

BOTTEN EXPERIENCE TABLE

Level	Title	Experience	Hit Dice
1	Proto	0	1d8
2	Spark	2,000	2d8
3	Contraption	4,000	3d8
4	Gadget	8,000	4d8
5	Automaton	16,000	5d8
6	Construct	32,000	6d8
7	Machine	64,000	7d8
8	Botten	120,000	8d8

BOTTEN

Requirements: Int 12, Con 15

Prime Requisite: Int, Con

Hit Dice: d8

Botten are golem-like machine people with tough outer shells and logical but human-like minds. It is said that a Botten from the future traveled to the past to create the Botten race and this paradox haunts these thoughtful creatures in their quiet moments.

RESTRICTIONS

Botten may achieve the 8th level of experience. They may use any weapon and may use a shield but cannot wear armor. Botten use the saving throw table and attack values of a Fighter.

Botten are susceptible to electrical attacks and take double damage from such attacks. Upon taking damage from electricity a Botten must pass a saving throw vs. paralysis or pass out for 1d6 rounds. If the saving throw result is a natural 1 they will fall unconscious and awaken with all memories of the past 1d6 days completely erased.

In order to heal, Botten must spend 1 hour in self-repair or being repaired by another and they must sleep at least 2 hours per day. If these conditions are met they will heal 1d6 hit points per day plus their Constitution modifier. If these



conditions are not met a Botten will not heal.

Botten are incapable of using magic of any kind and no magic item will function for them. A Botten cannot be healed by magic.

SPECIAL ABILITIES

Breathless: Botten do not breathe and therefore are immune to all damage related to breathing water, poison gas, or any other breathing related hazard.

Magic Resistance: Botten have +1 to save vs. any magical effects. They are immune to the effects of *sleep*, *hold*, and *charm*.

Mechanical Memory: Botten may recall small details of a person or place or of something they saw in a book upon passing a simple Intelligence check. Their incredible memory also allows them to learn languages very quickly. A Botten knows 1d4 languages at first level in addition to common and Botten. They may learn an additional number of languages up to their Intelligence score. It takes at least 1 week of study or observation to learn a language.

Mental Connection: A Botten may choose to establish a mental connection with another Botten, allowing the two of them to communicate non-verbally up to a distance equal to their combined Intelligence scores times 10'.

Spell-like Power: Though Botten are unable to use magic they do possess one or more spell-like powers. The special power of a Botten should be determined by rolling d100 on the Spell-like Powers table for swords on page 122 of *Labyrinth Lord*. The Botten can use its power once per day per level. If the result is double damage, the damage is related to any attack the Botten makes, charging its weapon or fists with strange energy. The Labyrinth Lord may expand or restrict this list as she sees fit, per the needs of her campaign.

Stalwart and Tireless: A Botten may remain awake for 1 day per point of Constitution before passing out from exhaustion. Likewise, a Botten may walk for half that number of days without rest or run for 1/4 that number of days without tiring.

Tough Shell: The Botten's hard outer skin grants them a natural AC of 5. They take only 50% damage from blunt attacks but piercing attacks such as arrows and spears will deal an additional 1d4 points of damage to a Botten.

Weatherproof: Botten are immune to damage from cold or hot weather and take only 50% damage from cold or heat attacks, including the breath of dragons.