

Sean's Gaming Corner

MEGAMAN X



Legal Notice:

Sean's Gaming Corner is -NOT AFFILIATED- with any tabletop gaming company (unless specifically noted elsewhere). All works fall into the domain of Fair Use (unless noted otherwise). All creations that are noted as "Conversions" are in turn also -NOT AFFILIATED- with their respective Copyright holders, and are also protected under Fair Use laws. Conversions of these copyrighted materials should be free to use, costing no money to download, and are fan based creations.

All works are of the original creation of Sean Ropp and do not make use of the works of other content creators beyond images. Images acquired and used in documents are those found via applicable internet searches. Where possible, credit to respective artists is given. If an image is used that lacks a content creator's name, please send an email with the information on this to -seanwebcorner@gmail.com- so that corrections can be made to documents.

All Original content created by Sean Ropp is noted as such, and is the intellectual property of Sean Ropp, Sean's Gaming Corner 2022.

REPLOIDS

+2
CON

+2
INT

-2
WIS

4
HP



Beyond simple robots, and just as complex as Androids, Reploids are an evolution of robots to be more humanlike, mixing the complexity of Androids with the adaptability and upgrading capabilities of robots. Reploids served a roll that Androids could not, be soldiers, weapons, work in hazardous environments. But the unforeseen appearance of the machine god changed everything, and now Reploids are animated by not just complex programing, but by the same infusion of souls that Androids benefit from, however this does not stop people from viewing them as more machine than anything else and thus they often don't receive the same degree of acceptance as Androids.

Size & Type

Reploids are medium humanoids with the Construct subtype.

CONSTRUCTED

This feature is the same as that for Androids [pg 42. PHB]. However, as they possess a mechanical body, Reploids do not get

a +2 to saving throws but are instead immune to diseases and poisons, unless they specifically target constructs. Additionally, do to possessing a mechanical body, the Reploid cannot swim [failing any check automatically], however they don't need to breath either and as such they cannot drown.

ADAPTIVE BUILD

The bodies of Reploids can be outfitted and customized as needed, though their central cores [where their soul is believed to reside] remain intact. Reploid bodies are a techno-organic structure, with more in common with that of a machine, but built using nanomachines. A Reploid can have a number of upgrades to their body equal to their CON modifier + half their character level. Some upgrades make use of more than one slot.

Integrated Weapons: The Reploid can typically have only 1 integrated weapon system in their body. The bulk of the weapon determines how many slots the weapon takes up. Bulk L weapons take up one slot. Bulk of items that are higher than the character's CON modifier cannot be integrated into the character's body. Integrated weapons that

have a capacity, and are energy based [use charges] will pull power from the Reploids body granting them unlimited uses.

- **Melee Weapons:** A melee weapon can be integrated as well. In this case the weapon needs to be modified to be able to fold up and be stored in the body. As such the credit cost is 25% higher than normal for this. L type bulk melee weapons can be treated as ammo for throwing, as such up to 10 of these can be integrated to have 1 bulk count as 1 slot. The items can be recovered and reloaded for later use.
- **Nano-Regenerating Weapon:** The use of nanomachines to generate a melee weapon is also possible. This weapon works the same as any other melee weapon, but weapons generated for "ammo" are essentially unlimited - but cannot be recovered if dropped or thrown as the items break down into dust shortly after being used [and only 1 item can be generated at a time]. The credit cost for this is 5x that of the base weapon, and the weapon assigned to the nano-generator counts as 1 bulk.

Integrated Armor: Armor that is built onto the Reploid is not something that can be removed without proper work tools and time. Its bulk does not count toward the character's bulk total. Additionally, armor check penalties are reduced by an amount equal to the character's STR modifier +1 [minimum of 1 however]. Armor's bulk is used in the same way as that of integrated weapons. Bulk of items that are higher than the character's CON modifier cannot be integrated into the character's body.

Integrated Equipment: These would be items like flashlights, or other similar objects that you can carry. The bulk of the item here works a bit differently. L bulk items count as 1 bulk when you have 5 of them. Otherwise the items bulk rating counts as the number of slots used up.

Cybernetics: To start, limb replacements don't count as upgrades and if a Reploid needs a new limb then it is typically just a rebuild of the one lost. Additionally, cybernetics that replace major organs [excluding the eyes] cannot be used. Other cybernetics have the advantage that they take up no upgrade slots, as these replace existing parts that were in

place. The main advantage here is that the credit cost for cybernetic like upgrades is reduced by 25%.

When initially building your character you may apply any initially purchased gear as being integrated if desired. Out of character creation, integrating parts into a character adds 25% to the credit cost of the item added.

MACHINE BODY

The body of a Reploid is not like that of an android. Significant damage to it does not necessarily result in the death of the Reploid. When a Reploid would normally have been killed they can make a FORT save vs. half the damage done. If the save succeeds, the Reploids core is intact and this will allow for the Reploid to have a new body built that their core may be set into. The cost of this is typically an amount of credits equal to their Level x 1000.

Replods also do not gain any benefit from Medicine skill rolls. Instead, Engineering skill rolls are used in the same manner. Healing magic does still heal the Reploids body as if it were biological, this is due to the power of the soul bound to the body of the Reploid.

Damage to a Reploid does

heal on its own like a biological body over time, again due to the soul bound to the body. Finally, Reploids are more susceptible to acid than other creatures. As such, acid based attacks do an extra die of damage [based on the dice rolled] to Reploids.

PHYSICAL DESCRIPTION

Reploids are beings who have been manufactured and possess an entirely mechanical body, in contrast to androids. Their bodies have some nanomachine capabilities that allows them to essentially "self-repair" or heal over time like a biological being. Most reploids possess a human like face, mechanical endoskeletal structure that can reconfigure parts of itself [if built for it] as well as outer plating that serves as their epidermus. Their over all appearance is like that of a human in an shell-like armored suit. What is most unique is the "core" of a reploid, the spot within them that not only houses their core programing and personality, but the digital soul that the machine god has infused them with.

But because of their machine bodies, they can alter their appearance, with some preferring to do so based upon jobs they have taken and personal preferences. This means that some reploids tend to have more of an

PLAYING A REPLOID

YOU LIKELY...

Are inquisitive, assessing information quickly, and adapt to situations like humans.

Dislikes being considered just a machine.

Are able to logically understand why people may do what they do.

Other Races Probably...

Think of you as nothing more than a machine.

Dislike you being armed and able to think for yourself

Are unable to understand how a machine like an Android or Robot can have a soul.

animal like appearance.

When damaged, a reploid is able to be repaired or they can wait for their internal systems to repair the damage, though this is a time consuming process.

Reploids can feel emotions, and have been known to fall in love with humans and even other reploids. A new reploid can be built through the actions of two reploids or in a factory. When two reploids do this, then also conect both of their cores to the core of the new reploid. This mingling serves to create a guiding point for a new soul to inhabit. Mingling of cores is the closest that a reploid can come to for procreation. This obviously isn't possible for those few that do

fall in love with other humanoids. With androids this is possible, however the process is a bit different. One last thing about repleids is that size is largely an optional feature. Most tend to be of a normal height or size as other beings. Some can be shorter, others larger depending on their job.

REPLEIDS IN STARFINDER

When wanting to bring repleids into the setting of Starfinder you need to figure out their purpose in the scheme of things. Repleids are essentially highly advanced robots, but different from androids - though not by much. In the Megaman X games, repleid is a term applied to all robots that possess a humanoid shape. In the games, while humans are supposed be around, they are rarely seen as.

In Starfinder, repleids came about as a means of replacing androids, whom had started to develop souls and personalities beyond their programing. The thought was to create a machine of similar complexity, but different method of being made. While mechanical in nature, their bodies are still a sort of living metal, one that makes use of nanomachines to replicate the healing process of



beings, but would also allow a high degree of modular capability and upgradability that androids lacked. This would allow a repleid to be better outfitted toward a particular job than androids.

And while this worked for a time, the Machine God saw this and decided that a lesson needed to be taught, and so repleids were gifted a soul as well.

Borrowing from the games, the man responsible for the creation of the repleids was a scientist who went by the name of Dr. Cain. Dr. Cain himself was nonplussed by repleids having souls once he found out, but like with androids he was afraid of the unethical choices that a repleid could make.

But all repleids have an origin

with one other reloid, their predicesor.

The first reloid was a being found by Dr. Cain in a sealed off laboratory that seemed to have been left in that state for well over one hundred years.

This reloid, designated as "X" served as the basis of all reloid designs, even though several of his systems were blackbox items that couldn't be analyzed. What was eventually learned was that an older scientist named Dr. Light was somehow the original creator of X near the end of his life. He had hopes for X to one day be activated. But what was of interest when he was activated was how he seemed so human.

The fact that all reloids seemed to gain a soul after X's awakening wasn't lost on Dr. Cain.

As time wore on, some reloids took it into their heads to start hurting people, to carve out their own little place via violent means. If androids could get some respect then why couldn't they? Some were ok with their lot in life, though some did grumble.

Reploids becoming violent coined a term, "mavrick." A mavrick reloid was any reloid that went against their job, took to wantingly hurting people for the sake

of being able to do so.

This in turn gave rise to the "Mavrick Hunters" who specialized in hunting, arresting, or usually destroying rogue construct beings like reloids... specifically reloids.

SOCIETY AND ALIGNMENT

Reploids tend to be fairly outgoing, a vestage of their initial programing. While many people are happy for their help, some people just can't accept that a manufactured being can have a soul. Many reloids don't mind working, it's something to do, but they do resent being treated as property, and if their memories are erased regularly then they tended to remain supservial. For the most part, reloids are treated much the same as androids.

The average reloid alignment tends to lean toward being good, whether it is due to their base programing or something in their core.

RELATIONS

Typically, reloids tend to keep to their own, working with other races as their job(s) may require. They tend to be largely distrusting of other races. They tend to be close to

androids of course due to having mutual origins. They especially dislike anyone that would see them as being property.

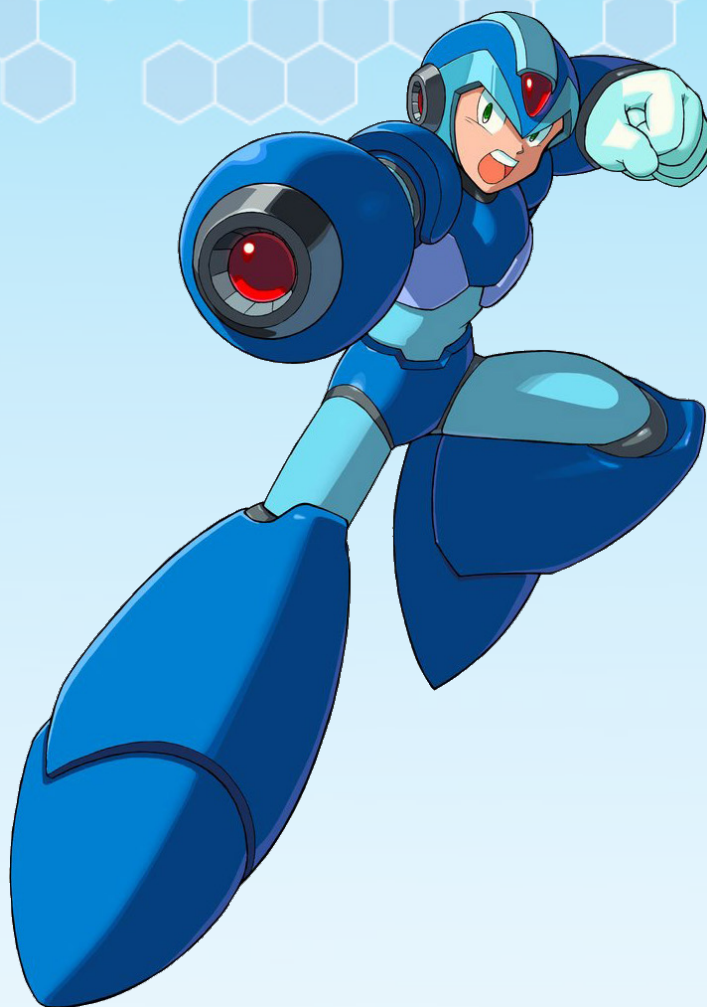
Adventurers

Reploids adventure for many reasons. For some it is to get away from those that see them as property. Some seek to liberate other reploids from forced servitude, some wish to turn the tables on such people. And others may just want to do good. A reploids resilience and natural toughness and mental processing abilities lends well to a number of different classes, particularly operatives, soldiers, mechanics and technomancers.

NAMES

Reploids tend to have names that align with objects of technology, numbers, food, spices, animals, elemental effects, or they can even have names like that of other races, or even combinations of this. Some example names include: Alia, Layer, Iris, Axl, Cinnamon, Sigma, Double, Vile, Spark Mandrill, Bubble Crab, Toxic Seahorse, Storm Owl, Spiral Pegasus, Shield Sheldon, Vanishing Gungaroo, and Burn Rooster.

Megaman X [Reploid]



The following is an NPC/PC build of Megaman X. Do keep in mind a few things if you are wanting to introduce X into your campaign. First, he starts with equipment [so to speak of] that is greater than the 1,000 Credit starting allotment that is normal for players. To this end think of using/allowing X in games with players starting at higher levels than level 1.

Class [Level]: Soldier [1]

Theme: Bounty Hunter

Size: Medium

Speed: 30ft

Gender: Male

Alignment: Lawful Good

Deity: None

WILL: Total [+1] = Base [+2] + WIS [-1] + Misc [+0]

Attack Bonuses

Melee: Total [+2] = BAB [+1] + STR [+1] + Misc []

Ranged: Total [+4] = BAB [+1] + DEX [+3] + Misc []

Thrown: Total [+2] = BAB [+1] + STR [+1] + Misc []

Gear/Systems

[Megaman X 1-8 games]

Black Box Systems: X's body contains a number of black box systems that cannot be scanned or correctly removed from his body. These are equivalent to possessing internal organs. These systems are more of a backstory presence to explain his capabilities, with a few noted expectations.

- X, unlike other Reploids, is immune to being hacked, and cannot be infected with computer viruses, or other viruses that would target constructs (most notable the Sigma Virus).
- X has a special link to the Dr. Light AI system. The AI knows X's whereabouts at all times, and is capable of sending him special upgrades when X has reached either a certain necessity or a milestone in his life.
- X has half the upgrade slots available that

Ability	Score	Ability	Score
STR	13 [+1]	INT	12 [+1]
DEX	16 [+3]	WIS	8 [-1]
CON	14 [+2]	CHA	10 [+0]

Initiative: +3

Health & Resolve

SP: 9

HP: 11

RP: 1

Armor Class

EAC: Total [16] = 10 + Armor [+3] + DEX [+3] + Misc. [0]

KAC: Total [16] = 10 + Armor [+3] + DEX [+3] + Misc. [0]

AC vs Combat Maneuvers:

Total [24] = 8 + KAC

DR: ---

Resistances: ---

Saving Throws

FORT: Total [+4] = Base [+2] + CON [+2] + Misc [+0]

REF: Total [+3] = Base [+0] + DEX [+3] + Misc [+0]

Reploids normally have.

X-Buster: An advanced plasma weapon that's built into X's arms, though he can only deploy one at a time. The X-Buster gains in strength as Megaman X gains in level. Megaman's level indicates the level of the X-Buster.

- Damage: 1d8 E & F [+1d8 every 2 levels]
- Range: 50ft
- Crit: Burn 1d4 [+1d4 every 3 levels]
- Capacity: Unlimited
- Usage: N/A
- Special: Boost +2d8

Adaptive Armor Covering:

X possesses a metallic crystalline like armored outer body. The armor grows in strength as X gains levels, like his X-Buster. Megaman's level indicates the level of the armor, every level the EAC & KAC increase by 1pt each, and Max DEX is upped by +1 Ever 4 levels. This armor is considered to be light armor. X can "retract" the armor or remove the helmet if he wishes to assume a "civilian" appearance, though he only ever retracts the helmet.

- EAC: +3
- KAC: +3
- Max DEX Bonus: +6
- Armor Check Penalty: ---

- Upgrade Slots: N/A [Reploid]
- Bulk: 1

Variable Weapon System:

X possess the uncanny ability to copy any weapon that he has had time to scan. Scanning a weapon requires 1 minute of uninterrupted concentration on the object [as well as the ability to touch it]. X can use the weapon at its exact damage output, and a unique nano-factory system with in X stores and sets up power for these weapons, or an ammunition store. Once the weapon's "ammo" capacity is expended the power system either needs time to recuperate the energy for each weapon that X has stored. X can store a number of weapon systems equal to his INT +5, and capacity for each. Capacity for the weapon is recovered only after X has rested for 8 hrs. Alternatively, an external power source can be loaded up for the weapon, taking an appropriate length of time to "reload" the weapon system's capacity source.

Typically, when X uses a weapon, his armor color often changes to reflect any unique characteristics of the weapon when it's in use. Switching weapon systems requires a move action. X's systems will purge a stored weapon system after a week. Also, any weapon that is copied by X [including magical weapons], can have

the X-Buster's boost effect applied to it, but this uses more charges [+1 per die] when the shot is fired. Note that if a weapon's effect is also tied to other powers/abilities that a target possesses then those abilities also are copied over to X.

The amount of ammo/charges that a copied weapon system will have will be equal to the character's CON modifier + the number of dice in damage the weapon deals x 5.

Kinetic Movement System: This is a system that allows X to perform a jet assisted dash, slow his fall if he's close to a vertical surface, or to enhance his leaping ability.

- **Jet Dash** - When using Full Action on your turn to "Run", you gain a +2 to your AC's against Opportunity Attacks.
- **Jet Jump** - When jumping you gain the benefits of having done a 10ft running start. This also can be used in mid air to change direction or move closer to a surface, but in only increments equal to your Level + CON modifier.
- **Wall Slide** - The turbines in the feet can go in reverse to create a suction that allows the character to slide down a surface. This needs a reaction to use initially, and reduces the damage of falling by an

amount equal to your Level x your CON modifier.

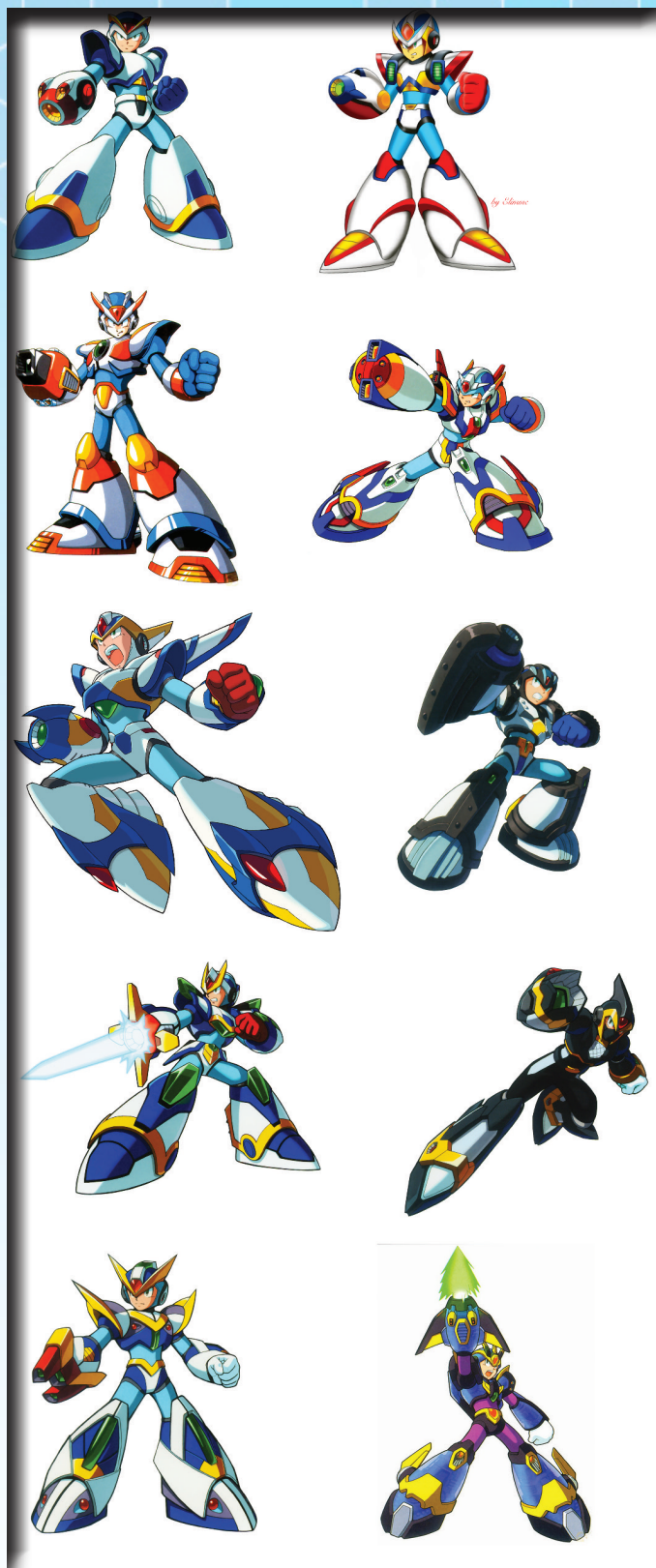
Hyper Armor System: X's most powerful capability is this system. A special system created by Dr. Light, X can make use of a special upgrade system back at Absalom Station that can create upgrades for his body to enter a more powerful state. These states vary with each only available once X has attained a certain level of life experience [reached a certain level]. Once obtained, X can switch between his normal state and the hyper state.

A hyper state creates a change in his appearance, and it lasts for 8hrs of operation, [he must rest for 8hrs once the time is up]. An AI program of Dr. Light is integrated into Absalom Station, and can move these upgrade stations around the station, or even off the station via teleportation to assist X when he has reached a milestone in his life. Each upgraded armor replaces the previous. If benefits roll over to the next armor, it will be stated. In some cases X will have more than one armor option that they can switch between.

- **Light Armor [Lvl 3]:** In this state, the X-Buster does an additional die of damage. X gains DR 1, and +1 to attack rolls.

Booster for the X-Buster increases by an additional die as well.

- **Giga/Max Armor [Lvl 5]:** Retains the benefits of the Superior Armor but also can create a radial explosion emanating out from his body, doing damage equal to his X-Buster, but affecting a radius of 30ft. Opponents in the blast area take half damage if they succeed in a REF save vs. X's attack. The attack however cannot be used often, and recovers its charge only after a Resolve point is used to recover Stamina.
- **Force Armor [Lvl 7]:** Also retains the benefits of the Superior Armor. Here The explosion is swapped for doing more damage when performing a bull rush [which also may be done from midair]. Here the X-Buster's damage is used for determining the damage of the bull rush. Additionally, until the start of the character's next turn, all opponents that attack him with melee attacks take the same damage. Damage from all sources is reduced by X's CON modifier. The limitations on the attack remain from the Giga Armor.
- **Adaptive Armor [Lvl 10]:** Here X gains the ability to swap between different combat armored modes.



The benefits of previous armor modes no longer apply.

- **Falcon:** Gains the ability to fly [as if using a Forcepack]. The range of the X-Buster is doubled, and an Auto-fire setting is possible when shooting at its normal range limits.
- **Gaea:** A purely defensive armor. This armor increases the EAC & KAC by +5. Gains DR 3. Movement is reduced by 5ft [jump distance is also reduced by 10ft], and the X-Buster's range is reduced by 15ft. X is, however, incredibly stable in this mode and can reroll checks made to resist being knocked prone. By expending his action, X can also create a front facing Force Field [Green], that protects him, as well as any companions adjacent to him [X can fire safely out of the Force Field].
- **Blade [Lvl 12]:** This is a melee combat adaptation that allows the X-Buster to instead create an energy blade instead of firing at a distance [though that is still possible]. Here armor sees a +1 EAC/ KAC increase. The blade attack also rolls an extra die of damage for its normal damage and its Crit damage.
- **Shadow [Lvl 12]:** This

is a stealth armor variation. Noise is reduced, granting X a +5 bonus on his Stealth checks for sound, as well as when hiding in shadows/darkness. X can also see in the dark as if he has Darkvision and Low Light vision [if he already has these capabilities the range at which he can see is doubled]. His X-Buster's shots do 1 die less in damage, but have a slimmer profile and travel faster making them harder to evade [+1 to attack rolls]. And as a move action, until the end of his next turn, X can create 3 satellites that can each fire a laser pistol with a level that is less than half of X's current level. As a reaction a satellite can be used to intercept an attack, negating the attack, but also removing a satellite from use. X effectively has 3 extra reactions that he may use for this purpose. An 8 hour rest is needed before the Satellites can be summoned again.

- **Glide [Lvl 15]:** One of the most powerful armors X will have, the glide armor incorporates many powerful features. X gains a +2 to his EAC & KAC, DR 3, flight as if he had a Forcepack. When

performing a Boosted shot from his X-Buster, he can instead choose to make an attack roll against a total of 3 opponents (he doesn't need to, but can). Damage dice, however, is broken up amongst the 3 chosen opponents and rolled separately, and no opponent is allowed a cover bonus against these shots (unless they have total cover). Finally X regains the bull rush attack effect from the Force Armor.

- **Ultimate [Lvl 18]:** The most powerful armor that X will get. The armor works in a similar manner to the Force Armor. The armor gives +3 EAC/KAC, X-Buster does +1d8 damage, its critical is +1d4, and its boost increases by +2d8. The Forcepack flight capability, and bull rush attack is retained from Glide. Additionally, a special I speed flight mode can be used for this for long distance traversing, where out of combat speed is doubled. In this highspeed mode the armor forms a sled that X rides on like a surfboard (if he falls off, the armor sled vanishes). While using this sled form, X doesn't have access to any of the armor effects. The sled form does not draw from the time limit that X can

remain armored, and he can use it freely to travel.

Skills

- Acrobatics [DEX] +4
- Athletics [STR] +2
- Engineering [INT] +2
- Intimidation [CHA] +0
- Medicine [INT] +1
- Piloting [DEX] +3
- Profession [Maverick Hunter, INT] +1
- Survival [WIS] +1

Abilities

Reploid: Constructed, Adaptive Build, Machine Body

Bounty Hunter Theme: Theme Knowledge [pg 30]

Soldier: Primary Fighting Style [Hit-and-Run, pg 115]; Primary Style Technique

- Opening Volley [Bonus Feat]

Feats/Proficiencies

Proficiencies: Armor [Light & Heavy]; Weapon [Basic Melee, Advanced Melee, Small Arms, Longarms, Heavy, Sniper, & Grenades]

Feats: Mobility;

