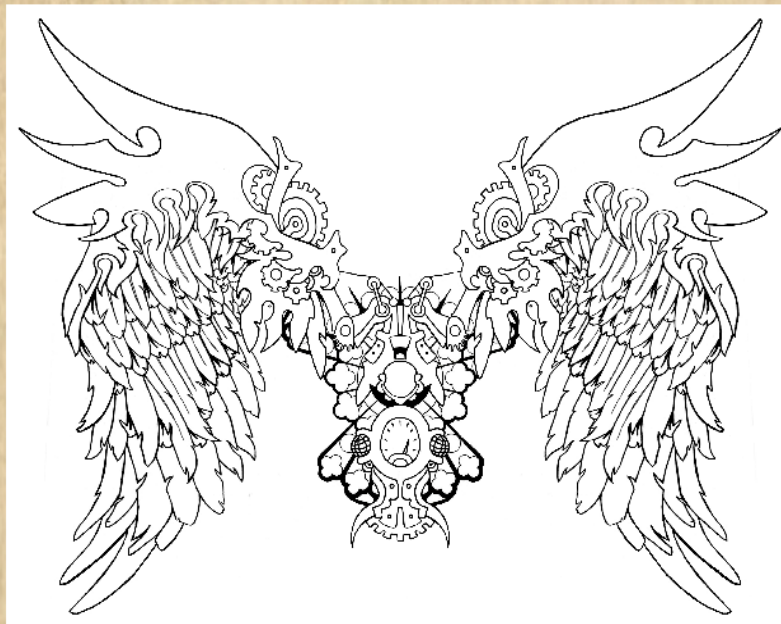


Automation



A Player Character Class
for Labyrinth Lord
and other old-school fantasy role-playing games

Written by: James M. Spahn

Art by: Raven Morrison



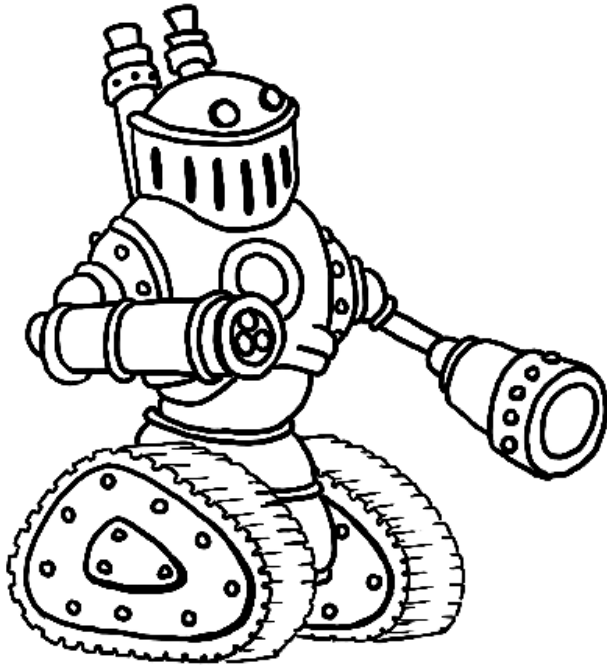
Labyrinth Lord
Compatible Product

Automation

A Player Character Class for Labyrinth Lord and other old-school fantasy role-playing games

Written by: James M. Spahn

Art by: Raven Morrison



Requirements: Dex 9, Con 9, Int 9

Prime Requisite: DEX and CON

Hit Dice: 1d6

Maximum Level: 8th

Legends persist of a lost society, perhaps at the center of the great and hollow earth or from a great city that floats in the sky. A society that has advanced so far beyond the kingdoms of the world that they no longer make extensive use of magic. By making use of secret metal alloys and complex contraptions powered by fire and steam they construct life from brass and steel.

These beings are as self-aware and intelligent as any race of the known world, beyond the simple magical programming that comes from crafting a golem from the magical arts.

Known among themselves as automations, these beings sometimes find their way far from the forges from which they are born or awoken after a timeless slumber. With little more than

hazy, programmed memories of their past, they travel the world as wandering adventurers and make use of their unique talents while searching for a place in this new world.

Automations are proficient in all weapons, but may not use armor or shields. Their personalities are based on their initial programming, though it can be altered by personal experience. Because they have very organized minds, they typically are of Lawful Alignment.

Reaching 8th Level: By the time an Automation reaches 8th level they have explored enough of the world or managed to recall enough of their battered programming to build a laboratory where they are able to construct less complex machines to serve them. By spending three months of time an automation may construct 1d4+1 1st level automations are programmed to serve them. If one automation is destroyed a new one may be constructed with one month of work, but an automation does not have the time to maintain more than five of these servants at any one time.

Clockwork Mind: Because they are not actually living creatures, the Automation is immune to a myriad of magical effects, both positive and negative. All automations are immune to the following spells and their reversed counterparts, as well as magical items that generate similar effects: *Cure Light Wounds*, *Remove Fear*, *Cure Disease*, *Cure Critical Wounds*, *Raise Dead*, *Heal*, *Regenerate*, *Resurrection*, *Charm Person*, *Sleep*, *ESP*, *Confusion*, *Feeblemind*, *Magic Jar*, *Reincarnation*, *Irresistible Dance*, *Mass Charm*, *Mind Blank*, *Trap the Soul*.

In addition, automations are immune to all poisons and diseases, as they have no natural form. However, because they have exhaust and air ventilation systems, taking on too much water

over a short period of time they suffer the same effects of a living creature when it comes to drowning or environmental effects.

Finally, because they have no soul, nothing short of a *Wish* can restore a destroyed automation to working condition if it is destroyed.

Self-Repair: In order to survive in a dangerous world, automations who reach 2nd level have developed a self-repair system that activates under certain conditions. By entering into a self-induced state of shut down, automations may innately activate a self-repair programming. An automation may activate this ability at any time, though it does take a full round. Self-Repair always lasts eight hours and during that time, an automation heals a single hit point per level as its body re-routes power and goes through automated repair sequences. Once an automation has activated Self-Repair it cannot be re-activated and the cycle must be allowed to run. While in a state of self-repair, the automation is completely unaware of its surroundings, akin to being unconscious. Automations do not heal naturally, and may only recover hit points through the use of this ability.

Alloy Skin: With bodies made naturally of metal,

Upgrade	Special Ability
Heat Sensor	Infravision – Range 60'
Advanced Mobility	Base movement increases from 6" to 12"
Ranged Targeting System	+1 to all attack rolls when wielding a missile weapon
Localized Targeting System	+1 to all attack rolls when wielding a melee weapon
Increased Articulators	+1 to all Initiative rolls
Pattern Analyzer	Detect Secret and Concealed Doors on 1-2 on d6

Internal Weapon II: At 6th level an Automation is able to install a second weapon as a permanent part of their body. This process takes eight hours and the weapon may be magical in nature. If it is a ranged weapon, the Automation is able to store twenty rounds of ammunition as well as the weapon itself. Reloading this ammunition takes a full turn. This weapon is obvious to any who see the Automation and cannot be concealed.

Upgrade II: By the time an Automation has

automations have some level of natural protection in combat. At first level they receive a +2 bonus to their armor class. At 4th level this bonus increases to +4 and at 8th level it reaches its apex at +6.

Internal Weapon I: Beginning at 3rd level an Automation is able to install a single weapon as a permanent part of their body. This process takes eight hours and the weapon may be magical in nature. If it is a ranged weapon, the automation is able to store twenty rounds of ammunition as well as the weapon itself. Reloading this ammunition takes a full turn. This weapon is obvious to any who see the automation and cannot be concealed.

Upgrade I: At 4th level the Automation has become so skilled at self-repair and adaptation that they are able to apply some permanent modifications to themselves. The Automation must spend eight hours a day for one week of time to apply this upgrade and it costs 1000gp in pairs and supplies. Once it has been completed they may select one of the following benefits to apply permanently to their character. Once selected, this benefit cannot be changed. It is not magical in nature and cannot be dispelled.

reached 6th level they are able to alter their original design in a very significant manner. The Automation must spend eight hours a day for two weeks of time to apply this upgrade and it costs 2500gp in pairs and supplies. Once it has been completed they may select one of the following benefits to apply permanently to their character. Once selected, this benefit cannot be changed. It is not magical in nature and cannot be dispelled.

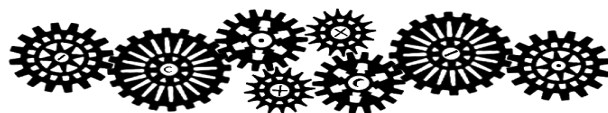
Upgrade	Special Ability
Personalized Targeting System	+1 to all attack rolls when wielding an Internal Weapon
Anomaly Analyzer	Cast <i>Detect Magic</i> 3/day as a 1 st level Magic-User
Personal Illumination System	Cast <i>Light</i> 3/day as a 1 st level Magic-User
Threat Detection System	Only surprised on a 1 on 1d6
Increased Internal Ammunition	store 20 extra arrows, bolts or stones for a ranged internal weapon
Script Analyzer	Cast <i>Read Languages</i> 3/day as a 1 st level Magic-User

Advanced Design: Finally, at 8th level, an Automation has reached the apex of their own design. The Automation takes must spend eight hours a day for four weeks of time to apply this upgrade and it costs 5000gp in parts and supplies.

Once it has been completed they may select one of the following benefits to apply permanently to their character. Once selected, this benefit cannot be changed. It is not magical in nature and cannot be dispelled.

Upgrade	Special Ability
Temporary Airborne Thrusters	Cast <i>Fly</i> 3/day as a 5 th level Magic-User, self only
Accelerated Processing	Cast <i>Haste</i> 3/day as a 5 th level Magic-User, self only
Arc Cannon	Cast <i>Lightning Bolt</i> 3/day as a 5 th level Magic-User
Advanced Force Application	Cast <i>Striking</i> 3/day as a 5 th level Cleric, self only
Application of Flame	Turn one internal melee weapon into a +1 <i>Flame Tongue</i> for 1 turn, 3/day
Application of Frost	Turn one internal melee weapon into a +3 <i>Frost Brand</i> for 1 turn, 1/day

Experience	Level	Hit Dice (1d6)	Special Ability
0	1	1	Clockwork Mind, Alloy Skin
4,065	2	2	Self-Repair
8,125	3	3	Internal Weapon I
16,251	4	4	Upgrade I
32,501	5	5	Internal Weapon II
65,001	6	6	Upgrade II
130,001	7	7	Concealed Weapons
200,001	8	8	Advanced Design



DESIGNATION OF PRODUCT IDENTITY

Labyrinth Lord™ is copyright 2007 - 2012, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at <http://www.goblinoidgames.com>.

Barrel Rider Games™ is copyright 2012, James M. Spahn. The Barrel Rider Games™ logo is copyright 2012, James M. Spahn.

All images are copyright 2013, Raven Morrison.

Adamant Entertainment™ is Copyright Adamant Entertainment 2007.

DESIGNATION OF OPEN GAME CONTENT

All text not identified as Product Identity is Open Game Content.

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 1.0 Copyright 2000, Wizards of the Coast, Inc.