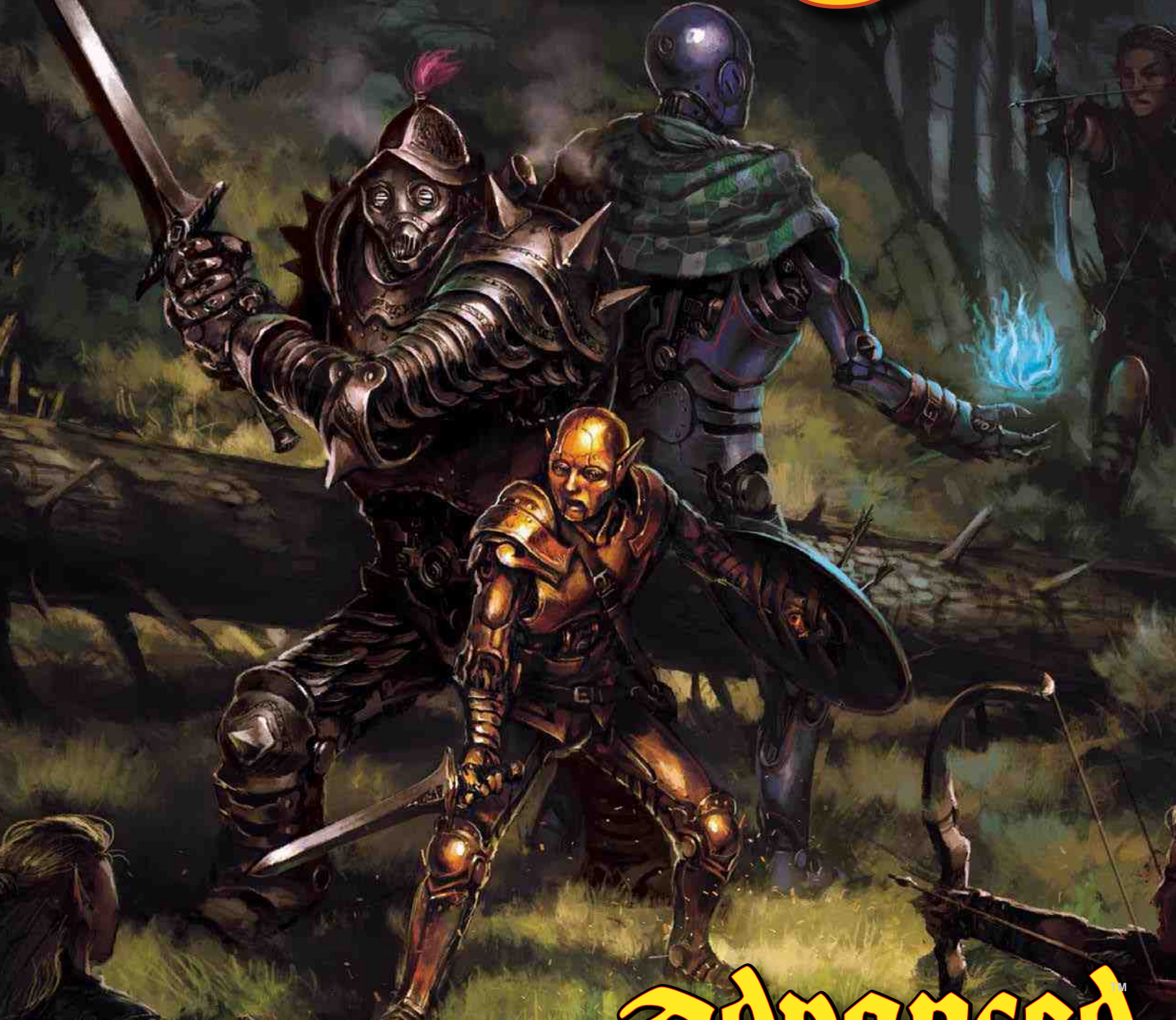


Gearforged

COMPILED AND EXPANDED BY THOMAS BENTON



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**Advanced
Races**

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THE COMPLETE GEARFORGED

Most visitors to the Free City of Zobeck are dazzled by the myriad mechanical miracles on display, foremost among them the gleaming clockwork men who walk alongside beings of flesh and blood on the city's streets. But woe to the traveler who addresses one of these wonders as a mindless automaton! Zobeck's gearforged are living constructs, mechanical forms housing mortal souls.

Originally created as powerful soldiers, gearforged must now find their own paths with which to navigate the second life they have been given. Many devote themselves to civil service, others to their gods. Some dedicate their extraordinarily long lives to the pursuit of knowledge. Others, naturally, seek out lives of adventure.

Gearforged Life

The gearforged are not only an artificial race, but also one whose members are created one at a time, coming from a vast array of backgrounds. Nevertheless, they maintain rich traditions of history, culture, and spirituality all their own, partly due to the influence of the race's patron, the gear goddess Rava.

HISTORY

The history of the gearforged is a history of desperation. During the Great Revolt of the City of Zobeck against the rulership of House Stross, the citizens seized the watch barracks with the help of many of the watch captains, and the mages of the Collegium enchanted soldiers of the citadel. It was enough to give the rebels hope. But what they could not turn to their side was the private army of the Stross. These were hard and cruel soldiers, renowned for their brutality and certain of victory. The heavy knights of the Order of the Undying Sun, a company of crossbow-dwarves from Melano, cruel shadow fey mercenaries, and a swath of peasant levies came to Zobeck—all were under the command of the wizard Lord Kranos Stross.

Against this were arrayed the wands of the Collegium and the many citizens of Zobeck—but no cavalry, no



trained pikes, no heavy infantry to speak of. They had the help of dwarves from the Gear District and others from the Ironcrag Cantons, but they needed tough troops. Their solution was a mad wizard's apprentice, Black Marcenzo. With the assistance of master dwarven smiths, mages from the city's college of magic, and priestesses of Rava, this renegade apprentice devised a ritual to animate bodies of iron with mortal souls. The spirits required came from the people of the city: elderly volunteers, angry and idealistic young men, criminals seeking a reprieve, and a few seeking a new life in a whole and healthy body. Their bodies died, but their souls lived on—and, more importantly, fought on—seeking to change the course of the revolt.

Overnight, more than 100 of the bravest hearts of the citizens of Free Zobeck became ticking hearts with everwound springs and minds of brass and magic. The nobles of House Stross were caught completely off guard. These shining heavy infantry were an unshakeable core for the people's army. The iron bodies could withstand the shock of knights in full battle dress, their new-made pikes held true, and the overwhelming numbers of the free people of Zobeck pulled down many a landed knight from the saddle into the mud, never to rise again. The Battle of Oros Bridge was won, the Stross were hung from the walls of their ancestral castle at Rosehaven, and the city declared its charter as one of a free people, governed by their own council and a mayor. The gearforged were the fist that struck off the shackles of a decadent house.

At their making, the gearforged were thought to be a special cadre, a one-time creation never to be repeated, but this was not so. Within 20 years, others came forward to undergo the Ritual of Soulforging. Many of the living faithful of Rava came to see the transformation into a gearforged as a form of bodily pilgrimage, a way to grow closer to the Gear Goddess herself. Some individuals sought out soulforging as means to stave off death, and others did so for mysterious reasons all their own. The cost is high for all; gearforged love is purely a thing of the mind and their senses are much simplified, pure sight and sound shorn of all elements of taste, smell, or touch.

SOCIETY

While gearforged do not reproduce in any normal way, their numbers grow, and their longevity means

The Free City of Zobeck



Ruler: Lord Mayor Karillian Gluck and the Free City Council

Population: 14,000 (11,000 humans, 400 dwarves, 2,200 kobolds, 200 gearforged)

Great Gods: Rava (patron), Lada, Ninkash, Perun, Porevit and Yarila, Svarog/Volund

Rava, the patron goddess of Zobeck, shines her blessings daily on the hard-working Zobeckers, giving them the gift of the clockwork knowledge fueling the Clockwork City's ticking heart, and protecting them from a host of neighbors who seek to subjugate the city. Under Rava's aegis, Zobeck's population has burgeoned and the city has blossomed into a thriving trade hub, with land access along the Great Northern Road and the Great Southern Road and river traffic up the River Argent.

that they have become, slowly, a larger proportion of the citizenry than anyone might have expected. The gearforged for many years argued over their status and their acknowledgment as citizens. The veterans of the Revolt were naturally acknowledged as citizens at once. Some clockworkers have claimed that the gearforged are servants, more akin to familiars than people. The most strident claim that an animated body is always property and not a person at all. The topic is a delicate one among the gearforged, for their sense of ownership of their bodies is fraught with the difficulties of repair and the alien sense that what they are is neither flesh nor golem.

Gearforged gather among themselves frequently to discuss the old days (a fact that annoys the younger gearforged and pleases ancient loremasters). This is a practice they call "redundancy and distribution," meaning simply the sharing of knowledge, rather than opinions. Many such gatherings supplement these recitations of history with more contemporary knowledge acquired through three methods: adventure, experiment, and study. All three of these branches of knowledge are held to be noble endeavors by the gearforged. Gearforged also value discussion of martial prowess, as all gearforged know at least a little of the fighting arts. Though they may be scholars or experimentalists among their own kind, they were first made for war, and combat is counted an honorable profession among the gearforged.

SILENT COUNCILS OF THE OLD MASTERS: The gearforged also gather to share Machine Speech or memory gears from time to time, especially the eldest among them. These are the Council of the Anvil in Zobeck, the Secret Brotherhood in the Ironcrag Cantons, and similar councils in all other cities where the gearforged are numerous, such as the Free City of Melano, the island of Kypriion, and the sultanate's clockwork centers of Methony and Quresh.

GEARFORGED MEMORY: Once human, now mechanical and undying, the gearforged tend to be radicals in their youth and more conservative with age. Certainly it takes a radical to shed his or her body for a mechanical one—and certainly over time they grow reactionary and unable to adapt to a world shifting around them. Some priests believe that the inevitable death of their mortal friends and loved ones drives them into a certain stiffnecked conservatism over time.

At the same time, the gearforged are keenly aware of history and its dangers. They guard against the creeping return of aristocracy and against the decay and corruption of diabolic cults. They remember how things were. And they do not forgive easily what they remember of the slaughter in the streets long ago. Since that time, a few more join the gearforged every year. Many are wealthy merchants at the end of life, others are soldiers seeking a new edge, and a few are criminals compelled to serve the city as the price of their crimes.



RELIGION

Nearly all gearforged worship Rava, the Gear Goddess and patron of the city of Zobeck. She is their creator: the goddess who gave the secret of soulforging to the crazed zealots of the Revolt. The praise of Rava and the faith of her gearforged have been unshakeable ever since. They are among the chief servants of the Clockwork Oracle, a

magnificent contraption whose gears, wheels, and actuators form a face that is said to be inhabited by the goddess herself on high holy days (see *Kobold Quarterly* #6).

THE SAINTS: The most fanatical of Rava's gearforged followers—and some are truly mad with devotion—are called the Saints. They are generally implanted with a third hand and a third eye and are said to be Rava's Hand

Rava (Ariadne)

The Gear Goddess, the Clockwork Oracle, Mother of Industry, Spinner of Fate, Merchant Goddess, Patron of the City of Zobeck, Patron of Weavers and the Gearforged

DOMAINS: Artifice, Clockwork, Knowledge, Luck, Travel

SUBDOMAINS: Construct, Exploration, Fate, Metal, Toil, Trade

ALIGNMENT: Lawful

FAVORED WEAPON: Dagger, scimitar

As the patron of Zobeck, Rava is a goddess whose beneficence has given the city autoscribes, clockwork scullions, the gearforged, and other inventions. Merchants believe she blesses their hard work, and her mark is on contracts and bills of lading as a surety of delivery or payment. She is also a sponsor of magic, knowledge, and industry.

Rava's physical form resembles a six-armed woman, and she is frequently shown weaving or spinning. She is shown as a maiden, as the mother of industry, and as a wise crone in different shrines and at different seasons.

WORSHIPERS

The industrious, the learned, and the gearforged are Rava's closest followers, and dwarves, humans, and kobolds all have shrines to her. Most of her followers are hard-working and willing to try new things; novelty and invention are a part of her tradition as much as tradition and crafting. Alchemists, wizards, scribes, guild masters, weavers, and merchants all turn to Rava for wise counsel.

SYMBOLS AND BOOKS

Rava's priestesses have written dozens of volumes of prophecy at the Clockwork Oracle in Zobeck, and have a dozen more of the sacred works of Ariadne on the southern islands. These books are kept closely guarded; most of their predictions do come true in time. The priesthood sells the knowledge within them to their wealthiest followers, and gives it away to the most fervent and boldest followers, the paladins and inquisitors of the faith. These are most often gearforged heroes. Rava's symbols are the gear and the spider. Many of her priestesses carry a spindle for thread and spin as often as possible, the better to feed the looms of Rava's weaving spiders.



SHRINES AND PRIESTS

The current human high priestess of Rava is Lena Ravovik (LN female human cleric 9 [Rava]). Her surname is the traditional one for priests and priestesses of Rava, who abandon their families and former lives when they enter the service of the goddess. The current dwarven high priest in Zobeck is Ondli Firedrake, and the high priestess on the island of Archae is Alkestis. The most famous of Rava priestesses are the goddess-forged. These powerful clerics have been blessed to become immortal, magical machines. Their bodies become completely covered in metal, and they gain the construct type and other abilities as a gearforged.

OTHER FAITHS

Rava is not fond of Bastet's sybaritic luxuries and even less fond of the wild madness of Addrikah, the derro mother of madness and chaos, whose works are abominations. Rava is considered cool or hostile to the followers of Yarila and Porevit, and she has a long-standing-but-genial feud with Volund over whose artifice and creation skills are greatest.

MASKS

Rava is called Ariadne in some southern realms, and she is a great patron of weavers, jewelers, and scribes. In the North, she is associated with the Norns. A few believe she is a female mask of Thoth-Hermes.

WHAT RAVA DEMANDS

Rava demands her followers be wise and hard-working. Learning and scholarship are prized among her followers, and so too is the discovery and the making of new things. As a goddess of both novelty and fate, she demands her followers seek out new learning and steer the world's fate to peace and plenty. In Zobeck, Rava's followers must defend her patron city against any threat that the Clockwork Oracle identifies. Rava despises sloth and luxury.



and Rava's Eyes in the world. Indeed, sometimes the goddess does seem to see through these eyes and react; in some sense, the Saints are her distant and distributed minds and hands.

THE MACHINE SPEECH: Some gearforged speak a whistling, clicking language among themselves that is incomprehensible to non-gearforged and certainly unpronounceable even under the effect of tongues or similar magic. These speakers call this "the Machine Speech" and use it to exclude flesh-and-blood humans from their company. They claim that the Clockwork Oracle speaks in this form as well and that their speech is faster and purer than any language of mortal races.

THE CULT OF ZURVAN: There are those that maintain that the worship of Rava has become too fixated on the novel charm of clockwork, neglecting the roles of law, fate, and destiny in the goddess' portfolio. Some have abandoned the faith entirely, directing their worship instead towards Zurvan the Iron Angel, First of the Inevitables. The cult of Zurvan quietly plots

to overthrow the church of Rava and convert the Gear Goddess' worshippers to the cause of their true mechanical god of destiny.

Zurvan's largely human worshippers view gearforged with awe and envy; while virtually all gearforged have far too much reverence for Rava to join such a cause, some cultists have used deceit and bribery to undergo the ritual of soulforging. There are rumors that the group has developed an alternate ritual (not requiring the complicity of a priestess of Rava) that will expel the soul from a gearforged body and allow a new occupant to take over the empty shell. This is rank blasphemy and an outrage to followers of Rava.

ZURVAN'S HORSEMEN: For some of the rare gearforged associated with the cult of Zurvan, admiration for the progenitor of the inevitables swells to fanatical extremes. They believe they are destined to ascend to a new existence as inevitables and fight in their god's hallowed army.

As a consequence, the Horsemen are dedicated to ushering in the event that they believe will bring this ascension to pass, which is nothing less than total



apocalypse. The Horsemen are slowly escalating a campaign of terror and dark rituals towards this end, but they currently remain deep underground and unknown in Zobeck. Few members of the cult of Zurvan are even aware of the presence of these sinister mechanical sociopaths in their midst.

OTHER GODS: Rava is not the only goddess of the gearforged—far from it. Many of the dwarf gearforged also honor the gods of their former lives: Wotan the Rune-Giver and Volund the Smith. Many of the once-human gearforged are inclined toward Perun the Thunderer, in his aspects of war and bravery; as well as toward Anu-Akma, in his guardian aspect; and sometimes even Arachne and Techne, the southern goddesses of fate and smithwork who are sometimes said to be masks of Rava.

Some human faiths do not look kindly on gearforged, and a few of the most life-affirming even consider soulforging to be an abomination similar to the creation of undead. The followers of gentle Lada, for instance, consider the creation of the gearforged a regrettable and grievous error. The rare gearforged that continue to adhere to these faiths live complicated existences indeed.

Making a Gearforged

The most important moment for many gearforged is the moment of their remaking, when they leave their flesh body behind and enter their new clockwork body of brass and steel. One can spend a fortune on these new bodies or simply scrape together something that will work—though only barely—if the subject is aging or deathly ill. The details don't matter a great deal, since the iron body can be rebuilt.

Without exception, the gearforged are shaped like humanoids, and the vast majority appears in one of two styles: roughly human-sized, with articulated joints, hands, feet, and magical eyes; or a stouter version made by the dwarves. These dwarflike gearforged are more common in the cantons of the Ironcrag than in the Free City of Zobeck, but are universally accepted as receptacles for dwarf souls. In the South, minotaur gearforged are rare but not entirely unknown. A few gearforged are built in even smaller sizes, intended for kobold souls, but these are subject to frequent failure and even the extinction of the souls they carry.

All gearforged were once other creatures, now inhabiting standardized bodies with cylinders, springs, and articulated joints of varying quality. Each is made of iron, brass, and steel and as distinctive in appearance as other people differ by their hair and eyes. The gearforged are thinking creatures and can serve as city watchmen and soldiers. Gearforged have free will that separates them from other mechanical devices, which are no more than simple servants responsive to orders and capable of little more than a limited amount of memorization.

Gearforged mechanisms are more than mechanical, because all gearforged are machines with a soul. Their arms and legs depend on actuators powered by everwound springs. Their minds depend on memory gears, transverse

cognition gearing, and the marvel of a soul gem connected directly to a maze of silver and mithral steam, spark, and magical conduits. These elements are all held in a shell of iron, brass, and steel, and the bulk of the things is remarkable. A large and heavily armored gearforged can weigh 400 pounds, since its armor is built in.

GEARFORGED COMPONENTS

The range of gearforged anatomy in all its variants is remarkable, but all gearforged share some common parts.

EVERWOUND SPRINGS

These magical springs provide energy over long periods, effectively acting as the power sources for most of the

Ritual of Soulforging

School necromancy; **Effective Level** 5th

Skill Check Craft (clockwork) DC 20, 4 successes; Knowledge (arcana) DC 20, 2 successes (Priests of Rava may substitute Knowledge (religion))

Components M, S, SC, V

Material Components—a complete mechanical body of actuators, springs, gears, and engraved gemstones (minimum cost 10,000 gp)

Secondary Casters—up to four additional casters are optional; each who makes a successful Knowledge (arcana) or Craft (clockwork) check (DC 20) adds +1 to the primary caster's check

Casting Time 60 min

Range touch

Target one humanoid creature

Duration permanent

Saving Throw Will negates **Spell Resistance** yes

You and the subject chant and act in unison to trigger the soul's migration into the waiting deathless, tireless body of iron and brass. If the incantation succeeds, the subject's old body dies and the new clockwork body is animated with life. The subject is effectively reincarnated as a gearforged PC and continues adventuring in that form.

Backlash: Ghost or wraith. The unbound spirit attacks the primary caster three times as a ghost. A cleric turning the unbound soul can prevent the attacks during the soul transfer process.

Failure: After the first failed check, the subject's soul is removed from his or her body but not yet constrained in the new one. The soul attacks you as a wraith. If a second skill check fails, the incantation fails completely: you and any other casters suffer 3d8 damage (Fort DC 15 + your Int modifier) and the subject dies. If the save is successful, the subject is either imprisoned in a gem (as per magic jar, if a 500 gp or better gem was prepared in advance) or released to the world as a ghost or wraith.

gearforged's limbs and fingers. A broken everwound spring results in the loss of function in that digit or limb.

SOUL GEMS

The mind of a gearforged creature is as sharp as that of any flesh-and-blood soul, but it is more portable. The animating, vital principle of a gearforged—its will, its personality, and its mind—are retained in one or (for an extra 8,000 gp) two soul gems. These are the elements that retain an individual's spirit or soul, and their destruction means the death of that gearforged.

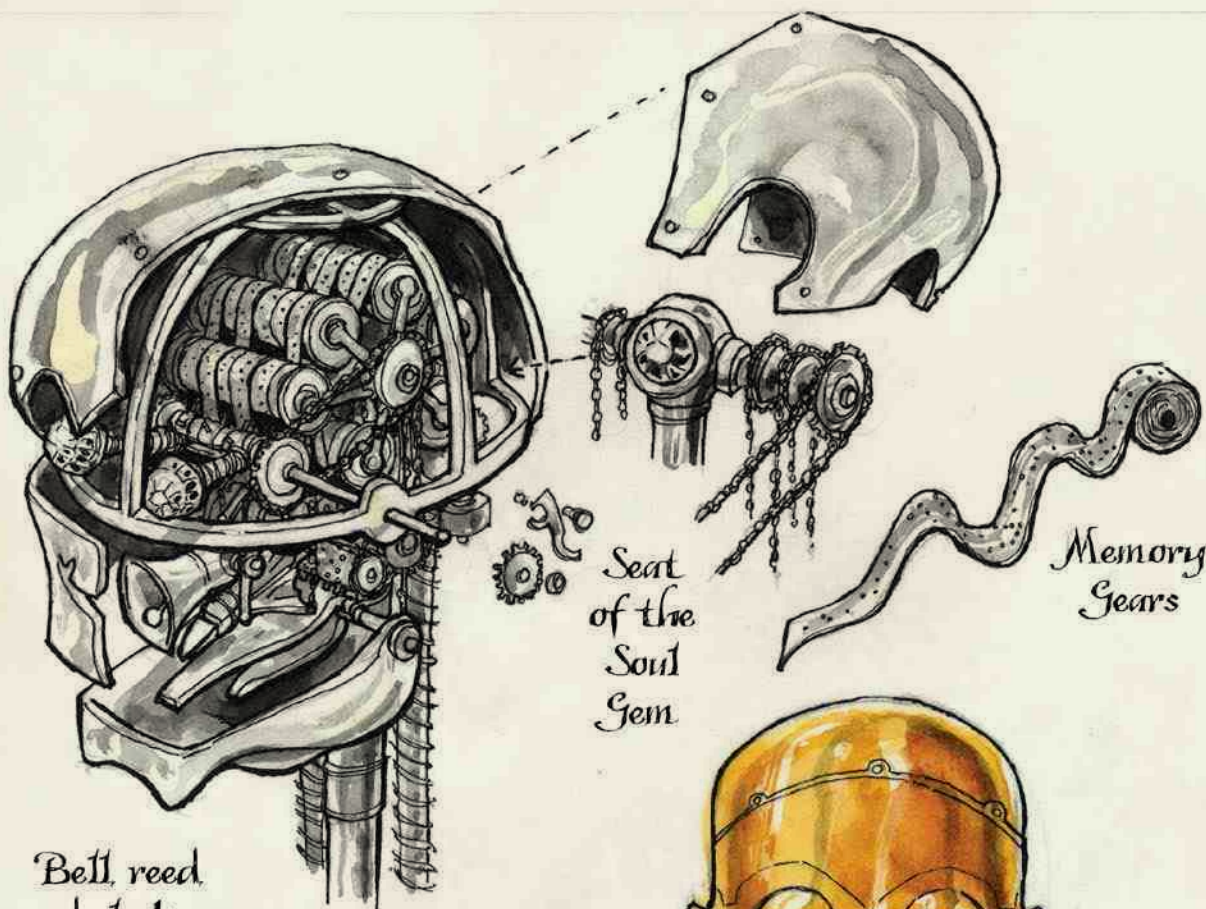
MEMORY GEARS

These delicate constructions are scroll-like ribbons pierced with thousands of pin-sized holes, and others wound

about with tiny enchantments of great complexity. The memory of a gearforged for all the days after its creation lives in the memory gears. Older gearforged have many such gears, and the material component for the magic to create them requires one new gear/two levels attained or every 10 years of life. Installing one requires one day's work and 2,000 gp.

Memory gears can be taken from a dead gearforged and read by others. This is a lengthy process and viewed with some alarm by most gearforged, since it is akin to peering into the most private details of a creature's life.

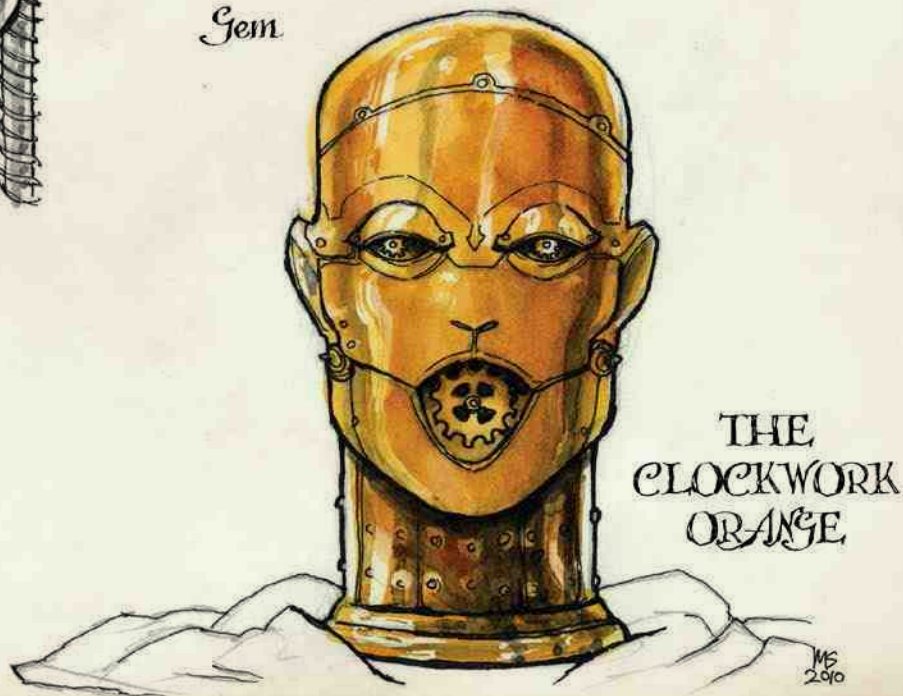
Installing an existing, used memory gear in a new gearforged requires a new Ritual of Soulforging and at least one week for the recipient to remember and understand the



Bell, reed
and clackers
for speech...
using
elemental-
forced
air

Seat
of the
Soul
Gem

Memory
Gears



THE
CLOCKWORK
ORANGE

MS
2010



results. The process is dangerous, requiring a Fortitude save (DC 10 + one-half level of dead gearforged + Cha modifier of dead gearforged) to succeed. If the Fortitude save fails, the gearforged is ill for two weeks as it resorts its own memories, and the found memory gear is rendered useless.

Alternate Racial Rules

Gearforged come in many shapes and sizes and are customized for a variety of tasks. Players may choose from the following list when selecting traits for their gearforged characters. Most GMs allow two traits at character creation; your GM may permit just one, or 3 or more.

ADDITIONAL RACIAL TRAITS

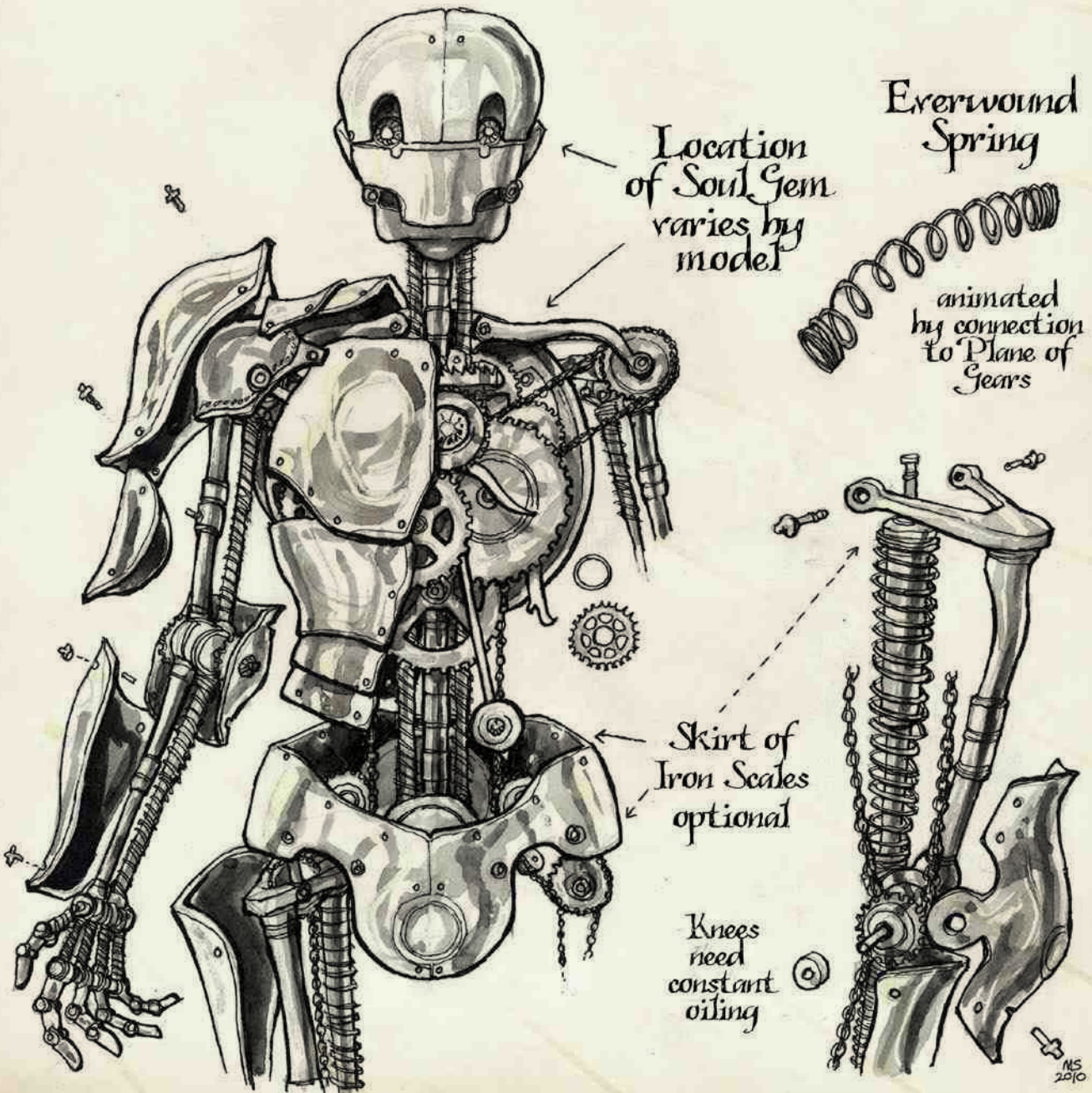
ADAMANT: Your crafters made your body more resilient than normal. You gain a +1 bonus to AC.

CANNONBALL: You excel at using your heavy metal body as a formidable battering ram. You gain a +2 bonus to your combat maneuver attack bonus when attempting to bull rush an opponent and an additional +1 bonus to attack rolls made while charging.

DECEPTION: Your earnest mechanical manner puts those around you at ease regarding the guileless sincerity of your intentions. You gain a +2 bonus to Bluff checks.

DISCHARGE: Your body was designed to generate slightly more energy than your regular operations require. You may release this energy once per day in the manner of the *burning hands* spell for 1d4 points of fire, electricity, or sonic damage (energy type should be chosen when this trait is selected).

EMERGENCY SURGE: Mechanisms hidden deep within your structure kick into action at critical moments to



provide you a final burst of activity. You may make a single standard action the round after being reduced to zero or fewer hit points.

HIDDEN COMPARTMENT: Your body has a secret compartment and you can discretely access it. You can hide an object no bigger than a dagger or wand and gain a +4 circumstance bonus on your Sleight of Hand checks when you draw it from the compartment.

MIND BREAKER: Once per day, as a touch attack, you may mentally commune with a living creature, opening your mind up to them. Unfortunately for your target, most organic beings are ill-prepared to grapple with the mechanical mind of a gearforged. This ability acts as a touch version of the confusion spell (caster level 2nd).

ORIENTED: Your elegant mechanical mind was optimized for mapping physical spaces, effortlessly compiling information from the environment around you into a cohesive, navigable picture. You gain a +2 bonus on Survival checks to avoid becoming lost.

PHANTOM LIMB: While clockworkers and engineers have long dreamt of many-limbed gearforged, few have made any substantive headway. Your creation was an experiment of questionable success. Twice per day you may perform an extra item manipulation action without provoking an attack of opportunity. The rest of the time your third arm lies inert and you take a -1 penalty to Charisma unless it is concealed.

ROCK CRUSHER: Your mechanical digits were designed for the very harshest tasks. When attempting to smash an object outside of combat, you gain a +2 bonus to your sunder check and your tight squeeze counts as a bludgeoning attack doing 1d8 damage.

SPLIT PERSONALITY: Your living soul was not perfectly integrated with your new mechanical form. As a your result, your personality occasionally drifts to places ranging from the coldly mechanical to the borders of madness. You gain a +2 bonus to Will saves.

UNNATURAL ATTACK: Some schools of thought find the practice of designing martial weapons into gearforged forms to be distasteful. This does not prevent them from providing gearforged with more integrated and subtle forms of defense. You possess a barb, claw, or horn that functions as a natural attack dealing 1d3 points of damage.

RACIAL SUBTYPES

Though the minority of gearforged that do not conform to a human base standard are a diverse lot, clockwork engineers have cataloged a number of recognizable subtypes.

GEAR HACKS: Not all gearforged walking the streets are the product of top-tier clockwork magic. Some underwent the ritual of soulforging at the hands of less-than-expert spellcasters. Others are living in ill-advised experimental bodies. While the gearforged underclass known as gear hacks are typically regarded somewhat pitifully, the messy circumstances of their

creation occasionally give them an edge over their more robust brethren. No two gear hacks are the same, but a typical specimen might have the phantom limb and split personality racial traits.

GEARDWARVES: While it was Rava that passed down the secret of soulforging to the people of Zobeck, the first gearforged in the Crossroads were created in Templeforge in the dwarven Ironcrag. While dwarven soulforging seems archaic and inscrutable to many Zobeck clockworkers, the dwarves maintain theirs is soulforging as it was originally passed down by the god Volund. Gearwarves are thundering, steam-belching spartans, spearheading the most dangerous tasks in the deep dwarven mines. Gearwarves have the cannonball and rock crusher racial traits.

FANGFORGED: Gearforged in the mold of Midgard's upstart dragonkin are exceedingly rare but not unheard of. That the sultans of the draconic Mharoti Empire are committed to tradition is not to say that they lack foresight. Having lured a number of talented Zobeck clockworkers to their lands, the sultans have immortalized some of their greatest warriors, placing gleaming and fearsome fangforged at the command of several units of the edjet warrior caste. Fangforged have the adamant and discharge racial traits.

INFERNAL MACHINES: Whether by accident or by design, some soulforgings are not magically sterile processes. On rare occasions something dark and diabolical will rise from the lower planes to insinuate itself into a new living construct. Some tainted gearforged struggle mightily with their darker natures whereas others become sinister mechanical versions of their former mortal selves. While not exclusively evil, infernal machines are a uniformly troubled lot and often get along far better with tieflings than their fellow gearforged. Infernal Machines have the mind breaker and either deception or split personality racial traits.

TAURIC ENGINES: Rumors of a ferocious gearforged minotaur dominating the Barsella gladiatorial arena were long dismissed in Zobeck as exotic nonsense, until curiosity got the better of a small group of clockworkers and they traveled across the Wastes to see this wonder for themselves. Though not fully accepted by their flesh and blood brethren, many tauric engines have found great success as gladiators and mercenaries. Tauric engines have the oriented and unnatural attack racial traits.

Racial Archetypes

The following racial archetypes are available to gearforged.

CLOCKWORK WARRIOR (FIGHTER)

Some gearforged retain their bloody ways and skills from their former life. Some become dedicated to a battle or cause that makes them take up arms and take advantage of their new metallic form.



Gearforged Characters

All gearforged have the following racial traits.

Medium: As Medium creatures, gearforged have no special bonuses or penalties due to their size.

Gearforged gain a +2 racial bonus to any one ability score. Their makers pride themselves on fitting the body to the needs of the soul.

Gearforged gain a +1 natural armor bonus to Armor Class.

Gearforged base land speed is 30 feet, and they do not suffer a movement penalty due to wearing medium armor.

Gearforged gain low-light vision and darkvision 60ft.

GEARFORGED TRAITS

Gearforged gain a +4 vs. mind affecting effects. They are immune to disease, death effects, necromancy effects, poison, and sleep effects. Gearforged are not subject to nonlethal damage, and they are immune to fatigue and exhaustion. They are not at risk of death from massive damage, and they automatically stabilize when taken below 0 hit points or less. A gearforged body is destroyed at their negative Con score, though they can have their soul gem and memory tapes implanted in a newly-constructed body as long as they are intact. They cannot be raised or resurrected through normal magical means, though a wish spell can restore them fully.

Gearforged do not need to eat, sleep, or breathe.

A gearforged submerged in water can continue to function normally for a number of hours equal to their Strength score. After spending that much time in the water the gearforged will grind to a halt and require a 4-hour repair period. Gearforged suffer a -2 penalty to swim checks.

Gearforged cannot heal damage on their own. Cure spells, wands, and potions heal gearforged for the minimum amount per charge or dose, and the psionic repair damage power works normally. The mending spell heals a gearforged for 1 point of damage, while the make whole spell heals 2d8 points of damage +1 per caster level (maximum +10). Gearforged may also be repaired using Craft (Clockwork) or by another gearforged possessing the Self-Mechanic feat (see page 19).

Rather than sleep, gearforged must rewind their springs, repair gears, and oil and clean their parts each day for a 4-hour period to ensure normal functioning. They are fully aware during this period, but any interruption in their routine during these 4 hours requires them to start again from the beginning. Gearforged can function a number of days equal to their character level without performing this maintenance, but each day without such a repair period applies a cumulative -2 penalty on all attack and damage rolls, saving throws, and skill checks. If a gearforged neglects his maintenance period a number of days equal to his character level, he becomes immobile



and helpless until maintained by another gearforged or an individual with the Craft (Clockwork) or Knowledge (Engineering) skill. One 4-hour maintenance period eliminates all accumulated penalties.

Gearforged gain a +2 racial bonus on Craft (clockwork) and Intimidate checks. Gearforged intimately understand how their own race works and can apply that knowledge elsewhere, while most living creatures find gearforged a little unsettling.

Automatic Language: Trade Tongue.

Bonus Languages: Draconic and Dwarven.

FORGECLAWS (EX): At 2nd level, the clockwork warrior gains the Natural Attack feat and may make a claw attack for 1d6 lethal or nonlethal damage with a successful melee attack. The nature of the damage must be announced before the attack roll is made. This ability replaces bravery.

CLOCKWORK RESILIENCE (EX): At 3rd level, the clockwork warrior gains a +1 inherent bonus to all saving throws. This bonus increases by 1 for every four levels beyond 3rd. This ability replaces armor training.

GRINDING GEARS (EX): At 5th level, the clockwork warrior gains a +1 bonus to all natural weapon attack rolls, damage rolls, and grappling rolls. This ability increases by 1 for every four levels beyond the 5th. This replaces weapon training 1.

PNEUMATIC EXTENSIONS (EX): At 9th level, the clockwork warrior gains an extra 5-foot square reach on his attacks. This ability replaces weapon training 2.

Forged in Fire (Su): Starting at 13th level, the clockwork warrior acquires fire and cold resistance 5. This resistance increases to 10 at 18th level. This ability replaces weapon training 3.

SHATTERING BLOW (SU): At 17th level, the clockwork warrior gains Improved Sunder and Improved Disarm with his natural weapons (only). This replaces weapon training 4.

STEEL STEP, STEELY EYE (EX): Starting at 19th level, the clockwork warrior ignores both difficult terrain and concealment. Cover affects the clockwork warrior's attacks normally (50% miss chance). This replaced armor mastery.

METAL MASTERY (EX): At 20th level, the clockwork warrior must choose his natural weapons for his weapon mastery ability. His critical threat range with his natural weapon increases by one, and he also gains the usual critical hit bonuses associated with weapon mastery.

FAITHFORGED (PALADIN)

Faithforged do not choose their calling as holy warriors. Rather, the ritual of soulforging is also a dramatic consecration, a commitment of their new life to serving their deity's causes. With potent holy symbols and reservoirs of positive energy forged directly into their forms and without the foibles of mind and body that most paladins work long and hard to cast off, the faithforged are physically and spiritually engineered powerhouses of good.

SPELLS: In lieu of daily spells, faithforged receive extra uses of their lay on hands ability. They receive extra uses equal to their cumulative available spell levels for the day. For instance, a 14th level paladin can cast 3 1st level spells, 2 2nd level spells, 1 3rd level spell, and 1 4th level spell; a faithforged would receive 14 (1st*3 + 2nd*2 + 3rd*1 + 4th*1) extra uses. This ability replaces the spells per day ability.

LAY ON HANDS (SU): This functions as the paladin ability, though faithforged may also heal their fellow gearforged.

HOLY VESSEL (EX): At 3rd and 8th levels, the faithforged's body becomes a more perfect expression of her holy might. At each of these two levels, the paladin gains a +1 bonus to Str and Dex and a +1 natural armor bonus. This ability replaces divine health and aura of resolve.

HOLY FURNACE (SU): At 3rd level and every three levels thereafter, a faithforged may use the positive energy burning within it to enhance its martial ability by granting magical properties to any weapon or unarmed attack that she makes. Each of the following costs one use of lay on hands for a round. Abilities at 3rd, 6th, 9th, and 15th level do 1d6 additional points of damage per 3 paladin levels. Only one may be used at a time.

At 3rd level the faithforged may add flaming damage.

At 6th level the faithforged may add electrical damage.

At 9th level the faithforged may add axiomatic damage.

At 12th level the faithforged may attack twice per round.

At 15th level the faithforged may choose to do holy damage.

At 18th level the faithforged may act as a disruption weapon.

This ability replaces mercy and divine grace.

CHANNEL POSITIVE ENERGY (SU): This functions as the paladin ability, though it may also be used to heal gearforged. Furthermore, the faithforged's holy symbol is his or her own physical form, so the paladin may channel positive energy while bound. When a faithforged's hit points reach her negative Con score and her physical form is destroyed, the positive energy flowing within her is released in a final use of this ability. In that particular case, the amount of damage dealt or healed (player's choice) is equal to 1d6 per 2 uses of lay on hands remaining.

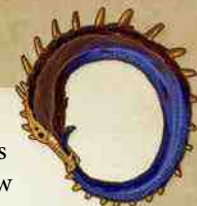
DIVINE BOND (SP): This functions similarly to the weapon form of the paladin ability, but with a focus on the faithforged's own mechanical form. When a faithforged calls upon her divine bond ability, she glows like a torch and enhancement bonuses apply to any weapon or unarmed attack that she makes. She may not choose any of the additional weapon properties. This ability modifies divine bond.

UNSTOPPABLE (SU): At 17th level, the faithforged may harness the positive energy flowing within her to stave off incapacitation. Upon reduction to zero or fewer hit points (but greater than her negative Con score), a faithforged may spend three uses of her lay on hands ability to remain active for a round. This ability replaces aura of righteousness.

HEAVY GAUNTLET WITCH (WITCH)

The heavy gauntlet witch is a racial variation on the gauntlet witch archetype. Full details on the gauntlet witch and other variants can be found in Kobold Quarterly #23.

Though admittedly extremely rare, heavy gauntlet witches are formidable beings. Combining the bulk and power of their gearforged frame with the eldritch might of battle-witchcraft, heavy gauntlet witches prove their mettle in the



chaos of war or as dedicated bodyguards to those that can afford their services. A few are wanderers, finding solace in the lure of adventure and the discovery of new experiences and knowledge, feeling assured that the power of their adamantine gauntlet will sustain them.

A heavy gauntlet witch's *adamantine gauntlet* has the following modifications. A heavy gauntlet witch's *adamantine gauntlet* is a permanent adamantine modification to the gearforged's structure and cannot be removed. A heavy gauntlet witch does not benefit from the Toughness ability, nor does the *adamantine gauntlet* have the *alertness*, *lore*, *legend lore*, *teleport gauntlet*, or *drain husk* powers. An *adamantine gauntlet* receives all bonuses associated with adamantine items.

At 1st level, the adamantine gauntlet increases the Strength score of the gearforged by 1 point—this improves by 1 point for every five levels of heavy gauntlet witch the gearforged possesses.

At 3rd level, *adamantine gauntlet* confers upon the heavy gauntlet witch the *light fortification* armor property. This improves to *moderate fortification* at 8th level and *heavy fortification* at 14th. At 18th level, the heavy gauntlet witch becomes immune to critical hits and sneak attacks. If the heavy gauntlet witch chooses to replace hexes with Armor Training, its adamantine DR increases by 1 point with each option—in other words, DR 2 with medium armor, DR 3 with heavy armor.

PAIN CLASP (SP): A heavy gauntlet witch's pain clasp ability overrides a construct's immunity to paralysis.

IMPROVED PAIN CLASP (SP): In addition to making a ranged touch attack, as a full-round action, the heavy gauntlet witch may attempt to keep a successfully paralyzed foe both grappled and then prone. A successful combat maneuver check is required for each—if the grapple fails, there is no possibility of making the foe prone. If both combat maneuvers are successful, the target is considered helpless. Maintaining these effects is a full round action.

TELESCOPIC STRIKE (EX): At 10th level, the adamantine gauntlet has improved to enable the heavy gauntlet witch to make telescoping strikes—the witch gains reach 10 when attacking with the gauntlet or when using the pain clasp ability.

LAWMASTER (INQUISITOR)

While lawmasters are typically associated with the Cult of Zurvan, these single-minded gearforged may follow any god strongly associated with the rule of law. Whatever the case, lawmasters are united by their admiration for the inevitables, relentless outsiders devoted to law. For some lawmasters this is merely an unusually strong reverence, but for many it is an

aspiration. The most fanatical interpret their existence as gearforged as one phase in a transition to a powerful new form, a final reward always seemingly dangling just out of reach. Most lawmasters have the justice, order, or truth inquisition, and choose a focus identical to a particular caste of inevitable, frequently pursuing those who cheat death or evade justice.

SPELLS: Lawmasters cannot cast spells with the [chaotic] descriptor.

ASSESSMENT (EX): At 1st level, a lawmaster gains a +3 bonus to Perception and Sense Motive checks. This ability replaces monster lore.

RIGHTEOUS ORDER (EX): At 3rd level, a lawmaster gains a +2 bonus to Intimidate checks. Duration of influenced attitudes is twice as long as normal. This ability replaces solo tactics.



PIERCING SIGHT (EX): At 3rd, 6th, and 9th levels, a lawmaster gains new lenses of truth with which to observe the world. Each of the following requires a successful DC 20 Perception check, though once the check is made the creature remains visible until it leaves line of sight. At 3rd level a lawmaster can see invisible and ethereal creatures or objects. At 6th level a lawmaster can see through illusions. At 9th level a lawmaster can see the true form of polymorphed creatures or objects. This ability replaces 3rd, 6th, and 9th level teamwork feats.

MARK OF LAW (SP): At 12th level, a lawmaster may mark a target as per *mark of justice* once per day. This ability works identically to the spell, with two exceptions: casting time is one minute and the offending action must be some violation of law. This ability replaces the 12th level teamwork feat.

INTEGRITY OF SELF (EX): At 15th level, a lawmaster gains regeneration 5 (chaotic). This ability replaces the 15th level teamwork feat.

ETHEREAL PRISON (SU): At 18th level, a lawmaster scoring a critical hit may imprison a target in a featureless cell on the ethereal plane. The imprisoned target does not need to eat and does not age, but is otherwise conscious. Once per hour the target may attempt to free him or herself (rematerializing in the presence of the lawmaster) with a successful Will save (DC 20). The lawmaster may retrieve the target at will and may only keep one ethereal prisoner at a time. This ability replaces the 18th level teamwork feat.

QUIET EXPLODER (BARBARIAN)

Given their reverence for martial prowess, it is not surprise that many gearforged choose to explore the path of the barbarian. While a living soul exists within each gearforged, that is not where the quiet exploder turns in harnessing her amazing rage powers. Rather, she digs down into her methodical, mechanical mind and deploys battlefield ferocity with the cool of a monk.

RAGE (EX): This functions as the barbarian ability with several exceptions. A quiet exploder can rage for five rounds per day, plus two additional rounds each level after first. This number of rounds is reduced by two for every day that the barbarian neglects her daily gearforged maintenance. Raging incurs a -1 penalty to AC and no bonus hit points. Quiet exploders have no restrictions on skill checks during a rage. As gearforged, they do not become fatigued. This ability modifies rage.

RETALIATION (EX): At 14th level, a quiet exploder is prepared to deftly respond with an attack under virtually any circumstance. If an opponent misses a melee attack role by more than 10, the barbarian may make an attack of opportunity against them.

MAGIC DENIAL (SU): At 17th level, the quiet exploder's resolve is so strong that she may shrug off magical effects through sheer force of will. She gains SR 10. This ability replaces tireless rage.

Quiet exploders have access to the following new rage power:

BATTERING RAM (EX): When a quiet exploder successfully bull rushes an opponent with her powerful metal frame, she may also may an attack roll for 1d8 points of bludgeoning damage. Though she may not do damage to subsequent creatures caught in a bull rush, she only takes a -1 penalty to CMB for each.

SALVAGER (SUMMONER)

Any summoner can rightfully claim the companionship of an exotic planar entity, but the salvager's eidolon is something stranger still. It is raw material from the plane of Rusty Gears given form and alien intelligence—young eidolons begin their existences as ominous floating spheres of metal scrap but quickly transition to their more mature form, a swirling, grinding cloud of cogs, wire, and spring.

Class Skills: The salvager replaces Handle Animal on his list of class skills with Disable Device.

The Sphere: In its base form, the salvager's eidolon is a medium sphere of tightly packed fine and diminutive mechanical refuse from Rusty Gears. This form counts as a 2-point evolution. It begins with the following starting statistics:

Size Medium; **Speed** fly 20 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (bad), Will (bad); **Attack** bite (1d6); **Ability Scores** Str 12, Dex 16, Con -, Int 7, Wis 10, Cha 11; **Free Evolutions** bite, flight.

The eidolon's type changes to construct. Do not recalculate Hit Dice, Base Attack Bonus, hit points, skills, or saves. The eidolon may be healed in the same manner as a gearforged. The eidolon takes 150% damage from electricity and may not choose the resistance or immunity (electricity) evolutions. It may be banished like an outsider. This ability modifies the summoner's eidolon ability.

Construct Summons (Sp): A salvager using *summon monster* typically summons ragged clockwork creatures from Rusty Gears. The scrap beast template (see sidebar) should be applied to creatures that would typically take the celestial or fiendish template. The salvager's summon monster list is modified as follows:

Summon Monster I: A salvager can also summon clockwork spies (*Pathfinder Roleplaying Game Bestiary 3*).

Summon Monster II: A salvager cannot summon small elementals or lemures.

Summon Monster III: A salvager cannot summon dretches or lantern archons but can summon clockwork beetles (*Midgard Bestiary*, page 24), clockwork servants (*Pathfinder Roleplaying Game Bestiary 3*), and arbiter inevitables (*Pathfinder Roleplaying Game Bestiary 2*).

Summon Monster IV: A salvager cannot summon medium elementals, hell hounds, hound archons, or



mephits, but can summon clockwork beetle swarms (*Midgard Bestiary*, page 24), clockwork hounds (*Midgard Bestiary*, page 25), clockwork huntsmen (*Midgard Bestiary* 26), junkyard clockwork dogs (*Dark Roads and Golden Hells*, page 106), and weaving spiders (*Midgard Bestiary*, page 96).

Summon Monster V: A salvager cannot summon babau, bearded devils, bralani azatas, large elementals, salamanders, or kills, but can summon clockwork myrmidons (*Midgard Bestiary* 27) and clockwork soldiers (*Pathfinder Roleplaying Game Bestiary* 3).

Summon Monster VI: A salvager cannot summon huge elementals, erinyes, lillend azatas, or succubi, but can summon clockwork stalkers (*Kobold Quarterly* 23, page 57).

Summon Monster VII: A salvager cannot summon bebiliths, bone devils, greater elementals, or vlocks, but he or she can summon alchemical golems (*Pathfinder Roleplaying Game Bestiary* 2) and zelekhut inevitables (*Pathfinder Roleplaying Game Bestiary* 2).

Summon Monster VIII: A salvager can only summon clockwork golems (*Pathfinder Roleplaying Game Bestiary* 2), clockwork leviathans (*Pathfinder Roleplaying Game Bestiary* 3), and kolyarut inevitables (*Pathfinder Roleplaying Game Bestiary* 2).

Summon Monster IX: A salvager can only summon brass golems (*Pathfinder Roleplaying Game Bestiary* 3) and steam golems (*Midgard Bestiary*, page 60).

Salvage Cloud (Su): At 2nd level, the salvager can select salvage cloud as a 2-point evolution. As a full-round action, the eidolon may expand its mass into a cloud of refuse one size larger than its sphere form. As a cloud, the eidolon behaves similarly but not identically to the swarm subtype. The cloud's starting form is a square, though it may rearrange itself as a move action so long as no dimension is more than 50% larger than the original square. It may move through squares occupied by other characters freely, though it provokes an attack of opportunity in doing so.

The cloud's only attack is a swarm executed following a move ending in another creature's square; once in the square, its attack is automatically successful. Damage begins at 1d6 at 2nd level plus an additional 1d6 every three summoner levels thereafter. The swarm cannot be grappled, tripped, or bull rushed and is immune to weapon damage, flanking, critical hits, and spells that target a specific number of creatures. The swarm takes 150% damage from area-of-effect spells and is susceptible to wind effects as a diminutive creature. Reduction to fewer than 0 hit points disperses and kills the eidolon. In cloud form, the eidolon is mute and may not use skills, feats, or other evolutions.

Mitosis (Su): At 10th level, the salvager may select mitosis as a 3-point evolution. While in cloud form, the eidolon may divide into a pair of clouds one size smaller as a move action. Each new cloud retains the original's base

Scrap Beasts

Scrap beasts are the roving wild creatures of the plane of Rusty Gears. While they are technically constructs, they are not created creatures; rather, they are born from accumulated mechanical refuse as a part of the plane's unique and curious ecology.

CR: Same as the base creature.

Type: Creature type changes to construct. Do not recalculate Hit Dice, Base Attack Bonus, hit points, skills, or saves.

Armor Class: A scrap beast's natural armor bonus increases by +2.

Vulnerable to Electricity: A scrap beast takes 150% damage from electrical attacks.

stats, with hit points divided between them. Damage from the swarm attack is 1d6 lower. If the summoner has taken the large evolution by 18th level, he may choose mitosis a second time, allowing each of the smaller clouds to divide once again.

While swarms may move through each other freely, they may not occupy the same square at the end of a move action. Clouds adjacent to one another may rejoin together as a move action. The eidolon may only return to its sphere form when all surviving clouds are intact. If one or more clouds have been destroyed when the eidolon reforms, its maximum hit points are proportionally decreased. This ability replaces aspect and greater aspect.

Ejector (Ex): At 16th level the salvager may purchase ejector as a 3-point evolution. While in cloud form, the eidolon may hurl an opponent across the battlefield at the end of its swarm attack. The eidolon must be as large or larger than the opponent and fully occupy all of the opponent's squares to attempt this. This effect works identically to a single round of *enemy hammer*. It may be used a number of times per day per two summoner levels. This ability replaces merge forms.

Devour (Su): At 20th level the salvager may purchase devour as a 3-point evolution.

In conjunction with a swarm attack, the eidolon may attempt to absorb a weapon, piece of armor, or other metal item into itself, using these to heal damage to itself or the summoner. While making a swarm attack, the eidolon should make a disarm check against the target using the summoner's CMB. The item removed by a successful check will be the most accessible, at the GM's discretion. This item may be effectively destroyed to heal 4 eidolon hit points or 2 summoner hit points. Outside of combat, the eidolon may absorb available metallic material at a rate of 1 piece per round. This ability replaces twin eidolon.

TINKER ALCHEMIST (ALCHEMIST)

It should come as no surprise that many gearforged excel in the field of clockwork, making great names for themselves as the creators of fantastic inventions. Tinker alchemists turn their relentless tinkering inwards, combining mechanical and alchemical aptitude to explore and expand the possibilities of their physical forms.

Mutagen (Su): This functions as the alchemist ability, though tinker alchemists do not acquire a natural armor bonus or undergo any bestial physical changes. Non-gearforged who consume a tinker alchemist mutagen must make a Fort save (DC 10 + alchemist level + alchemist intelligence modifier) or be nauseated for six hours. Tinker alchemist mutagens are inert for other gearforged until the tinker alchemist reaches 6th level (see below).

Tune-Up (Ex): At 1st level, a tinker alchemist is able to perform four hours of gearforged maintenance (on himself or an incapacitated gearforged) in two hours. This ability replaces throw anything.

Internal Furnace (Su): Rather than throwing bombs, tinker alchemists consume mixtures of reactive chemicals and violently expel them. All tinker alchemist bombs should be treated as utilizing the breath weapon bomb discovery. This ability modifies bomb and replaces poison use.

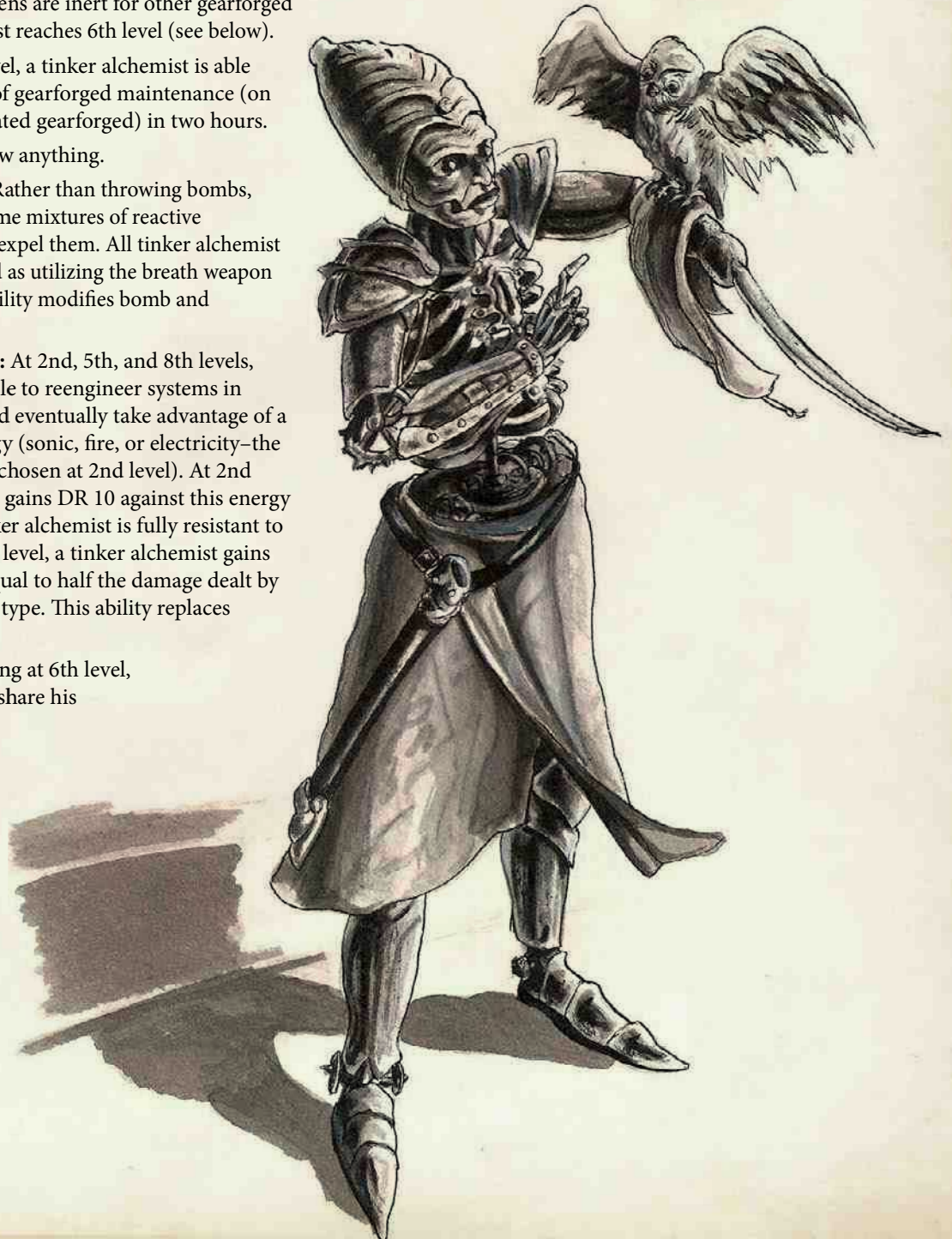
Alternative Energy (Su): At 2nd, 5th, and 8th levels, tinker alchemists are able to reengineer systems in their bodies to resist and eventually take advantage of a particular kind of energy (sonic, fire, or electricity—the type of energy must be chosen at 2nd level). At 2nd level, a tinker alchemist gains DR 10 against this energy type. At 5th level, a tinker alchemist is fully resistant to this energy type. At 8th level, a tinker alchemist gains temporary hit points equal to half the damage dealt by an attack of this energy type. This ability replaces poison resistance.

Pharmacy (Su): Beginning at 6th level, a tinker alchemist may share his

mutagens with other gearforged. Shared mutagens have a duration of 5 minutes per alchemist level. This ability replaces swift poisoning (and modifies mutagen).

Well-Oiled Machine (Ex): At 10th level, a tinker alchemist can create an admixture that, consumed daily, allows him to forego maintenance entirely. This ability replaces poison immunity.

Discoveries: The following discoveries complement the tinker alchemist archetype: acid bomb, cognatogen, concussive bomb, grand mutagen, greater mutagen, infuse mutagen, infusion.





NEW RACIAL RULES

The following equipment, feats, magic items, and spells are typically associated with gearforged, though some of them may be utilized by other characters at the GM's discretion.

Gearforged Equipment

Gearforged have access to the following items of equipment.

CLAW WHIP

This fearsome weapon resembles a metal version of the scorpion whip, with far larger fangs crowning its tip. The grasping fangs are activated by a spring mechanism running the length of the whip. In addition to disarm, reach, and trip, a user with the Whip Mastery feat may also drag, reposition, or steal from an opponent. For a dragged or repositioned opponent, also make an attack roll against their flat-footed AC to do 1d4 points of slashing damage. Standard damage from a claw whip is 1d4 (S) or 1d6 (M).

GEAR BUGGY

Large land vehicle

Squares 2 (5 ft. by 10 ft.; 3 ft. high); **Cost** 2,500 gp

DEFENSE

AC 9; **Hardness** 10 **hp** 40 **Base Save** +1

OFFENSE

Maximum Speed 10 ft. + 5 ft. per operator's Strength bonus; **Acceleration** 10 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

This heavy, four-wheeled clockwork contraption was originally designed as a utility vehicle for gearforged, whose heavy frames easily overwhelm many modes of transport. Gear buggies are powered by extremely strenuous pedaling on behalf of the driver; they require a minimum Strength of 14 and can be used for a number of rounds equal to the driver's Constitution score before the driver becomes fatigued (thankfully a non-issue for gearforged).

The vehicle statistics here presume a load of 500 pounds (one medium gearforged and approximately 100 pounds of cargo), though the sturdy buggies may carry up to 1,000 pounds and tow as much weight as the driver can manage. Reduce the driver's effective Strength by 1 for each 250 pounds above 500.

Propulsion muscle (pushed; operator)

TABLE 1: GEARFORGED RACIAL ITEMS

ITEM	COST	WEIGHT
Claw Whip	40 gp	5 lbs.
Gear Buggy	2,500 gp	800 lbs.
Triumph Polish	200 gp	1 lb.

Driving Check Profession (driver)

Forward Facing vehicle's forward

Driving Device wheel

Driving Space forward square of the buggy

Decks 1

TRIUMPH POLISH

This polish is typically applied by gearforged paladins and cavaliers before charging into open-air battles. In full daylight, opponents of a wearer of triumph polish are treated as dazzled. The polish can be applied to a gearforged chest plate as a full-round action. A single application lasts one hour.

Gearforged Feats

Gearforged have access to the following feats.

ARMOR UPGRADE

With a bit of time and expense you are able to upgrade your mechanical form's natural armor.

Prerequisite: Gearforged

Benefit: You upgrade your natural armor bonus by +1.

This is an involved procedure costing 1,000 gp and 1 week with at least a 3rd level expert armorer. You may not take this feat at a level at which you receive a natural armor bonus from a class feature. You may take this feat multiple times, but not at multiple levels in a row. The feat costs an additional 3,000 gp each time you take it after the first.

AQUATIC EXPLORER

Design and training have made you far more effective in water than your gearforged fellows. Your lower body acts as a powerful and graceful propulsion system and your functioning is not impaired by long periods of submersion.

Prerequisite: Gearforged

Benefit: You may operate underwater for as long as you like (though maintenance cannot be performed underwater and penalties from foregoing maintenance still apply) and you gain a +2 bonus to Swim checks.

Normal: Gearforged may spend a number of hours underwater equal to their Str before grinding to a halt, and they take a -2 penalty to Swim checks.

AUTONOMOUS APPENDAGE

You are able to harmlessly detach one of your arms and maintain control over it for several minutes at a time.

Prerequisite: Gearforged, Self-Repair

Benefit: Once per day, for up to 10 minutes, one of your arms may act independently of your body. It moves and climbs at half the speed you would (though it gains a +2 bonus to climb checks, being relatively strong for its size) and may perform basic item manipulation actions. Releasing and reattaching your arm are both standard actions. Reattachment requires the use of your other arm or assistance from another individual.

The limb takes with it one-eighth of your total hit points and has your touch AC. Reduction to fewer than

half of its initial hit points renders it inoperable until reattached. At zero or fewer hit points, it is destroyed and must be entirely replaced at a cost equal to 1/8 of your original construction cost.

CONSTRUCTS' BANE

To know your own structure is to know that of the enemy, or at least that of some of them.

Prerequisite: Gearforged

Benefit: You gain a +2 bonus on your Knowledge (arcana) checks related to constructs, and this skill is a class skill for you. You also gain a +1 bonus on your melee and ranged attacks made against constructs.

Special: These bonuses stack with the Favored Enemy class feature of the ranger.

ECHOES OF FORMER FLESH

Your soul-link to your gearforged chassis is strong, recalling the essential nature of your past life.

Prerequisite: Gearforged

Benefit: You count as both gearforged and your former race for any effects related to race. That is, you are considered both gearforged and your former race for the purpose of taking traits, feats, how spells and magic affect you, and so on.

ECHOES OF LIVES PAST

Your memory gears can draw on distant memories of a flesh-and-blood life long past.

Prerequisite: Gearforged

Benefit: You gain a +1 competence bonus on four skills having Intelligence as their key ability, and the selected skills become class skills for you.

Special: You can take this feat multiple times. Each time you take this feat, it applies to four new skills having Intelligence as their key ability.

FROM THE CRUCIBLE

You are highly resistant to heat and fire thanks to the alloys that comprise most of your body.

Prerequisites: Gearforged, taken at 1st level as gearforged

Benefit: You gain DR 2/fire and a +2 bonus on all saves made against fire-based attacks such as a fireball.

GEARFORGED UTILITY

A tool of your trade was reborn with you.

Prerequisites: Gearforged, must be taken at 1st level as gearforged

Benefit: Choose one piece of your starting equipment, a single weapon, your armor, or a shield. This item is of masterwork quality and was forged as part of your body. As such, its weight does not count against your encumbrance. Because it was designed to fit only you, it performs as if broken when used by any other creature.

Note: Because this feat allows a character to start with a masterwork item, the GM's permission is needed before selecting Gearforged Utility.

GORGEOUS GEARFORGED

Your entire body is a unique objet d'art thanks to welding techniques, acid etchings, gilding patterns, or other features.

Prerequisite: Gearforged

Benefit: You gain a +1 bonus to Charisma-based skills.

Special: You can take this feat only once and must invest at least 2,500 gp to enhance your whole appearance.

JURY RIGGED

Thanks to your repertoire of quick fixes and stopgaps, you can operate longer and more efficiently than most without performing your daily 4-hour maintenance.

Prerequisite: Gearforged

Benefit: You only take a -1 cumulative penalty on attack and damage rolls, saving throws, and skill checks for each day without a 4-hour maintenance period.

Normal: Gearforged take a -2 cumulative penalty.

LIMB LOCK

The ability to lock your mechanical limbs and joints into place makes you a formidable grappler.

Prerequisite: Gearforged

Benefit: You gain a +4 to your CMB for checks to maintain a grapple.

MAGNET SNATCH

You've learned to manipulate your own magnetic field for short periods of time, such that you sometimes are able to claim metallic weapons from attackers.

Prerequisite: Gearforged

Benefit: Three times per day, you may make a disarm check immediately following a successful attack by an opponent using a metallic weapon. You do not provoke an attack of opportunity while doing so. A successful check means that the weapon is briefly magnetized to your body. The weapon drops to the ground at the beginning of your next turn unless you choose to use a swift action to grasp it and then wield it.

MECHANICAL UNIVERSE

You see all the gears and mechanisms of the world as so many challenges.

Prerequisite: Gearforged

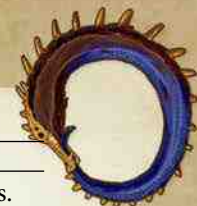
Benefit: You gain a +2 bonus on two of the following skills, chosen in advance: Craft (locks), Craft (traps; mechanical only), Disable Device, Knowledge (engineering), Profession (architect), Profession (engineer), and Profession (siege engineer) checks.

Special: You can gain Mechanical Universe multiple times. Each time you take the feat, it applies to two different skills from the list above.

RUST-PROOF ARMOR

Your body constantly exudes an alchemical oil that prevents most corrosion.

Prerequisites: Gearforged, must be taken at 1st level as gearforged



Benefit: You gain DR 5/acid and a +2 circumstance bonus on your Escape Artist checks. If you are targeted by a rust monster's antennae or a rusting grasp spell, the damage of the attack is reduced by 1d6 hit points.

Special: Trackers get a +2 circumstance bonus on their Survival checks to find you.

SCRAP HEAP

You have great freedom of movement in your mechanical joints and have happily abandoned traditional notions of bodily flexibility acquired in your former life.

Prerequisite: Gearforged

Benefit: You gain a +2 bonus to Escape Artist or grapple checks made to escape a grapple or to escape from bonds. You also blend in with mechanical scrap relatively easily, gaining a +2 bonus to Stealth checks to hide around mechanical refuse.

SELF-MECHANIC

Your diligence when it comes to daily maintenance pays off.

Prerequisite: Gearforged, 3+ ranks Knowledge (engineering)

Benefit: You gain a number of temporary hit points equal to your level after an uninterrupted daily maintenance period. You can also use a Knowledge (engineering) check in place of a Heal check when you try to repair yourself or another gearforged.

Gearforged Magic Items

Gearforged have access to the following magic items.

Clockwork Thrasher

Aura moderate transmutation; **CL** 16th
Slot Neck; **Price** 30,000 gp; **Weight** 10 lbs.

DESCRIPTION

When not in use, this strange item is a delicate clockwork spider that can be worn around the neck on a chain. When activated by a gearforged the legs come alive, most interfacing with the user's body while two grow thicker and as long as 10 ft., undulating in the surrounding area. With the legs, the user may make two bludgeoning attacks per round, for 1d6 points of damage. They may also be used for combat maneuvers, granting a +5 bonus to the user's CMB. The thrasher may be used once per day for up to two minutes. Each leg has hardness 10 and 20 hit points. The legs heal damage between uses, but if a leg is destroyed it is destroyed permanently. A thrasher with one working leg allows a single bludgeoning attack and a +2 bonus to CMB.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*; **Cost** 15,000 gp

Construct Disruptor Bomb

Aura strong transmutation; **CL** 13th
Slot none; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

These small iron spheres are the bane of artificial beings. They are thrown like alchemist bombs, using the Thrown Splash Weapon special attack. Any constructs caught in the blast find their abilities impaired for 1d4 rounds.

Constructs with an Int score are effectively sickened, taking a -2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

For mindless constructs, the GM should roll a d20 to determine the bomb's effect.

TABLE 2: CONSTRUCT DISRUPTOR BOMB EFFECTS

D20	RESULT
1-6	Construct stops what it is doing and stands still where it is. It will respond to attacks in kind.
7-8	Construct stops what it is doing and stands still where it is, not even responding if attacked. It is flat-footed.
9-14	Construct attacks the nearest being to it.
15-18	Construct attacks its master (or nearest being if master is not present).
19-20	Construct moves at maximum speed in a random direction, attempting to move through anything in its path. Colliding with a solid object inflicts 1d6 bludgeoning damage on the construct.

CONSTRUCTION

Requirements Craft Wondrous Item, *control construct*;
Cost 1,000 gp

Gearforged Rejuvenator

Aura moderate transmutation; **CL** 3rd
Slot none; **Price** 5,000 gp; **Weight** 10 lbs.

DESCRIPTION

This heavy metal plate is decorated with a mixture of arcane runes and clockwork schematics. When placed against the chest plate of a gearforged it attaches itself as if strongly magnetic. Activating the item wracks the gearforged with a surge of energy, immediately eliminating any penalties accrued from lack of maintenance. This uses a single charge. Up to four additional charges may be used to heal 1d6 points of damage per charge. A gearforged may only use a rejuvenator once per day. Most come equipped with 50 charges.

CONSTRUCTION

Requirements Craft Wondrous Item, *make whole*; **Cost** 2,500 gp

Memory Bell

Aura moderate divination; **CL** 10th
Slot none; **Price** 27,000 gp; **Weight** 50 lbs.

DESCRIPTION

Memory bells are valuable magical tools for interacting

with gearforged that have been destroyed and exist only as memory gears. When available, their use is far less costly than soulforging memory gears into a new body and far less an intrusive violation than inspecting memory gears directly.

Most memory bells consist of a double-sized clockwork skull inside of a large bell jar. Surrounding the skull on its circular base are a variety of delicate clockwork mechanisms, including a dock where memory gears are mounted.

When a memory gear is inserted and the device is activated, the skull whirls to life and magical flames lick the inside of the bell jar. The skull is capable of sight and speech and now houses the gearforged whose memory gears are installed. Memory bells vary greatly in quality, but for most the GM should roll a d20 to determine the nature of the interaction:

TABLE 3: MEMORY BELLS

D20	RESULT
1-15	Gearforged subject is fully cognizant and will remember the memory bell experience in the future.
16-17	Gearforged subject recognizes former enemies or comrades and behaves appropriately, but its memory is not fully intact.
18	Gearforged subject's memory is intact, but its attitude is unfriendly or hostile.
19	Construct attacks its master (or nearest being if master is not present).
20	Roll again. If between 16-19, that glitch is permanently written to the gearforged's memory gears.

Rolls of 16-20 should not necessarily foil users' attempts to glean useful information so much as generate interesting and amusing roleplaying opportunities. A memory bell can be used once per day for up to 10 minutes at a time. Further attempts that day prove useless.

CONSTRUCTION

Requirements Craft Wondrous Item, *telepathic bond*, *animate object*; **Cost** 13,500 gp

Gearforged Spells

Gearforged have access to the following spells.

Asaraf's Carapace

School transmutation; **Level** magus 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (100-500 lbs of metal)

Range personal

Target you; **Duration** 1 minute/level

Casting this spell encases you in a ramshackle layer of armor composed of the spell's material components. While encased, use your touch AC for all AC checks. Your armor will absorb a certain amount of damage before it is destroyed, effectively granting you 10 temporary hit points per 100 lbs of metal used in its construction. While the spell is in effect you may move normally, though your strength is otherwise unaffected. Once the spell's duration is over (or the armor is destroyed), the metal used in the spell crumbles to dust.

Axiom Burst

School clockwork; **Level** alchemist 4, inquisitor 4, sorcerer/wizard 4

Casting Time 1 round

Components V, S

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex, Will; **Spell Resistance** Yes

You create a cone of shimmering mathematical symbols that swarm an area, aggressively asserting themselves into targets' minds. Targets in the area of effect failing a Reflex save are caught in the cloud and are dazzled for one round. Targets that fail their Reflex save and then fail a Will save cannot resist giving their attention to the flood of arcane mathematics and immediately take one point of Int damage per two caster levels. This is a mind-affecting effect.

Bone Machine

School transmutation; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (four intact bones)

Range personal

Target you; **Duration** 10 minutes/level

This spell transforms all metal in your body into bone. Though easily mistaken for a skeleton, you are not undead and retain all your statistics and abilities with the exception of your gearforged natural armor bonus. Bone's relative lightness grants you several enhancement bonuses. While the spell is in effect your land speed is doubled and you gain a +10 bonus to Climb checks as well as to Acrobatics checks made for jumps or falls.



Inevitable's Rampage

School transmutation; **Level** inquisitor 4

Casting Time 1 round

Components V, S

Range personal

Target you; **Duration** 1 min./level

This spell dramatically amplifies your battle prowess, infusing you with aspects of the mighty inevitables. While the spell is in effect, you gain DR 10/chaotic and all of your weapon attacks take on the axiomatic or wounding special qualities (quality must be chosen at the time of casting).

Sparkfist

School transmutation; **Level** alchemist 3, inquisitor 3, magus 3, sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

Components V, S, M (a pinch of copper shavings)

Range personal

Target you; **Duration** 1 min./level

The spell causes each of your fists to transform into rugged, unpolished metal, grow to roughly the size of your head, and crackle with electricity. Your unarmed strikes do 1d10 points of lethal bludgeoning damage (1d6 for small characters) and 1d8 points of electricity damage and do not provoke attacks of opportunity while this spell is active.

CLOCKWORK PC OPTIONS

Any fantasy setting where a gearforged might be found is not likely to be based around a medieval level of technical sophistication. Such a setting might include exotic clockwork technology, magi-tech, or popular steampunk tropes. Players may find the following PC options appropriate for characters of any race in a post-medieval fantasy campaign.

Spells marked with (ZG) can be found in the *Zobeck Gazetteer*.

CLOCKWORK CLASS OPTIONS

As you might expect, the oracle mysteries and sorcerous bloodlines of the gearforged are far afield from the more traditional flavors. That's what makes them interesting.

CLOCKWORK (ORACLE MYSTERY)

As clockwork discoveries enter the world, the gods who oversee invention and artifice grow in power. An oracle of clockwork can alter the workings of machines and construct items out of thin air.

Class Skills: An oracle with the clockwork mystery adds Craft, Disable Device, Knowledge (arcana), and Knowledge (engineering) to her list of class skills.

Bonus Spells: *crafters' fortune* (2nd), *make whole* (4th), *enter image* (6th), *malfunction*^{UM} (8th), *fabricate* (10th), *wall of iron* (12th), *control construct*^{UM} (14th), *iron body* (16th), *time stop* (18th)

Spells: At 1st level, an oracle with the clockwork mystery gains access to spells with the word "cure" or "inflict" in their title as usual. However, these spells heal or harm only constructs.

Revelations: An oracle with the clockwork mystery can choose from any of the following revelations.

Automatic Control (Su): At 1st level, you gain a +4 bonus to

Diplomacy and Intimidate checks made against intelligent constructs. Enchantment and mind-affecting spells you cast also affect constructs. At 7th level, you can cast *dominate monster* on a construct once per day. This effect lasts 1 round per oracle level. You can use this twice per day at 13th level and three times per day at 17th level.

Binding Chains (Su): As a standard action you can cause a 20-ft. radius of iron chains to burst from the floor and wrap around any creature in the area. This acts as *black tentacles* except the chains are made of iron and have a hardness of 10, 10 hit points, and a break DC equal to 10 + the chain's CMB. You can use this ability once per day at 7th level and an additional time per day for every 4 levels thereafter. You must be at least 7th level to select this revelation.

Clockwork Engine (Su): Once per day at 11th level, you can imbue inanimate objects with life as animate objects for a number of rounds equal to your oracle level. These animated objects gain 1 additional CP. You can do this twice per day at 15th level. At 15th level, these animated objects gain 2 additional CPs. You must be 11th level to select this revelation.

Clockwork Incorporation (Ex): Your knowledge of steam and brass allows you to replace body parts with mechanical devices. Choose one of the following options whenever you can select a new revelation. You can select each option only once, but you can select a different option each time you are able to choose a new revelation. **Mechanical Legs:** You increase your base speed by 10 ft., and you are always considered to have had a running start when making jump checks. At 11th level, your speed is never reduced by armor. Oracles with the lame oracle curse cannot select this revelation.

Mechanical Arms: You gain a +2 inherent bonus to Strength and a +4 racial bonus to all skills and checks

based on Strength as well as your CMB. At 11th level, your inherent bonus to Strength increases to +4. **Steel Skin:** You gain a +2 natural armor bonus and resist fire and cold 5. This increases to a +4 natural armor bonus and resist fire and cold 10 at 11th level.

Mechanical Eyes: You gain a +4 bonus to Perception checks and darkvision 60 ft. If you already have darkvision, the range increases by 30 ft. At 11th level you gain a +2 bonus to saving throws against blindness. Oracles with the clouded vision oracle curse cannot select this revelation.

Clockwork Messenger (Su): You gain a clockwork familiar as per the wizard's arcane bond class ability. Your effective wizard level is equal to your oracle level. The familiar possesses all the abilities of the animal it mimics but is considered a construct instead of an animal. Your oracle levels stack with any wizard levels you possess when determining the powers of your familiar. This ability does not allow you to have two familiars at one time.

Construct Expert (Ex): You gain a +4 bonus to monster knowledge checks regarding constructs. As long as you are of the requisite caster level, you can build a construct even if you do not meet the other prerequisites or can cast the spells necessary to create a construct. You must possess the necessary material components and still must succeed on the Craft DC to successfully build a construct.

Instant Fortress (Su): You can conjure a structure of iron and steel as a full-round action for a number of hours per day equal to one-half your oracle level. This ability otherwise acts as an instant fortress. You must be at least 13th level to choose this revelation.

Soul of the Machine (Su): Once per day at 11th level, you may move your soul from your body into a construct or mechanical object as the spell *magic jar*. Intelligent constructs receive a Will saving throw to resist this effect. Since constructs and machines have no soul to replace, you do not need a receptacle to house the displaced soul. Once in the machine, you may control it as if it were your own body. You may use any special, supernatural, or spell-like ability the machine or construct possesses. You must be at least 11th level to select this revelation.

Steam Jet (Su): As a standard action, you can breathe a 15-foot cone of steam. This cone deals 1d4 points of fire damage per oracle level. A Reflex save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Final Revelation: Upon reaching 20th level, you become a clockwork creature. You gain immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. You are also immune to fatigue, exhaustion and nonlethal damage. Once per day, you can cast resurrection but only to return a construct to life.

INDUSTRY (ORACLE MYSTERY)

Oracles of the industry mystery find their divine magic in automation, toil, pollution, and noise. Some may attain positions of prestige as techno-chaplains of great forges and mills; others flourish in the criminal underground as saboteurs, leaders of cultlike street gangs, and relentless assassins. Many evil oracles develop a taste for swift and ruthless violence, their passion for amoral industrial efficiency seemingly knowing no bounds.

Skills: As an oracle with the industry mystery, add Appraise, Disable Device, Intimidate, and Stealth to your list of class skills.

Bonus Spells: *grease* (2nd), *magic siege engine* (4th), *heatstroke* (6th), *steam blast*^{ZG} (8th), *winding key*^{ZG} (10th), *animate objects* (12th), *timeless engine*^{ZG} (14th), *maze* (16th), *implosion* (18th)

Revelations: An oracle with the industry mystery can choose from any of the following revelations:

Confusion (Sp): You may cast *confusion* once per day. You gain an additional use at 5th level and every 5 levels thereafter.

Dirty (Ex): You receive Catch Off-Guard, Combat Expertise, and Improved Dirty Trick as bonus feats.

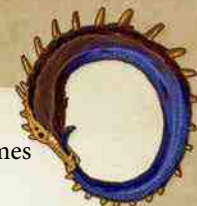
Factory Tours (Sp): As a standard action, you can create an effect that replicates the *stinking cloud* and *distracting cacophony* spells. You can use the effect for a number of rounds equal to your oracle level per day. The rounds need not be consecutive. You must be at least 11th level to select this revelation.

Haywire (Sp): You can animate clockwork or other machinery, albeit with control limited to not injuring yourself. As a standard action, you may cause (large or smaller) machinery within 20 feet of yourself to violently activate and shake uncontrollably, moving away from you at slow speed. For machinery that is secured, use the "DCs to Break or Burst Items" table against your oracle level. The GM should make an attack roll against anyone within 5 feet of an agitated machine (BAB +0). Damage is dealt by the size of the machine (small—d4, medium—d6, large—d8). Constructs can resist this ability with a successful Will save. You can use the effect for a number of rounds equal to your oracle level per day. The rounds need not be consecutive. You must be at least 7th level to select this revelation.

Morlock (Su): When entering or leaving a sewer, you can do so through passages two sizes classes smaller than yourself. In a sewer you can use dark vision and spider climb at will.

Ragman (Su): You can conjure surprisingly durable armor of little more than dirty rags and cloth around yourself. You gain a +4 armor bonus, which increases by +2 every four levels thereafter. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Sweatshop (Su): You may summon a crew (five per oracle



level) of miniature workers to do your bidding. The diminutive humanoids are not suitable for strength tasks and disappear when attacked in any way. Between them, the group may work on any Craft skill project as if they were you, with your oracle level in Craft skill ranks. The workers appear equipped with appropriate tools but do require raw materials. They will work unattended for up to one week straight and any work period must be followed by an equal amount of time off. They are uncommunicative aside from accepting your instructions and can follow only one set of crafting instructions at a time.

Urban Interrogation (Sp): In a sufficiently urban environment as determined by the GM, you may commune with buildings as in the *stone tell* spell. You can use this ability for 1 minute per oracle level. This duration does not need to be consecutive, but it must be used in 1-minute increments. You must be at least 5th level to select this revelation.

Vigilante (Ex): Embracing messy modernity, you receive Exotic Weapon Proficiency (firearms) and Amateur Gunslinger as bonus feats (and +1 to BAB if necessary for the proficiency feat, for firearms only).

Final Revelation: Upon reaching 20th level, you become a master of the mechanical infrastructure around you. You may use winding key¹ at will, with no duration limit as long as you are in the presence of the affected constructs (3 + Cha modifier). Conversely, you may also cause machines to simply fall completely to pieces as a standard action. Constructs take 15d6 points of damage (5d6 with a successful Will save).

MECHANICAL (SORCERER BLOODLINE)

Exactly how rare sorcerers find bits of clockwork and gadgetry in their heritage is an amorous mystery perhaps best left unexamined. Regardless, these individuals are marked by their empathy with the mechanical devices around them as well as by dramatic changes to their physical forms and abilities over time. Although a young mechanical sorcerer might be identifiable as such only by the odd widget spilling out of a gut wound, his or her more experienced brethren are magnificent fusions of flesh, metal, and magic.

Class Skills: As a sorcerer of the mechanical bloodline, add Knowledge (architecture and engineering)^{ZG} and Disable Device^{ZG} to your list of class skills.

Bonus Spells: *analyze device*^{ZG} (1st), *shocking grasp* (3rd), *bullet shield* (5th), *arcane sight* (7th), *detonate* (9th), *rapid repair* (11th), *repulsion* (13th), *control construct* (15th), *iron body* (17th), *dominate clockwork*^{ZG} (19th)

Bonus Feats: Diehard, Endurance, Improved Unarmed Strike, Ironguts, Nimble Moves, Power Attack, Skill Focus (Craft), Skill Focus (Knowledge—architecture and engineering), Toughness

Bloodline Arcana: You gain a +3 bonus to Will saves against spells in the charm and compulsion subschools.

BLOODLINE POWERS

Widget Spit (Sp): At 1st level, you can replicate the *gear*

barrage^{ZG} spell. You can use this ability a number of times per day equal to 2 + your Charisma modifier.

Mechanical Empathy (Sp): At 3rd level, you can speak with clockwork and other machines as per the *stone tell* spell. You may use this ability for 1 minute per sorcerer level each day. Most machines will be limited to providing information relating to their purpose and users. At 9th level, your mechanical bond allows you to affect clockwork constructs once per day as per the mass charm monster spell. Duration of the charm is 1 hour/level.

The Rebuild (Ex): At 9th level, the superior physical capabilities of your increasingly mechanical form reveal themselves. Your base speed increases by +20 feet and Strength by +2. You also receive a +10 bonus to Acrobatics checks made to attempt long jumps or high jumps. These bonuses continue (+10 feet base speed, +1 Strength, and +10 Acrobatics check bonus) at 13th and 17th levels.

War Machine (Su): At 15th level, you can assume the form of a clockwork giant. You increase by one size class, gain a +4 natural armor bonus, +3 to Strength, and construct immunities to mind-altering effects (charms, compulsions, morale effects, patterns, and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. Your fists become natural weapons equivalent to great clubs (2d8 base damage) and your adaptable limbs increase your melee touch attack range by 15 feet without increasing your threatened area. You may use this ability once per day, for a number of rounds equal to your sorcerer level.

Clockwork Masterpiece (Su): At 20th level, you reach mechanical, magical, and biological from 15th level become permanent. You may use your mechanical empathy unity. You gain a +2 natural armor bonus, and the temporary construct immunities ability at will. Constructs that make a save against charm will nevertheless not attack you.

CLOCKWORK SKILLS

In societies rich with mechanical devices and automatons, many citizens may do nothing but wind keys, feed boilers, and repair gears all day long. While most NPCs may know a thing or two about the technology that surrounds them, real skill is required to make a lasting repair beyond the simple restoration of fuel or resetting of a valve.

CRAFT (CLOCKWORK)

This skill operates just like any other Craft skill, but because of the complexity of clockwork devices the DCs start at 10 for the most basic items and skyrocket to 40 or higher to create a gearforged. A clockworker can attempt to create a clockwork item in half the normal amount of time by adding +5 to the DC of the desired item. This skill may be used to repair clockworks in the following ways:

Quick Fix: You may use a full round action to remove the Broken condition from a clockwork item for a short time.

Make a Craft (Clockworks) check (DC 10 + hp damage to be repaired). Success means you may use that item normally for a number of rounds equal to your ranks in Craft (Clockworks).

Repair Construct: Repair a construct or sentient clockwork. Repairing a construct takes four hours. Make a Craft (Clockworks) skill check (DC 15 + construct's HD). If successful, restore 1d4 hp to the construct. If you exceed the DC by 5 or more, add your Intelligence modifier (if positive) to this amount.

Treat Critical Damage: To treat critical damage, make a Craft (Clockworks) skill check (DC 20) as a full round action. Success restores 2 hit points per level or HD of the creature. Successes of 5 or more over the DC add your Intelligence modifier (if positive) to this amount. A creature can only benefit from this ability once every 24 hours.

DISABLE DEVICE

This skill allows a character to turn off a clockwork device if he knows the method of its construction and has the proper clockworking tools. For a typical household device, this requires a DC 10 check, while larger and more elaborate devices can have DCs of 30 or higher. Each device is made differently and requires a different check; even those that are superficially similar or made by the same clockworker can be very different on the inside, so a check is needed even in these situations. Using Disable Device in this way requires 1 minute.

Clockworks meant to fight, stand sentry, or otherwise thwart rogues and rascals are very difficult to turn off. For a hardened device meant to evade this sort of tampering, the DC is 20 + CR. Attempting such a check provokes attacks of opportunity and requires the disabling character to succeed on a melee attack. No retry is possible once a construct is aware of such an attempt. Using Disable Device to deactivate a clockwork device requires a full-round action.

KNOWLEDGE (ARCHITECTURE AND ENGINEERING)

This skill gains new uses in a city where gearforged and other clockwork devices are common, as shown on the following table.

TABLE 4: KNOWLEDGE (ARCHITECTURE AND ENGINEERING) EXPANDED SKILL

DC	TASK
5	Determine mode of power for a clockwork device
10	Restore power from springs or boilers to an immobile clockwork device, or shut it down
15	Repair 1d3 hp damage of an automaton
20	Safely shut down a dangerous clockwork device
25	Determine the maker or workshop that built a clockwork
Varies	Disable a clockwork device, such as a steam gate, lift, or bridge

USE MAGIC DEVICE

This skill can be helpful in activating an inactive clockwork device, finding its mode of arcane power (if it has one), and determining how much energy remains in its alchemical or arcane weaponry. It is also the skill used when attempting to trigger the power of a disassembled device.

TABLE 5: USE MAGIC DEVICE EXPANDED SKILL

DC	TASK
20	Activate clockwork
25	Analyze clockwork power source
30	Trigger disabled device

CLOCKWORK TRAITS

While the following traits are specific to the Midgard city of Zobeck, GMs and players are encouraged to adapt them to their own campaign world as appropriate.

CLOCKWORKER APPRENTICE (REGIONAL: ZOBECK)

You tried life as an apprentice in the Clockworker's Guild. While the guild didn't suit you, you learned the craft. You gain a +1 trait bonus to Disable Device checks involving clockworks and to Craft (clockwork) checks. Disable Device is a class skill for you. This bonus stacks with Clockwork Scholar.

CLOCKWORK SCHOLAR (RELIGIOUS: RAVA)

You are a hard-working follower of the Gear Goddess. You gain a +2 trait bonus to Diplomacy checks with gearforged and constructs. Gain a +1 trait bonus to Profession (scribe) or to any one Craft skill (chosen when the trait is taken).

MARK OF RAVA (RELIGIOUS: RAVA)

You can feel the warp and weft of the world's fabric, and understand both its mundane and magical workings. You gain a +1 trait bonus to Knowledge (engineering) and Knowledge (arcana) checks, and one of these skills (your choice) is a class skill for you.



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