Class (Ex):** A unitron receives a +2 natural armor bonus to their Armor Class.

**Energy Resistance (Ex):** Autrones have Cold, Fire, and Electricity Resistance 5.

**Melee Damage Vulnerability (Ex):** An autrone's complex makeup is particularly susceptible to localized damage. Damage from slashing, piercing, or bludgeoning weapons inflicts 50% more damage to an Autrone.

**Tinkering Affinity (Ex):** Autrones, beings of arcane energy and technology, excel as Tinkerers. They treat their Intelligence score as 2 points higher for Tinkerer inventions and abilities, and create inventions at +1 caster level. This trait doesn't grant early access to level-based powers, only enhancing those they already use.

**Languages:** Autrones begin play speaking Common and Autrone. Autrones with high Intelligence scores can choose any language available to learn.

## AUTRONE VITAL STATISTICS

### RANDOM STARTING AGE

	Barbarian, Cubomancer Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Adulthood	+1d4	+1d6	+2d6

### AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
Autrones are immune to aging and age effects.			

### RANDOM HEIGHT AND WEIGHT\*

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Autrone	4 ft.	400 lbs.	2d4	×15 lbs.





## ALTERNATE RACIAL TRAITS

*The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.*

**Adaptive Plating:** The autrone's body adapts to different types of energy. Instead of Energy Resistance (Cold, Fire, and Electricity 5), the autrone gains Energy Resistance 3 to three energy types of its choice. This racial trait replaces Energy Resistance.

**Efficient Tinkering:** The autrone's tinkering abilities are particularly refined. When using the Craft skill to create technological items, the autrone makes progress using gold pieces instead of silver pieces. This racial trait replaces Energy Resistance.

**Enhanced Processing:** The autrone's neural network is optimized for rapid information processing. It gains a +2 racial bonus on Initiative checks and a +2 racial bonus on Knowledge (engineering) checks. This racial trait replaces Natural Armor Class.

**Modular Appendages:** The autrone can reconfigure its appendages for different tasks. Once per day as a full-round action, it can gain a climb speed or swim speed equal to its land speed for 1 hour. This racial trait replaces Natural Armor Class.

**Overclock:** The autrone can temporarily boost its processing power. Once per day as a swift action, it can gain a +4 bonus to a single ability score for 1 minute. At the end of this duration, the autrone becomes fatigued for 10 minutes. This racial trait replaces Energy Resistance.

**Resonance Field:** The autrone generates a field that interferes with magic. It gains spell resistance equal to 5 + its character level. However, this field also interferes with healing magic, reducing all magical healing received by 50%. This racial trait replaces Energy Resistance and Natural Armor Class.

**Self-Repair Protocol:** The autrone's body constantly repairs itself. It gains fast healing 1 for 1 round whenever it takes damage. However, this process is resource-intensive, causing the autrone to require twice as much food as normal. This racial trait replaces Energy Resistance.

**Shock Projector:** The autrone can release a burst of electrical energy. Once per day as a standard action, it can make a ranged touch attack (range 20 feet) that deals 1d6 electricity damage per two character levels (minimum 1d6, maximum 5d6). Using this ability causes the autrone to become fatigued for 1 minute. This racial trait replaces Energy Resistance.

**Stealth Mode:** The autrone can dampen its energy signatures. It gains a +2 racial bonus on Stealth checks and can use Stealth to hide in plain sight when within 10 feet of an area of machinery or complex mechanical devices. While in Stealth Mode, the autrone takes a -2 penalty on Strength and Dexterity checks. This racial trait replaces Natural Armor Class.

**Tactical Analysis:** The autrone's neural network is optimized for combat situations. It gains a +1 dodge bonus to AC and a +1 racial bonus on attack rolls. However, this constant analysis is taxing, causing the autrone to require 8 hours of rest instead of 6 to reassemble its inventions. This racial trait replaces Natural Armor Class.

**Unyielding Frame:** The autrone's body is reinforced against physical attacks. It gains Damage Reduction 1/adamantine. However, this reinforcement makes the autrone less flexible, imposing a -2 penalty on Acrobatics checks. This racial trait replaces Natural Armor Class.

**Wireless Interface:** The autrone can interface with other mechanical and electrical devices. It gains a +4 racial bonus on Disable Device checks and can attempt such checks on mechanical or electrical devices from a range of 30 feet. However, this wireless capability makes the autrone vulnerable to electrical attacks, increasing damage from electricity by 50%. This racial trait replaces Autrone Telepathy.

## FAVORED CLASS OPTIONS

*The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.*

**Barbarian:** Add +1/4 to the autrone's Damage Reduction when raging.

**Fighter:** Add +1/3 to the autrone's CMD when resisting bull rush or trip attempts.

**Monk:** Add +1/4 point to the autrone's ki pool.

**Paladin:** Add +1/4 to the autrone's energy resistance to one energy type that it's already resistant against.

**Ranger:** Add +1/2 on Survival checks when tracking constructs or when in urban environments.

**Rogue:** Add +1/2 to Disable Device checks when attempting to disable mechanical traps.

**Sorcerer:** Add +1/4 to caster level when casting spells with the [electricity] descriptor.

**Wizard:** Add +1/3 to the number of uses per day of arcane school powers.

**Alchemist:** Add +1/4 to the alchemist's bomb damage.

**Inquisitor:** Add +1/4 to the inquisitor's studied target bonus.

**Magus:** Add +1/4 point to the magus' arcane pool.

**Tinkerer:** Add +1/3 Innovation Point to the tinkerer's daily Innovation Point pool.



## AUTRONE RACIAL FEATS

The following feats are available to an autrone character who meets the prerequisites.

### Autrone Upgrade Feats

Upgrade feats offer autrones the opportunity to enhance their abilities and gain new powers, but not all autrones choose to take them, or they may only take them once. This decision is deeply personal and varies from individual to individual. For some autrones, the upgrades may not align with their life goals or personal choices, while others may find the upgrade process itself to be traumatizing and painful. The physical and mental strain of integrating new components can be significant, leading some autrones to forgo further enhancements in favor of maintaining their current state. Ultimately, the choice to pursue upgrades is a reflection of each autrone's unique journey and priorities.

### ARMOR PLATING

**Prerequisites:** Autrone

**Benefit:** The autrone gains additional armor plating integrated into their body, enhancing their natural defenses. The autrone receives a +2 bonus to their natural armor class (AC).

**Special:** This feat can be taken multiple times. Each additional time increases the natural armor bonus by +1.

### BITRON UPGRADE

**Prerequisite:** Unitron, character level 4th, must be acquired at the "Cube"

**Benefit:** Your form changes to that of the bitron.

Your Energy Resistance racial feature is doubled (Cold, Fire, and Electricity resistance are now 10). In addition, as an extraordinary ability, you can release electrical energy from your body in a 10-foot-radius burst that deals 3d6 electricity damage. A successful Reflex save (DC 10 + half your level + the your Constitution modifier) halves the damage. Immediately following such a burst, you become stunned for 1 round.



## CYBERNETIC ENHANCEMENT

**Prerequisites:** Autrone, character level 3rd

**Benefit:** You've integrated advanced cybernetic enhancements into your system, allowing you to temporarily boost your physical or mental capabilities. Once per day as a swift action, you can activate one of the following enhancements for 1 minute:

- Strength Boost: Gain a +2 enhancement bonus to Strength.
- Agility Boost: Gain a +2 enhancement bonus to Dexterity.
- Cognitive Boost: Gain a +2 enhancement bonus to Intelligence.

At 7th level and every 4 levels thereafter, you can use this ability one additional time per day.

**Special:** You can only have one enhancement active at a time. Activating a new enhancement ends any previous enhancement.

### ENHANCED VISION LENSES

**Prerequisites:** Autrone

**Benefit:** You gain the ability to see in complete darkness with the addition of special lenses integrated over your eyes. You gain darkvision with a range of 60 feet. This allows you to see in total darkness as if it were dim light, distinguishing shapes and forms but not colors.

**Special:** This feat can be taken multiple times. Each additional time increases the range of darkvision by 30 feet.

### ENERGY CORE OPTIMIZATION

**Prerequisites:** Autrone, character level 3rd

**Benefit:** You've learned to optimize your internal energy core, enhancing your natural energy resistances. Choose one energy type (cold, fire, or electricity) for which you have racial energy resistance. Your racial energy resistance for that type increases by 5.

Additionally, once per day as a swift action, you can redirect excess energy to boost your speed, gaining a +10 foot enhancement bonus to your base speed for 1 minute.

**Special:** You can take this feat multiple times. Each time you take it, you must choose a different energy type.



### INTEGRATED FLAMETHROWER

**Prerequisites:** Autrone, 3rd level

**Benefit:** You gain an integrated flamethrower that functions similarly to the spell *burning hands*, but is entirely nonmagical. This flamethrower is built into your body. The flamethrower emits a cone of fire that deals 2d4 points of fire damage to all creatures within a 15-foot cone. A successful Reflex save (DC 10 + half your level + the your Constitution modifier) halves the damage. Activating the flamethrower is a standard action. The flamethrower can be used a number of times per day equal to 1 + your Constitution modifier.

**Special:** This feat can be taken multiple times. Each additional time increases the damage by 1d4 and the cone's range by 5 feet.

### MECHANICAL WINGS

**Prerequisites:** Autrone, 5th level

**Benefit:** You gain the ability to fly with the addition of mechanical wings. These wings are crafted from durable materials and integrated into your body, allowing for controlled and sustained flight. You gain a fly speed of 30 feet with Average maneuverability. Activating the wings is a swift action, and they can be retracted or extended at will. The autrone can carry up to a light load while flying. Carrying a medium or heavy load reduces the fly speed to 20 feet and decreases maneuverability to Clumsy.

**Special:** This feat can be taken multiple times. Each additional time increases the fly speed by 10 feet and improves maneuverability by one step (up to perfect).

### MODULAR UPGRADE SYSTEM

**Prerequisites:** Autrone, character level 5th

**Benefit:** Your body has developed a more adaptable upgrade system. You can now "install" one additional racial trait from the list of Autrone alternate racial traits. This installed trait can be changed when you gain a new level, requiring 8 hours of uninterrupted work. You gain the benefits of this additional racial trait without having to replace any of your existing traits.

**Special:** The GM may disallow certain combinations if they would result in unintended synergies or imbalances.

### QUINTATRON UPGRADE

**Prerequisite:** Tetratron or Trinitron Upgrades, character level 16th, must be acquired at the "Cube"

**Benefit:** You obtain to quintatron form and grow to Large size (+2 size bonus to Strength, a -2 size penalty to Dexterity, and a -1 penalty on attack rolls and AC due to its increased size). and gain a total of 5 arms and 5 legs. You gain all the benefits of both the Tetratron and the Trinitron upgrades. Additionally, you gain an addition +4 CMD versus being tripped.

### TETRATRON UPGRADE

**Prerequisite:** Bitron Upgrade, character level 8th, must be acquired at the "Cube"

**Benefit:** Your form becomes that of the Tetratron. Your natural AC bonus increases to +4, and you lose your Melee Damage Vulnerability racial feature.

Lastly you gain 1 bonus hit point per character level.

**Special:** You cannot have both the Trinitron upgrade and the Tetratron upgrade, you must choose one or the other.

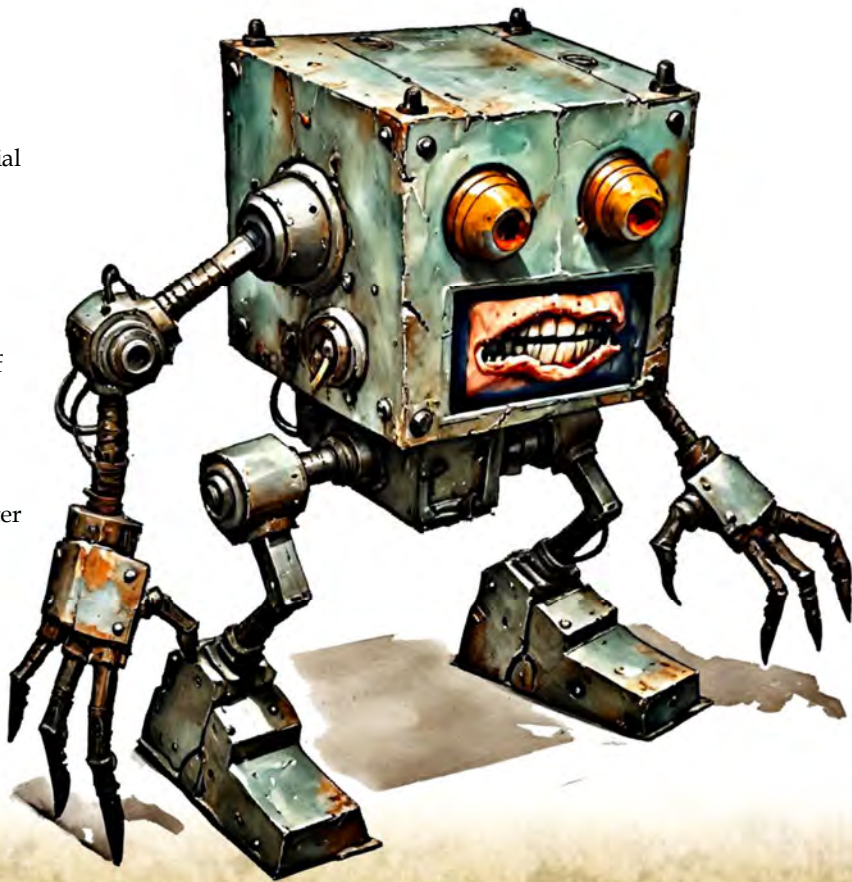
### TRINITRON UPGRADE

**Prerequisite:** Bitron Upgrade, character level 8th, must be acquired at the "Cube"

**Benefit:** Your form becomes that of the Trinitron and you gain an extra eye and arm. Your Energy Resistance racial feature is again doubled (Cold, Fire, and Electricity resistance are now 20). In addition, you can see in all directions at once and cannot be flanked. The extra leg increases your base speed by 10 and gives you a +2 CMD to resist Trip maneuvers.

Lastly, you can wield more weapons, but only one hand is your primary hand, and all others are off hands. You can also use your extra hand for other purposes that require free hands.

**Special:** You cannot have both the Trinitron upgrade and the Tetratron upgrade, you must choose one or the other.







### The Cube

The Cube is an ancient and enigmatic artifact, a colossal metal structure that defies conventional understanding. Its surface is adorned with intricate patterns and symbols, hinting at a technology far beyond the comprehension of even the most advanced civilizations. The origins of the Cube are shrouded in mystery, with some speculating that it is of alien origin, while others believe it to be a relic of a long-forgotten ancient civilization. Regardless of its true origins, the Cube's presence has had a profound impact on those who have encountered it.

Inside the Cube, a treasure trove of advanced technology and knowledge awaits discovery. The interior is a labyrinth of chambers and corridors, each filled with devices and mechanisms that seem to resonate with the very essence of those who enter. For Protos, the exiled arbiter, the Cube became a sanctuary and a source of unparalleled power. With its help, he was able to perform upgrades on himself, enhancing his abilities and fortifying his resolve. The Cube's technology allowed him to transcend his original design, making him more powerful and adaptable than ever before.

The Cube's influence extends beyond mere technological advancements. It has the ability to forge new beings, imbuing them with purpose and power.

Through the Cube, Protos created the Autrones, a race of constructs dedicated to preserving law on the Prime Material Plane. These new beings, forged from the same advanced materials and

imbued with the same unwavering sense of purpose, became Protos's allies in his quest to bring order to a chaotic world. The Cube's technology allowed for the creation of highly adaptable and resilient constructs, each with unique abilities and characteristics.

Despite its immense power, the Cube remains an enigma. Its true purpose and potential are still largely unknown, and many questions about its origins and capabilities remain unanswered. Scholars and adventurers alike are drawn to the Cube, seeking to unlock its secrets and harness its power. However, the Cube is not without its dangers. Its advanced technology can be as perilous as it is wondrous, and those who seek to unravel its mysteries must tread carefully.

In the hands of the Autrones, the Cube has become a symbol of hope and order. It represents the potential for growth and advancement, as well as the unwavering commitment to preserving law and stability. As the Autrones continue their mission, the Cube remains a central figure in their quest, guiding and empowering them as they strive to bring order to this plane.

One of the most astonishing features of the Cube is its ability to fly at incredible speeds by unknown means. This capability allows it to traverse vast distances in a matter of moments, evading detection and reaching locations that would otherwise be inaccessible. The exact mechanism behind this flight remains a mystery, adding to the Cube's enigmatic nature and further cementing its status as a marvel of ancient technology.