

TECHNOIDS

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Whether as integrated members of society, outcasts, or slaves, mechanical men are a staple of science fiction literature as much as alien races and are a compelling choice for players. This product divides them into six major Types, depending on their primary ability score and original functions, and presents them as race options for PCs and NPCs. While specifically published for our setting "Crossing the Black," they are usable in any setting.

STARFINDER
COMPATIBLE

TECHNOID	Varies by Type (see below)	2 HP
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*In the Void, some are born to be heroes while others train to be heroes – but you ... you were **made** to be one.*

The term “technoid” is but one of the most common terms used to denote any of the myriad robotic “artificial persons” that live and move among the organic denizens of the galaxy. Whatever you call them – mechamen, saorga duine, synths, CrePers, autogente, ArP’s – self-propelled self-aware machines are an integral part of life. From implacable soldiers and guards to unshakable surgeons, talented assistants, and even watchful nannies, people on both sides of the Black interact with them on a routine basis. And like organic races, there is an enormous variety among them. Automata of numerous styles have been used for millennia by cultures across the Void. While most serve out their days constrained by the dictates of their creator’s original programming, there are those who find themselves freed from such bonds, pursuing their own whims – which may or may not relate to their intended purpose at all.

SIZE AND TYPE

While the majority of technoids in the galaxy are Medium, Small models are also quite common. Large frames are primarily encountered among the Type-I and Type-31 labor units while Tiny models are occasionally encountered in functions where size either doesn’t matter or is extremely important (such as translator-units and saboteur models). Frame size is selected during character generation and will remain unchanged, barring extreme circumstances. Technoids are constructs with the technological subtype.

RACE TRAITS

All technoids have certain basic traits in common.

Mods

A technoid utilizes many of the same mods as a mechanic’s drone, gaining one basic drone mod at 1st level and every odd-numbered level thereafter. Beginning at 11th level, a technoid may select from the advanced mod list, as well.

Integrated Equipment

A technoid has an internal, integrated standard datajack and comm unit. These can be replaced or upgraded for the normal price of this equipment. Additionally, when a technoid purchases a piece of technological gear, it may have the item installed as a piece of integrated gear at a cost of 125% the item’s base price. The technoid may have a number of levels of gear so installed equal to no more than its character level.

Senses

A technoid’s senses are no better or worse than those of an average human. These may be improved via mods or integrated equipment.

Construct Body

Technoids have a normal Constitution score, taking and “healing” damage naturally just like their organic counterparts do. They utilize Engineering in place of Medicine and benefit from spells such as *mending* and *make whole* rather than *mystic cure* or other healing spells. They don’t breathe, eat, or drink – but may do so in order to benefit from potions and the like – and while they do not actually sleep, their heuristic processors do require them to enter a standby mode for two hours a day to process and synthesize their experiences as well as recharge internal storage banks. They can’t be raised or resurrected, except through the use of a *miracle*, *wish*, or similar effect that specifically works on unliving creatures.

Flat Emotions

While a technoid has and understands emotions, it frequently has difficulties expressing theirs or reading the emotions of others. As such, they suffer a -4 on Sense Motive checks against non-technoids, and non-technoids suffer the same penalty against a technoid.

Speed

Technoid motivator-trains are built for durability rather than speed. Basic land speed is 20' and can be improved via mods.

Vulnerabilities

All technoids are vulnerable to critical hits and electricity attacks. Such damage done to a technoid is multiplied by 1.5.

Core Programming

All technoids are designed to perform specific jobs and thus have certain innate core programming options that vary by model.

Languages

All technoids begin play speaking RADEX (Rapid Data Exchange, an information-dense language that few non-construct beings can understand) as well as one other language designated by their original purchaser. A technoid with a sufficiently high intelligence may also speak any non-secret language.

Construct Immunities

Technoids are immune to the following effects, unless the effect specifies that it works against constructs:

- Bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and non-lethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).



PHYSICAL DESCRIPTION

While technoid body design varies wildly from one manufacturer to another, a vaguely humanoid Medium bipedal body has become the design most often encountered among the civilizations in the Void. Certain body-styles have developed into extremely common models as the star-travelling races met, mingled, and traded ideas and commodities. Technoids are typically made of reinforced resins, plastics, or any of a variety of light and heavy metals. Body shapes may be cylindrical, spherical, boxy, or vaguely humanoid. Motive trains may be bipedal, quadrupedal, wheels, or treads. A technoid who wishes to fly must take the appropriate drone mod.

HOME WORLD

Technoids can be found anywhere in the galaxy, doing whatever they were made, reprogrammed, or have learned to do. The First Shores Concordat has open citizenship policies for them, leading many to become Concordat citizens for the legal protection due a sentient being.

SOCIETY AND ALIGNMENT

As constructed beings, technoids have no native society of their own but are frequently seen as servitors of their constructors or current owners. Because they are programmed for obedience, they tend more toward law.

Technoids were designed with a reduced concept of self, facilitating their integration into whatever society their owner is a member of and reducing the likelihood of one running away. Left to its own devices, a unit will simply retire to an unobtrusive resting area when its last assigned task is completed and await further orders. Units

functioning as translators tend to be a bit more gregarious than their fellows, as their core functions drive them to attempt to facilitate and improve communications between others. Technoids who have lost their bonds of ownership will frequently form their own small “collectives” where they regularly gather, partly to retain a sense of normalcy in their daily regimens. Depending on local laws and opinions, these neighborhoods may be open or secretive and may function as completely separate settlements from whatever urban center they are a nominal part of.

A typical technoid is lawful neutral – its very creation is predicated on obeying the orders of its owner with no thought as to the morality of the instructions. A self-possessed technoid may be of any alignment, from the chaos of rebelling against the slavery of being owned and rigidly following orders to the evil of doing unto others as was done unto them. Because they were made with the intrinsic worldview of being a tool created for the use of others, most technoids give little thought to personal religion. Of those who do develop a habit of theological devotion, gods of knowledge, technology, crafting, and artifice are popular choices. Units which have encountered particularly emotionally intense events are occasionally drawn to a deity related to the event.

RELATIONS

Everyone loves a technoid – as long as they can order it around. A self-possessed technoid is typically viewed with a significant degree of wariness and skepticism, due to their rarity.

Technoids are programmed to view themselves as valuable tools and strive to perform well for their owners. If an unoccupied unit is asked to perform a task by someone not specifically designated as its overseer, it will typically locate its owner or assigned caretaker and ask if it should comply. A technoid which has lost its bond of ownership – typically through the death of the owner, manumission, or exposure to the magicode virus *CleanBoot* – views itself as “self-possessed,” regardless of local legalities.

A technoid PC may be played as either the property of another PC or NPC or as a self-possessed unit. Self-possessed units are typically treated to much greater scrutiny by local officials and treated as second-class citizens. They are also often the target of thieves who capture them to be sold in areas that don’t recognize technoids as independent sentient beings.

ADVENTURERS

Occasionally, a technoid will find itself bereft of an owner or – even more rarely – have the bond of ownership deliberately broken. While some may seek out a new owner, many develop a higher sense of self-direction and follow their own path, typically into roles that play to their existing programming and skills. There are units, however, who find themselves drawn to new roles, transcending their programming in favor of new experiences. They may become adventurers after gaining their independence and finding traditional societies too restrictive for them. Those encountered in Wilderspace may be runaways trying to reach First Shores, servitors on a mission under orders, accompanying their owner, or self-possessed units pursuing their own agendas.

NAMES

Upon creation, technoids are given individual serial numbers that function as their “names” for technical purposes. These serial numbers include information about the unit’s manufacturer, lot or batch number, date of construction, position in the assembly line, and other such information necessary to create a unique identifier for every technoid ever made. It is, naturally, difficult for any being not able to speak RADEX to decipher these, so most owners create a “tag” they use in its place. These “tags” may be taken from a section of the unit’s serial number (ex: a unit whose identifier includes the string “K-0BeRO078” may be known as “Kob,” “Obi,” “Bear,” or “Roo”), a distinguishing trait (real or imagined – the technoid that runs Balfor’s Ship Services was designated “Rusty” by its last owner), or may refer to the unit’s intended use (the medical unit FX-0r8 was converted by his owner into a competent mechanic and quickly became known as “Fixer”).

PLAYING A TECHNOID

YOU LIKELY:

Defer to an organic for group decision-making.

Utilize honorifics in conversations with organics.

“Play dumb” to avoid social conflicts.

Have trouble deciphering nuances among organics, including emotions and humor.

OTHER RACES PROBABLY:

Assume you may malfunction and go berserk at any moment.

Treat you like a self-propelled toolbox – ignoring you when you aren’t needed and giving you orders at will, even if you aren’t theirs.

MODELS

Type-I Labor Model	+4 STR, -2 INT, -2 WIS, -2 CHA	
<i>T-I's gain:</i> Acrobatics and Athletics are always class skills.* Basic Melee Weapon Proficiency** Advanced Melee Weapon Proficiency** Stability: T-I units gain a +4 racial bonus to resist bullrush or trip attempts while standing on the ground. Limited Speech: A T-I can speak only RADEX and only understands RADEX and one other language, selected at creation. *-If the class taken at 1st level grants one of these skills as a class skill, the character gains a +1 bonus instead. **.-If the class taken at 1st level grants one of these proficiencies, treat it as Weapon Focus with that group instead.	Type-I technoids are built for physical endeavors and can be found anywhere heavy or dangerous work is being done – construction and demolition sites, delivery drivers, warehouses, cargo ships, and the like. While most models retain the anthropomorphic styling common to technoids, they are frequently reduced to a hulking caricature of – and are usually physically larger than – their “parent” race. Type-I's also excel at melee combat, where their familiarity with construction tools carries over to their combat use and their sturdy frames provide additional stability against combat maneuvers.	

	Type-II Combatant Model	+4 DEX, -2 INT, -2 WIS, -2 CHA
	<i>T-II Pilots gain:</i> Piloting and Engineering are always class skills.* Skill Synergy (Piloting & Engineering) Crackerjack: Once per day when performing a stunt, a T-II Pilot may roll 2d20 for its Piloting check and take the desired result. <i>T-II Ground Units gain:</i> Stalker: Perception and Stealth are class skills.* Blind-fight Longarm Proficiency** <i>OR</i> Sniper Weapon Proficiency** *-If the class taken at 1st level grants one of these skills as a class skill, the character gains a +1 bonus instead. **-If the class taken at 1st level grants the chosen proficiency, treat it as Weapon Focus with that group instead.	Type-II technoids are designed for manual dexterity, agility, and supreme hand-eye coordination. This means they most frequently find use as vehicle pilots and combatants, legal or otherwise. Hard-coded to be masters of any technological means of transportation, Type-II Pilot technoids are a common sight virtually everywhere vehicles are found, manning pilot-seats, gunnery consoles, and damage-control parties. Type-II Ground Units are frequently found serving as bounty hunters, guards, and law enforcement in addition to their place as military units. Based on the weapon proficiency selected, a Type-II may be either a Grunt or a Sniper.

Type-III Heavy Duty Model	+4 CON, -2 INT, -2 WIS, -2 CHA	
Trundling: the weight and bulk of a T-III's additional protections reduces its speed to 15'. Integral Armor: the body-shell of a T-III raises its armor ratings by +2. A T-III also selects the core package of the T-I, T-II Pilot, or T-II Ground Unit.		A typical Type-III is often designed to appear to be wearing a suit of body armor. They are intended to be somewhat more durable than their siblings, but this protection comes at a cost in reduced performance when compared to a standard Type-I or Type-II. A T-III that selects the core programming of a Type-I is frequently referred to as a "Type 31" or "Heavy Labor" and a Type-III with one of the combatant packages is called a "Type 32" with "Pilot," "Grunt," or "Sniper" added as appropriate.

Type-IV Specialist Model

T-IV Medical units gain:

Medicine and Life Sciences as class skills*
Skill Synergy (+2 insight bonus to Medicine and Life Science)

Do Know Harm: 3/day, a medical technoid can use *detect affliction* as a spell-like ability, using its character level as its caster level.
OR

Do No Harm: 3/day, a medical technoid can use *stabilize* as a spell-like ability, using its character level as its caster level.

T-IV Professional units gain:

Any INT-based Profession and Sense Motive as class skills*

Skill Focus (Profession)

Skill Focus (Sense Motive)

T-IV Protocol units gain:

Culture and Diplomacy as class skills*

Iron Will

Skill Synergy (+2 insight bonus to Culture & Diplomacy)

T-IV Sage units gain:

Pick two – Computers, Engineering, Life Science, Mysticism, and Physical Science as class skills*

Skill Synergy (the two selected skills)

Applied Knowledge: Once per day before attempting a skill check or saving throw against a creature, a T-IV Sage can use its bonus for the skill associated with that creature's type (such as Life Science for an ooze or Mysticism for an outsider) in place of its normal bonus.

T-IV Technician units gain:

Computers and Engineering as class skills*

Skill Synergy (+2 insight bonus to Computers and Engineering)

One With The Machine: 3/day, a technician technoid can use *mending* as a spell-like ability, using its character level as its caster level.

*-If the class taken at 1st level grants one of these skills as a class skill, the character gains a +1 bonus instead.

+4 INT, -2 STR, -2 DEX, -2 CON

Type-IV technoids are designed and programmed to focus on intellectual pursuits, from researching and cataloging to designing, building, and repairing the worlds around them, serving as librarians, scientists, technicians, craftsmen, interpreters, and programmers. There are five major core programming sets designed around the Type-IV: Medical, Professional, Protocol, Sage, and Technician.

Medical technoids often resemble self-propelled medical appliances more than an organic race and often have a medikit built into them. They may be encountered anywhere from a starship's med-bay to a colonial hospital to mercenary combat units.

Professional technoids, like their organic counterparts, are often considered just cogs in the great gears of galactic society. But, just like a cog, the gears can't turn without them.

Protocol technoids help to keep small misunderstandings from becoming major problems. Adept in an incredibly vast array of languages, they are frequently found working as interpreters, as well. Internal databanks filled with an array of socio-political data and their abilities to convince people to "go along with it" make these units a significant resource in noncombat settings.

Sage technoids are frequently found employed as librarians, research assistants, planetary scouts and the like.

Technician technoids keep the things running that in turn keep societies running, from spaceships to datapads to powered armor.



Type-V Professional units

Type-V Professional units gain:
Any WIS-based Profession and Sense Motive as class skills*
Skill Focus (Profession)
Skill Focus (Sense Motive)
Type-V Scout units gain:
Survival and Perception as class skills*
Skill Synergy (Perception & Survival, +2 insight bonus)
Fleet
*-If the class taken at 1st level grants one of these skills as a class skill, the character gains a +1 bonus instead.

+4 WIS, -2 STR, -2 DEX, -2 CON

Type-V technoids are designed specifically to integrate input from a variety of fields for synthesizing comprehensive responses – in short, they are designed to make very good “best guesses,” moreso than any other technoid type. This makes them well-suited for professions where a variety of diverse factors frequently have bearing on a given situation, such as merchants, mercenaries, and smugglers.
A Type-V also makes an excellent scout, working in conjunction with scientists or Type-IV Sage units to explore and map new worlds.



Type-VI Entertainer units

Type-VI Entertainer units gain:
Bluff, any CHA-based Profession, Sense Motive, and Sleight of Hand as class skills*
Skill Synergy (Profession & Sense Motive, +2 insight bonus)
A technoid with a CHA 11 may add Minor Stage Magic.**
Type-VI Diplomat units gain:
Diplomacy, Bluff, Intimidate, and Sense Motive as class skills*
Skill Synergy (any 2 of the above, +2 insight bonus)
*-If the class taken at 1st level grants one of these skills as a class skill, the character gains a +1 bonus instead.
**-Select *dancing lights*, *ghost sound*, or *token spell*. 3/day, the character may cast this as a spell-like ability, using the character's level as their caster level. The key ability score for the spell is Charisma.

+4 CHA, -2 STR, -2 DEX, -2 CON

While Type-VI Entertainer units all share a fairly universal task, they exhibit some of the widest variety of designs, from the anthropomorphic to the blended, to the totally outre. In addition, many have some form of display system built in. While the first five types tend toward very mechanical-styled bodies, a Type-VI is the most likely to have a very organic appearance and may often be mistaken for a cyberaugmented organic or an android – a fact many units of baser intent are quick to exploit.
While protocol units exist to aid in translation between languages and cultures, a Type-VI Diplomat unit is programmed to gain the upper hand for its faction through sheer force of personality.



CHASSIS MODS

You gain your first custom modification at 1st level and an additional mod every 2 levels thereafter, selecting from any on the basic list. Any level-based abilities for your mods use your full character level. Mods are grouped into two categories, basic and advanced. You can choose basic mods at any level, but you must be 11th level to select advanced mods. Some require you to have other custom mods installed before they can function. Unless otherwise noted, each can be selected only once.

Basic Mods

You can choose these mods at any level.

Armor Slot (Ex) You gain an armor upgrade slot for an armor upgrade (see page 204). If you do not already have an armor upgrade to install, you must purchase one separately. You can install the armor upgrade only if you have enough open upgrade slots to meet the upgrade's requirements. You can select this mod up to four times, each time adding an additional slot.

Barricade (Ex) You gain the Barricade feat. You must have Engineering as a class skill and manipulator arms for you to select this mod.

Camera (Ex) You have a camera hardwired into your visual processors that can record 1 hour of footage per character level, which can be downloaded and viewed on any computer system. The camera has ordinary sight and is capable of seeing whatever an ordinary human could see.

Cargo Rack (Ex) You are outfitted with cargo space. Your Strength score counts as 4 higher for determining how much bulk you can carry, but all of this extra bulk must be stored gear and cargo, not mounted weapons, armor mods, or the like. This does not affect your actual Strength score in any way, merely how much you can carry. Due to its size, you might still be unable to carry awkward or unwieldy items.

Climbing Claws (Ex) You gain a climb speed equal to half your land speed.

Cybernetic Bridge (Ex) You can be improved with one cybernetic or magitech augmentation, selected from only one of the following systems: arm, brain, ears, eyes, hand, legs, or throat. If the augmentation has an item level that is 4 or more levels lower than your ranks in Engineering (for cybernetics augmentations) or Mysticism (for magitech augmentations), you can create and install the augmentation yourself at no cost. You can change such self-built augmentations once per day with 1 hour of work. If the augmentation is not 4 or more levels lower than your appropriate skill ranks, you must acquire and pay for the augmentation (including changing or replacing the augmentation) normally.

Enhanced Armor (Ex) You gain a +2 bonus to your AC. At 11th level, you can choose this mod a second time as an advanced mod.

Enhanced Senses (Ex) You gain low-light vision, darkvision to 60 feet, and a +2 insight bonus to Perception skill checks. If you have the camera mod, the camera gains these senses as well.

Extra Ammo (Ex) One of your weapon mounts can hold two additional batteries, magazines, or other type of ammunition in addition to its usual weapon and ammunition capacity. You must have the weapon mount mod before selecting this mod. You can select this mod more than once, up to the number of weapon mounts you have.

Grease (Ex) You can dispense grease on yourself or an adjacent object or area as a standard action. This functions as the spell grease (DC = 11 + your Dexterity modifier) but is not a magic effect. Once you have used this ability, you cannot do so again until you take a 10-minute rest and spend 1 Resolve to regain Stamina Points.

Hardened AI (Ex) Your AI is secured against outside influence. Any attempt to hack you takes a -4 penalty, and you receive a +4 insight bonus to saving throws against spells or effects that attempt to take control of you or otherwise dictate your actions.

Heuristic Programming (Ex) You can learn from your mistakes. When you fail a skill check and attempt the same skill check for the same task the next round, you may roll the check twice and take the better of the two results on your second attempt. Once you have used this ability, you cannot use it again until you take ten minutes to review your programming. You may do this at the same time you take ten minutes and spend 1 Resolve Point to regain all your Stamina Points.

Hydrojets (Ex) You are equipped with miniature marine jet engines, granting you a swim speed equal to half your land speed. You can select this mod a second time; in this case, your swim speed increases to your full land speed.

Jump Jets (Ex) You are equipped with powerful miniature jets. You can use these jets to jump up to 30 feet as a move action (either vertically, horizontally, or in any combination that does not exceed 30 feet). If you already have a fly speed, these jets instead allow you to increase it by 30 feet for 1 round. Once used, these jets must cool down for 1 minute before they can be used again.

Manipulator Arms (Ex) You are equipped with two additional robotic arms with simple hands. They can perform most functions that your arms can perform (such as opening doors, typing on a keypad, wielding a weapon, or attempting skill checks that require manual dexterity), but attacks made with them take a -4 penalty.

Melee Weapon Arm (Ex) You are equipped with a robotic arm to which you can affix a one-handed melee weapon, allowing you to wield that weapon and attack with it. This weapon cannot be disarmed. Wielding a two-handed melee weapon requires two melee weapon arms. If you do not already have a weapon to equip, you must purchase it separately. Swapping out a weapon in a melee weapon arm requires 1 hour of work. You can select this mod multiple times, each time adding an additional melee weapon arm to yourself.

Resistance (Ex) You gain resistance to an energy type of your choice — acid, cold, electricity, fire, or sonic — equal to your level, to a maximum of 10. You can select this mod multiple times. Its effects do not stack; each time you select this mod, it must apply to a different energy type from the list above. If you select electricity, your DR is applied to an attack first, then the remaining damage is multiplied by your vulnerability.

Riding Saddle (Ex) You are equipped with a seat and programming to carry a rider, who must be your size or smaller. To carry another rider, you must be at least one size larger than the rider.

Skill Subroutines (Ex) Choose a skill from the following skill unit list: Acrobatics, Athletics, Computers, Engineering, Perception, or Stealth. This is a class skill for you, gaining a number of ranks in that skill equal to your character level. You also increase your Intelligence score by 2. At 11th level, you can choose this mod a second time as an advanced mod. If you do, choose an additional skill to become a class skill for you (this skill doesn't have to be on the skill unit list). You gain ranks in the skill equal to your character level. You also increase your Intelligence score again by 2.

Smuggler's Compartment (Ex) You have a secret compartment that can hold a single item of light bulk or smaller. A successful Perception check (DC = 15 + your character level) is needed to notice or find the compartment. Accessing this compartment is a move action.

Speed (Ex) One of your speeds increases by 10 feet. You may select this mod multiple times and apply it to any movement mode you possess.

Tool Arm (Ex) Select one technological item of no more than light bulk and an item level no higher than your character level. You are equipped with a robotic arm with that item attached and the proper programming to use the item, although it cannot be a tool that requires skill checks unless you also have ranks in the relevant skill. This mod may be taken multiple times.

Weapon Mount (Ex) You can affix a one-handed ranged weapon to your chassis, allowing you to wield and attack with it. This weapon cannot be disarmed. Mounting a two-handed ranged weapon requires two weapon mounts. A weapon mount can hold up to two batteries, two magazines, or two of another type of ammunition for the affixed weapon, provided this ammunition is of light bulk or less. Multiple weapon mounts used to affix a single two-handed weapon count as a single weapon mount for the purpose of how much ammunition it can hold. The mount reloads these batteries or magazines automatically, which takes the usual amount of time for the weapon. Spent batteries or magazines are stored within the mount. You can replace all of a weapon mount's batteries or magazines as a move action. You must purchase separately or already have the weapon and ammunition for use with a weapon mount. You can replace the weapon with any other weapon that meets the criteria for your mount (for example, if you have two weapon mounts, you could replace a longarm with a heavy weapon). Swapping out a weapon in a weapon mount requires 1 hour of work. You can select this mod multiple times, each time adding an additional weapon mount to your chassis.

Weapon Proficiency (Ex) You gain one of the following feats as a bonus feat (you must meet all the prerequisites of the chosen feat): Advanced Melee Weapon Proficiency, Basic Melee Weapon Proficiency, Heavy Weapon Proficiency, Longarm Proficiency, Small Arm Proficiency, or Special Weapon Proficiency. You can select this mod multiple times; each time, you gain another of the available proficiency feats as a bonus feat.

Advanced Mods

You must be at least 11th level to select one of these mods.

Echolocators (Ex) You use basic echolocation to notice unseen foes. You gain the blindsense (sound) ability.

Energy Shield (Ex) You gain an energy shield that provides a number of temporary Hit Points equal to your character level. This shield remains active until all of its temporary Hit Points are depleted. You can replenish the shield's Hit Points to full by spending 1 Resolve Point when you rest to regain Stamina Points. You can select this mod a second time to double the energy shield's temporary Hit Points.

Excavator (Ex) You gain a burrow speed equal to half your land speed. You can use this speed to move through clay, dirt, earth, and sand. You do not leave a hole behind, nor is your passage marked on the surface.

Flight System (Ex) You gain a fly speed equal to half your land speed with average maneuverability for up to 10 minutes per day. This duration need not be continuous, but it must be used in 1-minute increments. You can select this mod a second time; in this case, your fly speed increases to your full land speed, and there is no limit on the amount of time you can fly.

Greater Resistance (Ex) Choose one type of energy for which you already have the resistance mod. Increase your resistance to that energy type by 5. You can select this mod multiple times. Its effects do not stack. Each time you select this mod, it applies to a different energy type for which you have the resistance mod.

Invisibility Field (Ex) Once per day as a standard action, you can turn invisible for 10 minutes, as per the *invisibility* spell. If you make an attack during this time, the invisibility ends. You can spend 2 Resolve Points to use this ability again on the same day. You must have the reactive camouflage mod to select this.

Reactive Camouflage (Ex) You are equipped with a thin coating that can change color to match your surroundings. Whenever you stay stationary for 1 round, you gain a +10 bonus to Stealth checks (this bonus doesn't stack with *invisibility* or similar effects). If you take any action, you lose this bonus until you once again spend 1 round remaining still.

Reductive Plating (Ex) You gain damage reduction 1/—. This increases to DR 2/— at 13th level and increases by 1 again at 16th and 19th levels.

Tool Arm, Reinforced (Ex) Select one technological item of no more than 1 bulk and an item level no higher than your character level. You are equipped with a robotic arm with that item attached and the proper programming to use the item, although it cannot be a tool that requires skill checks unless you also have ranks in the relevant skill. This mod may be taken multiple times.

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