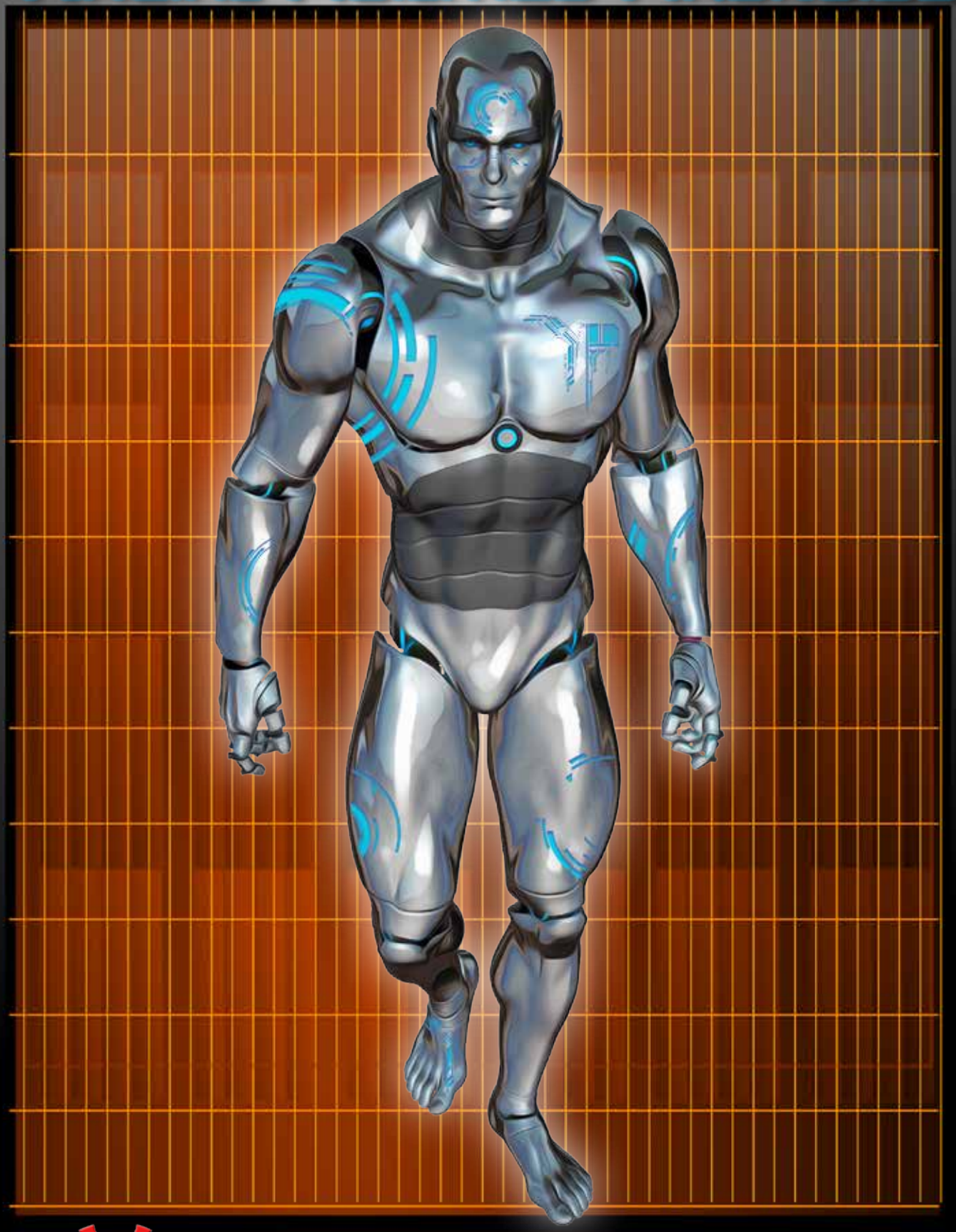
Epic Races: Racial Abilities Androids



STARFINDER COMPATIBLE

Epic Races:
Racial Abilities Androids

Credits

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Built by top engineers in a black budget program, **Epic Level NPC, LLC** has been tasked with guarding the planet from Plutopian assassin spiders. To do so, they secretly train a new generation of super-soldiers through role playing game products.

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Sometimes I just don't understand human behavior.

Find your android dull and lifeless? Looking for something unique or augmented? We have you covered — in Epic Races: Racial Abilities Androids!

Each Epic Races book attempts to give players and gamemasters new, races and options for the Starfinder Roleplaying Game in a single, small volume. Each Racial Abilities book brings you one race, alternate racial traits, feats, or spells to use in the Starfinder Roleplaying Game. The design of each Epic Races book is to provide just enough material to help you add the elements you want to your game.

In Epic Races: Racial Abilities Androids, we bring you four alternate racial traits, four racial feats, and an android organization.

The Android Race

Androids are superficially identical to humans in many ways, and to the uninformed it can be difficult to differentiate the two. In the right light, though, androids' alien nature is revealed by the metallic sheen in their eyes and the biological, tattoo-like circuitry that riddles their skin. Their bodies are completely artificial, though made of materials that mimic the flexibility, shape, and density of human flesh and bone. Their organs mirror those of humans so well that only by examining the materials and makeup of these systems—which use sheeny oils and polymer alloys rather than blood and marrow—could one guess that their physiology is alien. Androids are roughly the same size as humans; on average, they are 6 feet tall and weigh 200 pounds.

Alternate Racial Traits

Race traits are keyed to specific races. In order to select a race trait, your character must be of the trait's race.

Electric Soul

Some androids have an affinity with electricity, and gain fast healing 2 for 1 round anytime they take electricity damage. Androids with the electric soul racial trait can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

This ability replaces **Exceptional Vision**.

Infiltrator

An android designed for stealth missions is a master of disguise. Flexible skins with color shifting pigments cover highly adaptable metallic skeletons with the ability to change shape. Liquid filled sacks beneath the flesh allow for weight and mass redistribution. Once per day, an android with the infiltration alternate trait may assume the features of any other Small or Medium being of the humanoid type, for 1 minute per level as a standard action. This ability does not allow for the impersonation of specific beings.

This racial trait replaces **Flat Affect**.

Nanite Surge

An android's body is infused with nanites. Once per day as a swift action, an android can cause her nanites to surge, granting a bonus equal to 3 + the android's level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a flashlight in illumination for 1 round.

This ability replaces **Upgrade Slot**.

Reflective Skin

These androids have reflective, crystalline skin that grants them a +2 racial bonus to EAC against energy damaging weapons. Once per day, they can deflect a single energy weapon attack targeted at them. When she would normally be hit with an attack from a ranged weapon, the android may deflect it so that she take no damage from it. She must be aware of the attack and not flat-footed. Attempting to deflect a energy weapon attack doesn't count as an action. Unusually massive ranged weapons (such as starship weapons) and ranged attacks generated by natural attacks or spell effects can't be deflected.

This ability replaces **Upgrade Slot**.

Feats

Racial feats are summarized in the list below. The following format is used for all feat descriptions:

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to.

Prerequisite: A minimum ability score, a required race, a level requirement, a minimum bab, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Hold-Out Weapon (Combat)

You have a weapon built into your arm.

Prerequisite: android race

Benefit: You have either a one-handed basic melee weapon, or, a one-handed small arms weapon built into your arm. Because this weapon is built into your body you receive a +20 equipment bonus on Stealth checks to conceal the weapon. The weapon can be drawn as a swift action.

Special: This weapon can be replaced with a successful Engineering skill check where the DC is equal to 15 + your level. Additionally, no augmentation can be added to the arm with the hold-out weapon.

Improved Exceptional Vision

Your ability to see in dim and dark light is better than normal.

Prerequisite: android race, exceptional vision trait
Benefit: Your low-light and darkvision range extends to 120 feet.

Normal: Your low-light and darkvision range is 60 feet.

Mechanical Attunement

+2 bonus to Computer and Engineering skill checks

Prerequisite: android race

Benefit: You get a +2 bonus on all Computer and Engineering skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Synthetic Body

Your body accepts augmentations more easily.

Prerequisite: android race, Level 2

Benefit: Reduce the augmentation level and surgery time for all augments by 1, to a minimum of 1.
Special: This feat may be taken multiple times.

Factions, Organizations, and Threats

The following list are examples of interests, such as businesses, churches, governments, organizations and species working together, or competing against each other, for fame, resources, territory, or wealth.

Synth Supremacy Movement

Racially-Motivated Hate Group

Leader: Grand Leader of the Free: Luxus 9

Headquarters: Unknown location/ Decentralized

A group including many former android slaves founded the first branch of the Synth Supremacy Movement, then known as the "Synthetic Survivor's Movement," as a social club after the Inner System War. Local branches of the SSM met in a general organizing convention and established what they called an "Indombinal Fighting Force." Leading Colonial general Echo Delta Two Five was chosen as the first leader, or "Grand Leader of the Free," of the SSM; he presided over a hierarchy of subordinates until his assassination.

From the time of the post-Inner System War onward, freed android participation in public life in the System became one of the most radical aspects of Reconstruction, as androids won election to Colonial World governments. For its part, the SSM dedicated itself to an underground campaign of violence against Inner System leaders and voters (both android and human) in an effort to eliminate human supremacy in the Inner System.

Within 10 years, the Synth Supremacy Movement had cells in nearly every Colonial World. Even at its height, the SSM did not boast a well-organized structure or clear leadership. Local SSM members–often wearing masks and dressed in the organization's signature yellow jumpsuits and gold face masks –usually carried out their attacks acting on their own, but in support of the anti-human agenda and solidifying android supremacy in the Colonial Worlds. SSM activity flourished particularly in the regions of the Colonial Worlds where humans were a minority or a small majority of the population, and was relatively limited in others.

The Synth Supremacy Movement adopted cell organization prior to the Colonial Wars, because they are remarkably difficult for foes to penetrate. SSM cells intend to overthrow existing Inner System governments. SSM cells may be extremely ad hoc in function. A planning cell for one operation may be tapped as an execution cell for the next.

"Planning" or "support" cells may have fewer than 10 members, often local residents from Colonial Worlds, responsible primarily for fundraising. They may also be responsible for providing execution cells with false IDs, creditsticks, or ships, as well as procuring materials for weapons to be used against human populations.

The members of SSM sleeper cells may have lived on the target world for years, doing nothing until activated. According to Inner System Intelligence, there are millions of "sleeper" terrorists throughout the Inner System. This is why many SSM androids have no prior criminal record.

"Execution cells" are brought in at the final stages of an attack. They will utilize resources supplied by other cells. These cells specialize in high-causualty attacks against human

populations, in an effort to destabilize the local government, sow chaos, and eliminate as many organic lives as possible.

"Operation commanders" may come in only at the last moment before the attack. They may be the only link between local cells and the larger umbrella organization of the Synth Supremacy Movement. The commander may not even perform the operation himself, often leaving the planet before the attack occurs. The commanders in the SSM are well educated, multilingual, computer experts, and still at large. Operation commanders role in these attacks are often limited to serving as the frontman, financier, and publicist.

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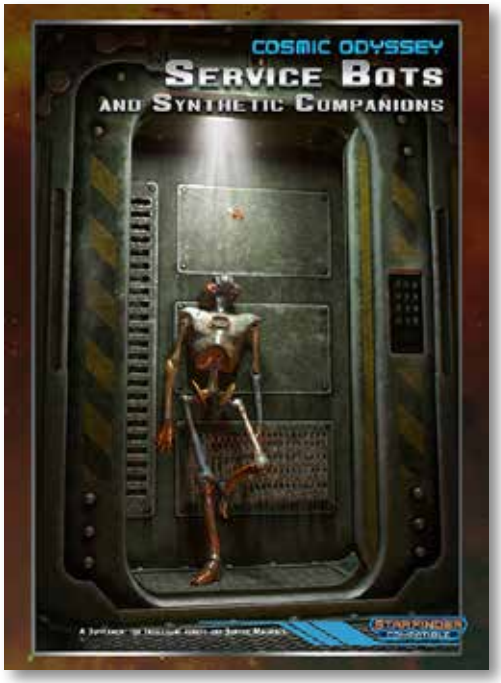

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