

RACES OF NEDEXODUS:
ANDROID



ANDROIDS

Androids are not native to Exodus. They, along with the representatives of other races, have arrived and often left again via the Nexus Gateways from a multitude of worlds. Some time ago, the Kaga became interested in interacting with these artificial lifeforms, hoping to understand their origins and methods of creation. While the Kaga had been instrumental in the advancement of humankind, it understood that even its abilities were limited by its singular form. The Kaga knew that it need

to evolve and that doing so meant a radical change. Eventually, it decided to push forward its evolution by replicating itself in a new humanoid form—an android body.

To assist in its endeavor, the Kaga recruited several of the most brilliant machinesmiths from the Arman Protectorate. In the Kaga's hidden lair, from out of the arcane forges built by the machinesmiths, the first native Exodus android—Genesis One—was born. As amazing as this achievement was, the Kaga's plan did not come to fruition as planned. Genesis One helped to create a second android. With the second created, both androids worked to create others. Their numbers grew. However, as intricate and exacting as they were in making the artificial bodies, the androids could not hold more than a fraction of the Kaga's power. Each was a small spark, an ember tossed from the fire, rather than a blaze that would turn the world alight. Still, the Kaga was pleased with its new creations and the promise they showed.

The androids were groomed to be servants and attendants for the Kaga. They served loyally and well. However, a mere five years after the birth of the first android, they had evolved further, thanks to the rogue machinesmith named Burroughs Drake, part of the team who created Genesis One. He was dissatisfied with androids as a race of beings who, while appearing human in nearly every way, were merely coolly efficient and obedient servants. He believed they deserved more than the role which the Kaga made for them.

In a rush of creative fervor, Drake created a techno-magical compound that would fundamentally alter the android brain. Those androids exposed to this compound were changed, made able to do something thought impossible for such logic-focused lifeforms: to take risks. This new generation of androids could operate on instinct, to follow fancy, to simply “take a chance,” which became a mantra for the new guard.

Some embraced this new way of being with a fervor bordering on religious zeal. A few even rebelled against the Kaga, fleeing to find another way to live.

Some of these androids found new purpose with another rebel, perhaps the greatest threat to the Arman Protectorate ever known: the construct known as Cyrix. Others simply asked permission to leave, wishing to explore and discover the boundaries of their new existence independently. The Kaga, feeling generous and compassionate toward its new children, allowed them to live as they chose. Many androids stayed, but more left. Even so, they kept contact and shared their experiences with the Kaga, allowing it to grow as they did. In less than a decade, the newest and youngest race of NeoExodus has made their own mark upon the world.

Physical Description: Androids resemble humans in most aspects, including height and weight, and can pass for human when not under scrutiny. A closer look,



ANDROID RACIAL TRAITS

Ability Score Increase. Your Intelligence score increases by 2, and your Dexterity score increases by 1.

Age. While androids may appear analogous to a human in the early adult years, they may have been created to appear that age from the outset. Even as an android ages, their physical appearance changes but little.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Constructed. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy), androids count as both humanoids and constructs. You gain advantage on saving throws against being charmed, frightened, paralyzed, or poisoned. In addition, you are immune to exhaustion, as well as disease.

Emotionless. Androids have problems processing emotions properly. You suffer disadvantage on Wisdom (Insight) checks.

Kaga's Essence. Androids are imbued with a small portion of the Kaga's knowledge. You gain proficiency in one Intelligence skill of your choice.

Nanite Surge. An android's body is infused with nanites. Once between long rests as a bonus action you can cause your nanites to surge, granting a bonus advantage on the next ability check, attack roll, or saving throw you make. When you activate this power, your circuitry-tattoos glow with light equivalent in illumination to a torch for 1 round.

Languages. You can speak, read, and write Common and one other language or your choice.



VARIANT RACIAL TRAITS

The following racial traits are available to androids to replace the standard android traits.

Arcane Essence. Some androids can channel their life force in minute doses, transferring it to small objects and imbuing them with life and mobility. As an action, you can imbue a single Small or smaller inanimate, nonmagical object with a portion of your essence, granting it mobility and a semblance of life. The animated object then immediately attacks a target you can see within 30 feet. This effect lasts a number of rounds equal to your proficiency bonus, after which the imbued object disintegrates into dust. An animated object can be made of any nonmagical material, with 1 hit point. You can use this ability a number of times equal to 1 + your Intelligence modifier (minimum 1). This ability recharges following a long rest.

This ability cannot affect objects carried or worn by a creature. This trait replaces nanite surge.

Durable. Some androids are created to withstand greater punishment, designed for physical labors rather than academics. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. This trait replaces Kaga's essence.

Preternatural Swiftiness. Androids designed for quickness and agility occasionally emerge from the Kaga's Revelation Furnace. You gain advantage on initiative checks. This trait replaces exceptional senses.

however, reveals obvious differences. Their eyes have a glassy or metallic luster, and their skin is traced with tattoo-like circuitry. The weave of tough, silken fibers atop their heads is not hair. In fact, their bodies are completely artificial, though made of materials that mimic the flexibility, shape, and density of human flesh and bone. They move with a smooth, inhuman grace.

Society: While there are no sovereign nations of androids, small communities can be found in human lands where worship of the Kaga is common, primarily the Caneus Empire, the Arman Protectorate, and parts

of Koryth. Those androids who still serve the Kaga loyally will follow the social mores and conventions of their localities as best they can, including clothing and speech patterns. However, if the situation demands it, service to the Kaga often supersedes any local custom. Independent androids often adopt social conventions that they find curious or appealing in order to learn from it. On occasion this practice leads androids into wrongdoing, though usually less from malice than from following the maxim of "take a chance."

Relations: Androids have good relations with the people of the Caneus Empire and the Arman Protectorate, as their link to the Kaga and the future of humankind makes for a naturally amicable relationship. Many people in Koryth likewise view androids as friends, encouraging them to participate in the Imperial Alliance. The Senate has put forward motions to consider androids as charter members of the Alliance, but these have been blocked by certain senators due to concerns over the rogue androids who owe their allegiance to Cyrix.

Those in the Reis Confederacy look askance at androids, as their unnatural nature makes many Confederates uneasy. Humans of the Dominion find androids both strange and alluring. In particular, Dominion practitioners of the arcane arts find them fascinating, given their nature as living, sentient constructs.

Cavians typically get along well with androids, seeing them as lacking most human detriments while retaining intelligence, logic, and reason. To dalreans, androids are strange, since they are living beings made of nothing alive, an idea they find repulsive. Fortunately, the two races rarely meet. Euka often fail to see the differences between androids and humans and treat them similarly. Androids often find common ground with cyneans and prymidians, sharing their appreciation for knowledge and scholarly pursuits. Sasori also appreciate the intellectual capacity of androids, though they don't always have the best intentions, as they find androids to be a great source of information, and often easily manipulated since they lack understanding of social nuance. P'tan often prefer contact with rebellious or independent androids, empathizing with their struggle to be free, whereas they draw disturbing parallels between androids in service to the Kaga and their former slavery to the First Ones. The tieflings and androids rarely interact, so their relations tend to vary with each encounter. Androids find the kalisans' wild nature difficult to understand or endure, and usually avoid them.

Alignment and Religion: Most androids are followers of the Kaga—a natural arrangement since, even as independent entities, they are manifestations of the Kaga's will and power. Some have since become followers of the Sanguine Lord, gravitating towards the venerates Svarog (for his dominion over artifice)

and Perum (for his rule over luck and chance). A vast number of androids are driven by logic, overlaid with the traits and personalities chosen for them from the stock of memories and knowledge contained within the Kaga. These tend toward lawful or neutral alignments, with many androids being lawful good, lawful neutral, or neutral good. Those androids changed by Drake, fascinated with games of chance and luck, are often chaotic. Very few androids are evil, only among those who rebelled against the Kaga, often found in service of Cyrix.

Adventurers: Androids are not typically motivated to be adventurers. Most are content to serve the Kaga and whatever community in which they have established themselves. Many androids who have taken up the adventuring life are renegades, have turned from the Kaga, or were changed by Drake and are now motivated to take risks. Some few are still loyal to the Kaga, and are sent out on missions, often secret ones, and the profession of wandering adventurer is simply a cover and a means to travel so objectives can be met. Many androids become machinesmiths, as this marriage of technology and magic suits them quite well. Others find wizardry appealing. Those who are clerics are typically devoted to the Kaga, though there are clergy devoted to Perum or Svarog. Those who find comfort in law and discipline sometimes take up the path of the monk.

Android Names: As constructed lifeforms whose creation does not depend on gender, androids have names often associated with their place in the collective hierarchy. The concept behind android names is, simply put, "be your name." Those who follow the cult of chance often adopt names at random, shedding and putting on nicknames as often as other races change their clothes. Some prefer to choose names based on personality traits rather than jobs, refusing to identify themselves with their labors, but rather with who they believe they are as individuals.

Typical Android Names: First Judge, Second Advisor, Third Builder, Fourth Teacher, Guard Prime, Subchaplain

Independent Android Names: Amity, Chance, Concord, Discord, Honor, Ire, Keen, Merit, Patience, Sly

STARTING AGE				
Race	Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
Android	20 years	+1d4 years	+1d6 years	+2d6 years

¹This category includes barbarians, oracles, rogues, and sorcerers.
²This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.
³This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Android, female	4 ft. 10 in.	180 lbs.	+2d12 in.	×5 lbs.
Android, male	5 ft. 2 in.	110 lbs.	+2d8 in.	×5 lbs.

AGING EFFECTS

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Android	20 years	30 years	40 years	40 + 2d10 years

¹At middle age: -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

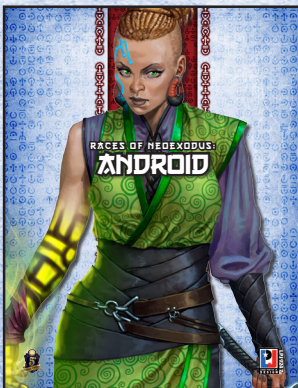
²At old age: -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha

³At venerable age: -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

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