

## Automaton:

### Physical Description:

Automata are the arcane/mechanical creations of artificers that through some means have gained independence from their creator. Due to their nature as a constructed being, their appearance can vary enormously depending on their creator's taste. They are metallic, usually predominantly brass and iron with a faintly glowing arcane eye on their head. They might have one, two or even more of these eyes. Their form may be smooth, with engraved metallic panels covering their mechanical internals, or have cogs, gears and pistons exposed. While there is such a variance in appearance, Automata are created as assistants to Artificers and therefore always have humanoid hands.

### History:

Automata are created by Artificers as assistants and companions. They serve their masters loyally, such as the famed Doty, companion to the fantastical adventurer Taryon Darington. However, very rarely, under strenuous circumstances such as the death of their master, or some powerful arcane surge, their minds become truly their own. Such a trauma often fragments their memories or wipes them completely. Automata often spend their time trying to understand their own creation, hunting fragments of memories or clues about their kind.

### Society:

They quickly find in the wider world that hungry merchants eager for interesting trinkets, arcanists and researchers in search of subjects to study, Automata are often hunted for gold. For this reason, many conceal their appearance of keep to relative isolation. Occasionally Automata find others of their kind and find safety in numbers.

### Racial Names:

Automata are genderless constructs and are usually given names upon their creation. These given names could be anything, influenced perhaps by their creator's origin and manner. However, they are often referred to by organic races by slurs.

### Ability Score Improvements:

- Your intelligence score improves by 2.
- Your constitution score improves by 1.

### Age:

Automata are created and do not age.

### Alignment:

Automata in part take their alignment from their creator, but most tend to neutral.

### Size:

Automata can be anything from 3 to 7 feet tall. Your size can be small or medium.

### Speed:

Your base walking speed is 30ft if your size is medium, 25ft if you are small.

### Darkvision:

Your arcane eye can see into darkness, you can see 60ft in dim light as if it were bright light and darkness as if it were dim light. You can only see in shades of whatever colour your arcane eye is.

### Blindsight:

Your mechanical sensors stretch beyond sight, you can detect motion and sounds accurately within 30ft.

**Construct Nature:**

Your mechanical mind gives you advantage on saving throws against being charmed. You are also immune to poison damage.

**Languages:**

You can speak, read and write Common and two extra languages of your choice.