

The Gadgeteer

Mother of Invention



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



**Interjection
Games**

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The Gadgeteer: Mother of Invention
Interjection Games

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THE GADGETEER

In a world where magic is commonplace and the laws of physics are frequently told to sit down and shut up, there seems to be little call for those who study how to work within those same constraints. Then again, most gadgeteers suggest that an appreciation for their work has less to do with its utility and more to do with a combination of wizard arrogance and antimagic field lethality. Science does indeed bow to magic when it comes to sheer functionality, but where magic is slow and ponderous, requiring weeks, perhaps months of effort to simply change the shape of a fireball, science is fast and flexible, requiring mere minutes in some cases to produce something brand new for experimentation.

Curious and always eager to try something new, gadgeteers embody the flexibility that is the greatest advantage of science over magic. Though an outside observer would not hesitate to call a gadgeteer impulsive, there is a method to the madness, one that produces all sorts of ridiculous, yet oddly effective, equipment.

Role: With booklearning similar to that of a wizard and practical mechanical experience similar to that of a rogue, the gadgeteer is a master of odd trivia who just so happens to carry around a plethora of killer hand-made gadgets. Depending on the gadgets selected, a gadgeteer can support from the back lines or get stuck in with her martial friends.

Alignment: Any. It takes a singular drive and a strong imagination to become a gadgeteer. Whether the career is pursued to do good, to do ill, or to be done for the sake of doing it is not relevant.

Hit Die: d8

Starting Wealth: 1d4x10 (average 25 gp.) In addition, each character begins play with an outfit worth 10 gp or less. Gadgeteers also begin play with a weapon worth 15 gp or less. This weapon is the gadgeteer's first custom weapon.



Table: The Gadgeteer



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Professional Development Save	Structure Points Per Blank
1st	+0	+0	+0	+0	Gadgets, professional development	+2	2
2nd	+1	+0	+0	+0	Gear sense +1, spare parts	+3	2
3rd	+2	+1	+1	+1	-	+3	3
4th	+3	+1	+1	+1	Extra blank	+4	3
5th	+3	+1	+1	+1	Critical studies	+4	3
6th	+4	+2	+2	+2	Gear sense +2	+5	3
7th	+5	+2	+2	+2	-	+5	4
8th	+6/+1	+2	+2	+2	Extra blank	+6	4
9th	+6/+1	+3	+3	+3	Critical studies	+6	4
10th	+7/+2	+3	+3	+3	Gear sense +3	+7	4
11th	+8/+3	+3	+3	+3	Mechanical foresight	+7	5
12th	+9/+4	+4	+4	+4	Extra blank	+8	5
13th	+9/+4	+4	+4	+4	Critical studies	+8	5
14th	+10/+5	+4	+4	+4	Gear sense +4	+9	5
15th	+11/+6/+1	+5	+5	+5	-	+9	6
16th	+12/+7/+2	+5	+5	+5	Extra blank	+10	6
17th	+12/+7/+2	+5	+5	+5	Critical studies	+10	6
18th	+13/+8/+3	+6	+6	+6	Gear sense +5	+11	6
19th	+14/+9/+4	+6	+6	+6	-	+11	7
20th	+15/+10/+5	+6	+6	+6	Masterpiece	+12	7

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Class Skills

The gadgeteer's class skills are Appraise (Int), Craft (any) (Int), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Linguistics (Int), Open Lock (Dex), Perception (Wis), Profession (Wis).

Skill Ranks per Level: 4 + Int modifier

CLASS FEATURES

All of the following are class features of the gadgeteer.

Weapon Proficiency: Gadgeteers are proficient with simple weapons, the light hammer, the warhammer, and the lucerne hammer.

Armor and Shield Proficiency: Gadgeteers are proficient with medium armor and shields, but not tower shields. A gadgeteer wearing armor or using a shield with which he is not proficient cannot use accessories.

Gadgets

Rather than cast spells, a gadgeteer prepares gadgets drawn from the Accessories List and the Custom Weapons List. A gadgeteer must prepare her accessories and custom weapons ahead of time. The process of preparation is different for each of these categories and is discussed in their respective subsections.

As gadgeteers are frequently called upon to think fast and juryrig faster, they have no spellbook equivalent. Instead, a gadgeteer simply knows all gadgets for which she meets the minimum requirements. To build or use an accessory or custom weapon, the gadgeteer must have an Intelligence score equal to at least 10 + the total Structure Point (SP) cost of the item. The Difficulty Class for a saving throw against a gadgeteer's gadget is 10 + ½ the gadgeteer's class level + the gadgeteer's Intelligence modifier unless stated otherwise in a gadget's entry.

Blanks - A blank is an empty accessory or custom weapon slot that can be filled with an item prepared by the gadgeteer. A gadgeteer begins play with 2 SP assigned directly to each blank. This increases by +1 at 3rd level, 7th level, and every 4 levels beyond 7th, to a maximum of 7 SP per blank at 19th level. When preparing an accessory or custom weapon, the SP assigned directly to that blank are used before any SP from the gadgeteer's Spare Parts class feature are used. Any directly-assigned SP that are not used on a blank cannot be used on another blank.

A gadgeteer begins play with one accessory blank and one custom weapon blank. If a gadgeteer is separated from her equipment, she cannot service or modify her blanks.

Accessories - Accessories are fantastic standalone gadgets that fulfill a variety of functions. When preparing an accessory for the day, the gadgeteer first selects the accessory to prepare and pays its base SP cost. The gadgeteer can then add to the power of that accessory by selecting from a number of addons designed specifically for that accessory. Unless otherwise stated, each addon can only be selected once.

A gadgeteer must prepare her accessories ahead of time by getting 8 hours of sleep and spending 1 hour building or servicing them from memory. While building accessories, the gadgeteer can reduce any number of her accessories back down to a blank in order to reclaim SP and build something new. If she wishes it, she can service an accessory, replenishing the daily uses of an accessory, but otherwise keeping it intact. If, for some reason, the gadgeteer's current Intelligence is less than the minimum Intelligence required to operate a particular accessory, she cannot service it; however, she may still reduce the accessory back down to a blank.

If a gadgeteer does not prepare accessories for the day, she does not replenish daily uses.

Custom Weapons - Custom weapons are just that, perfectly normal stock weapons that the gadgeteer modifies. Only the creator is proficient with a given custom weapon, and then only if the creator is proficient with stock weapons of that type. The wielder gains absolutely no benefit from any of the gadgets applied to a custom weapon if she is not proficient with the weapon.

There are three types of gadgets that can be applied to a custom weapon: offensive, defensive, and addons. Gadgets with the offensive and defensive descriptors tend to scale with character level and are generally very efficient uses of SP; however, only a single gadget of each descriptor can be added to a custom weapon. Gadgets with the addon descriptor are generally smaller support abilities or weaker variants of offensive and defensive gadgets. Though addons are an inefficient use of SP, there is no limit to how many can be added to a custom weapon.

In order to build a custom weapon, the gadgeteer must supply the base weapon. There is no limit to the quality of weapon used in this process; anything from a longsword to a +5 *vorpal* longsword may be used. The enhancement bonus and any weapon special abilities present on a weapon to be converted into a custom weapon are suppressed by the conversion process. If the gadgeteer expends a number of SP equal to the enhancement bonus of the weapon, or an amount of SP equal to twice the base price modifier of a weapon special ability, the resulting custom weapon retains that bonus or ability. (A weapon special ability with a flat price is ALWAYS suppressed.) If a custom weapon turns back into a standard weapon, these suppression effects end immediately.

The process of custom weapon construction is very time consuming, requiring 8 hours of effort to assemble and/or disassemble a single custom weapon. The ability to both assemble and disassemble in a single 8 hour session is particularly useful when the gadgeteer has no spare custom weapon blanks remaining, but desires to build something. If a gadgeteer assembles a custom weapon, she has done her crafting for the day and cannot make magic items.

Whenever a gadgeteer prepares accessories for the day, she also replenishes any daily use abilities present on her custom weapons. If a gadgeteer does not prepare accessories for the day, she does not replenish any custom weapon daily use abilities.

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Professional Angle (Ex): As is the case with everyone, the gadgeteer's past defines her present and future. At 1st level, select one of the professional angles detailed below.

Adventurer – Necessity is the mother of invention. Daring escapes and heavy investment into the element of surprise being the norm, the adventuring gadgeteer's reflexes and physical ability are far beyond that of her more urbane colleagues. A gadgeteer with this professional angle uses the Professional Angle saving throw progression presented in Table: The Gadgeteer instead of the normal progression listed for her Reflex saving throw. In addition, she adds Acrobatics (Dex), Climb (Str), and Knowledge (dungeoneering) (Int) to her list of class skills.

Patronized – A comfortable existence is quite easy when there is a rich fellow out there who likes a gadgeteer's work. Rather than being forced to be excessively creative and push the envelope to make a name for herself, a patronized gadgeteer learns the use of flowery words to please her noble patron and keep the money flowing. A gadgeteer with this professional angle uses the Professional Angle saving throw progression presented in Table: The Gadgeteer instead of the normal progression listed for her Will saving throw. In addition, she adds Bluff (Cha), Diplomacy (Cha), and Knowledge (nobility) (Int) to her list of class skills.

Sole Proprietor – Some gadgeteers settle down and open a little shop in a fairly cheap neighborhood of a city large enough to support their craft. Forced to try new and inventive things to one-up the competition, regular catastrophic failures and their subsequent explosions are part of the life of the sole proprietor gadgeteer. A gadgeteer with this professional angle uses the Professional Angle saving throw progression presented in Table: The Gadgeteer instead of the normal progression listed for her Fortitude saving throw. In addition, she adds Heal (Wis), Knowledge (local) (Int), and Use Magic Device (Cha) to her list of class skills.

Gear Sense (Ex): At 2nd level, a gadgeteer gains an intuitive sense that alerts her to danger from mechanical traps, giving her a +1 bonus on Reflex saves made to avoid mechanical traps and a +1 dodge bonus to AC against attacks made by mechanical traps. These bonuses rise to +2 when the gadgeteer reaches 6th level, to +3 when she reaches 10th level, to +4 when she reaches 14th level, and to +5 at 18th. Gear sense bonuses gained from multiple classes stack.

Gear sense also stacks with trap sense. For example, a character with trap sense +2 and gear sense +1 has a +2 bonus to Reflex saves against all traps and a +3 bonus to Reflex saves against mechanical traps.

Spare Parts (Ex): At 2nd level, the gadgeteer begins to understand the concept of standardized parts. It simply makes everything easier! She gains a secondary pool of Structure Points equal to 1/2 her gadgeteer level + her Intelligence modifier. These Structure Points can be applied to custom weapons and accessories that have already spent all of the Structure Points assigned directly to their blank.

Extra Blank (Ex): At 4th level and every 4 levels beyond 4th, the gadgeteer gains her choice of an additional accessory blank or an additional custom weapon blank, to a maximum of six blanks at 16th level. A gadgeteer cannot have more than four blanks of either type. As such, a 16th level gadgeteer will always have two accessory blanks, two custom weapon blanks, and two blanks that can be of either type.



*gearing of the Fairbairn steam crane
photograph by Andy Dingley*

Critical Studies (Ex): Gadgeteers always keep up with the latest discoveries made by all who seek to learn the nature of the universe around them, whether or not the particular revelations be magical or mundane in nature. At 5th level and every 4 levels thereafter, the gadgeteer gains Skill Focus (Knowledge [any]) as a bonus feat.

Mechanical Foresight (Ex): At 11th level, the gadgeteer's senses have become attuned to the sound of near-silent gears and the tension of a tightly wound spring. Whenever she makes a successful Reflex save against a mechanical trap that normally deals half damage on a successful save, she instead takes no damage. Mechanical foresight can be used only if the gadgeteer is not suffering from Intelligence damage or drain and is wearing medium armor, light armor, or no armor. A gadgeteer that is deaf or incapable of making a standard action does not gain the benefit of mechanical foresight.

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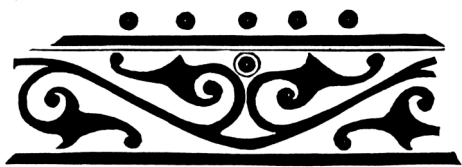
Masterpiece: At 20th level, the defining moment of a gadgeteer's long career is finally realized: the creation of a marvel of technology that represents the height of methodological or non-derivative research and development. Select one of the special accessories below.

Alchemical Implants (Ex) – Long study in the functions of living tissue culminates in a small implant placed just beside the pituitary gland. Amazing, the gadgeteer performs the operation on herself! She receives a permanent +2 alchemical bonus to all saving throws, as well as a +1 alchemical bonus to an ability score of the gadgeteer's choice. Once chosen, this ability score cannot be changed.

Automatic Atmospheric Toxin Extractor and Enhancer (AATEE) (Ex) – A complex air filtration system is connected to a collection of alchemical glassware. Toxins are drawn from the air, concentrated, and deposited into six vials, one corresponding to each of the six ability scores. As a standard action that provokes attacks of opportunity, the gadgeteer can douse an adamantine needle with the contents of one of the vials and fire it, a ranged touch attack with a range increment of 30 feet that deals 1d4 points of piercing damage. If the needle hits and deals damage, the creature struck must make a DC 20 + the gadgeteer's Intelligence modifier Fortitude save or take 5 ability drain of the appropriate type. If the AATEE is not at full capacity, it regenerates a vial of the gadgeteer's choice every 8 hours.

Crystallizer (Su) – Many compounds in this universe can exhibit interesting properties if tweaked by a sentient mind. Though its natural form is the most stable, ice can be formed at standard temperature and pressure if another pattern is suggested to it. Once per day as a standard action, the gadgeteer can spray a single creature in a square she threatens with a slushy ice that uses just such a pattern. If the creature is living; is derived from the soft bits of formerly live flesh, such as zombies or flesh golems; or otherwise contains water, it takes 10d6 cold damage and must make a DC 20 + the gadgeteer's Intelligence modifier Fortitude save or be destroyed instantly by the sudden crystallization process.

The daily use of this masterpiece refreshes when accessories are prepared for the day.



Incendiary Gaze (Ex) – Believing that the realm of the mechanical simply isn't as complex, the gadgeteer begins to experiment with her own body. Eventually, she installs a number of small mirrors and elemental energy focusing units directly in her eyes. This grants the gadgeteer a gaze attack with a range of 30 feet that deals 3d6 points of fire damage with a Reflex save to negate. The gadgeteer may turn her gaze attack on or off as a standard action that provokes attacks of opportunity.

Interdimensional Communicator (Su) – The realization that this world is but one of many parallel universes prompts the gadgeteer to build a complex communication device under the assumption that she exists in other universes and has done, or is doing, the same thing. Amazingly, she's right and can now talk with dozens of versions of herself whose worlds are all slightly different. Some of them have yet to do things she has done, while others already have, thus giving her limited insight into her own destiny. Three times per day, the gadgeteer can reroll any die roll, even after being told what the result of that roll would be.

Unlike lesser gadgets, the daily uses of the Interdimensional Communicator are refreshed at dawn, not when accessories are prepared. The prevailing logic is that, on any given day, enough copies of the gadgeteer have been on task to make the network work well enough.



Universal Lubricant (Ex) – Machines and friction don't always get along. While alchemists look for eternal life and wealth for themselves through the search for the Philosopher's Stone and wizards search for the key to penultimate arcane power, a gadgeteer simply searches for the ultimate lubricant. Though a frictionless substance with a long lifetime appears to be completely impossible, even a product that is only a few steps down this path is a godsend for the adventuring gadgeteer.

A gadgeteer with this masterpiece produces three flasks of universal lubricant whenever she prepares accessories for the day. The shelf life of this early prototype of universal lubricant is depressingly short and anything not used the day it is made is ruined. A flask can be thrown as though it were a thrown splash weapon, leaving a greasy smear in a 5-foot burst from the point of impact. Creatures attempting to move over the lubricant slip and fall prone without fail, while all instances of the staggered and entangled conditions on creatures covered by the lubricant in the initial burst, both magical and mundane, are immediately ended. Grappled creatures covered in the initial burst receive a +20 bonus to rolls made to break grapples, squeeze out of bindings, or otherwise act like an escape artist. Regardless of plane or atmospheric conditions, once thrown, the lubricant boils away after 1 round. Universal lubricant is incredibly difficult to clean up and can only be removed by universal solvent, *miracle*, or *wish*.

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FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have gadgeteers as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Add +1/6 to initiative rolls when wielding a custom weapon.

Drow – Add +1/6 to initiative rolls when wielding a custom weapon.

Dwarf – Add +1/2 to the hardness and +1 to the hit points of custom weapons.

Elf – Reduce the non-proficiency penalty for one weapon with elf or elven in its name by 1. When the non-proficiency penalty for a weapon becomes 0 because of this ability, the gadgeteer is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

Gnome – Add +1/4 of a Structure Point to the spare parts pool.

Half-elf – Reduce the non-proficiency penalty for one weapon with elf or elven in its name by 1. When the non-proficiency penalty for a weapon becomes 0 because of this ability, the gadgeteer is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

Halfling – Add +1/2 to all Knowledge (local) and Profession (cook) checks, as well as +1 to the amount healed by the *energy bar compressor* accessory.

Half-orc – Add +1/3 to damage rolls made with a custom weapon.

Hobgoblin – Add +1/3 to damage rolls made with a custom weapon.

Human – +1/4 to all Knowledge checks with a corresponding Skill Focus feat.

Kobold – Accessories that deal fire damage deal +1/2 of a point of fire damage to flatfooted enemies.

Orc – Add +1/3 to damage rolls made with a custom weapon.

Puddling – Add +1/3 to the gadgeteer's level for the purpose of determining the effects of one accessory.

Tiefling – Add +1/4 of a Structure Point to the spare parts pool.

GADGETEER FEATS

Extra Parts

Your continual use of accessories and custom weapons has taught you the need to carry as many spare parts as is physically possible.

Prerequisite: Spare parts class feature

Benefit: Your spare parts pool increases by 1.

Special: You can take this feat multiple times. Its effects stack.

Juryrigging

Time and again, you have been shown that your enemies are simply not going to sit around and let you build a flare gun. In the end, you simply had to learn how to do it quicker.

Prerequisite: 3 accessory blanks

Benefit: You can now quickly prepare accessories from scrap materials. First, consult the entry for the desired accessory. Each accessory and accessory add-on has a Materials list. If the immediate area contains the materials listed there, then you can grab those pieces and build that accessory or accessory add-on out of scrap. In order to juryrig an accessory, the gadgeteer must either have an empty accessory blank or make an empty accessory blank by throwing away an existing accessory. Given the less efficient nature of juryrigging, a 2 SP penalty is applied to the SP cost of an accessory produced in this manner. It requires 1 minute of uninterrupted crafting per SP spent to produce a juryrigged accessory.

Only one accessory can be juryrigged per day.

Snap-on Parts

Though cool, you concede that custom weapons are slow and hard to maintain in a rapidly changing environment. Though it isn't a perfect solution, the introduction of quickly interchangeable parts does much to improve the situation.

Prerequisite: 3 custom weapon blanks

Benefit: Your custom weapons are now significantly easier to prepare. Whenever you prepare accessories for the day, you may also assemble and/or disassemble a single custom weapon in that same 1 hour time slot. Working on custom weapons in this day does not consume time that could be spent making magic items.

Normal: It takes 8 hours to assemble and/or disassemble a single custom weapon.

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GADGETEER CUSTOM WEAPONS SUMMARY

Name	Gadget Type	SP Cost	Prerequisites	Effect
Alchemical Edge	Addon	1	Gadgeteer 3 Craft (alchemy) 2 ranks	Weapon gains +1 alchemical bonus to hit.
Alchemical Fortitude	Defensive	2	Gadgeteer 7 Craft (alchemy) 10 ranks	Weapon grants wielder +2 alchemical bonus to Constitution.
Alchemical Might	Offensive	2	Gadgeteer 6 Craft (alchemy) 8 ranks	Weapon grants wielder +2 alchemical bonus to Strength.
Alchemical Reflexes	Defensive	2	Gadgeteer 5 Craft (alchemy) 8 ranks	Weapon grants wielder +2 alchemical bonus to Dexterity.
Alchemical Tempering	Addon	3	Gadgeteer 6 Craft (alchemy) 4 ranks	Weapon gains +2 alchemical bonus to damage.
Berserk Button	Offensive	3	Gadgeteer 8 Knowledge (arcana) 5 ranks	Weapon can embed itself in a construct, causing it to go berserk.
Bristling Construction	Addon	1	-	Weapon deals 1 bleed damage, but imposes a -2 penalty to AC.
Bulky Construction	Addon	1	-	Weapon grants a +1 shield bonus to AC when not used, but imposes a -1 penalty to initiative rolls.
Charge Deterrent	Defensive	1	Gadgeteer 6 Perception 4 ranks	Creatures charging at wielder provoke attacks of opportunity.
Combat Stabilizers	Defensive	2	-	Weapon grants a scaling bonus to CMD.
Compressed Air Capsule	Addon	1	-	Weapon offers a 1 minute supply of air.
Disarming Hook	Addon	2	-	Weapon grants a +1 bonus to disarm.
Discombobulation Unit	Offensive	3	Gadgeteer 5	Weapon deals additional untyped damage and stores charges that can be used to smite.
Dowsing Construction	Addon	3	Knowledge (arcana) 6 ranks	Weapon penetrates half of the concealment miss chance, as well as half of incorporeal damage reduction.
Dragon's Maw	Offensive	3	Gadgeteer 6	Weapon deals energy damage in a 10-foot cone on hit.
Dulling Crystalline Coating	Addon	1	-	Weapon grants a +2 bonus to Sleight of Hand checks made to hide it.
Electrostatic Shielding Apparatus	Defensive	2	-	Weapon produces shield that absorbs a scaling amount of damage.
Elementally-attuned Dry Cell	Offensive	3	-	Weapon deals additional energy damage and stores charges that can be used to smite.
Elementally-attuned Dry Cell, Miniature	Addon	1	-	Weapon stores a single charge that can be used to smite for 1d6 energy damage.

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Name	Gadget Type	SP Cost	Prerequisites	Effect
Elemental Construction	Addon	1	Knowledge (planes) 3 ranks	Weapon grants resistance 5 against a single energy type, but imposes a -1 penalty to saving throws against other energy types.
Elemental Infusion	Addon	3	Knowledge (arcana) 10 ranks	After wielder takes energy damage, weapon deals 1d6 points of that energy type on hit for 1 round.
Energy Containment Field	Offensive	1	-	Weapon can hurl a ball of energy of the chosen energy type once per day.
Energy Reclamation Unit	Defensive	2	-	Wielder receives fast healing for a short duration after taking enough energy damage from a single source
Energy Reclamation Unit, Miniature	Addon	1	-	Wielder receives fast healing 1 for 1 round after taking 10 or more points of energy damage from a single source.
Ergonomic Grip	Addon	1	Knowledge (eng) 3 ranks	Weapon grants +2 bonus to CMD against disarm attempts.
Hamsterlight	Addon	1	Handle Animal 1 rank	Weapon sheds light.
High Density Construction	Addon	1	-	Weapon has +2 hardness and +50% hit points, but weighs twice as much.
Hollow Construction	Addon	1	-	Weapon grants a +2 bonus to initiative if and only if the wielder charges in the first round of combat.
Incredible Sharpness	Addon	4	Gadgeteer 8	Weapon's critical threat range is increased by 1. This stacks with multiplicative effects.
Insightful Design	Offensive	4	Gadgeteer 10 Int 16	Weapon that applies the wielder's Strength modifier to damage now applies the wielder's Intelligence modifier to damage.
Kinetic/Potential/Kinetic Conversion Unit (KPKCU)	Offensive and/or Defensive	2	Gadgeteer 10 Knowledge (eng) 8 ranks	Weapon stores charges whenever wielder is attacked. Charges can be funneled into different abilities depending on whether this is treated as offensive or defensive.
Laser Sight	Addon	2	Perception 5 ranks	Wielder can take a single shot with a ranged weapon at +4 to hit.
Leather Strap	Addon	1	-	Strap causes weapon to hang at wielder's side when disarmed or dropped.
Lucky Alloy	Defensive	2	-	Weapon grants scaling luck bonuses.
Magic Muddling Matrix	Defensive	4	Gadgeteer 10	Weapon grants SR equal to level.
Mental Poison Delivery Unit	Offensive	3	Knowledge (nature) 3 ranks	Weapon extracts Intelligence, Wisdom, and Charisma poisons from the air.

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Name	Gadget Type	SP Cost	Prerequisites	Effect
Mr. Thingy	Offensive	2	Knowledge (eng) Knowledge (local) Knowledge (nature) 3 ranks each	Weapon inflicts a minor condition on hit. At high levels, weapon can expend a charge to apply a major condition on hit.
Nonsense Terminator	Defensive	3	Gadgeteer 6 Knowledge (arcana) 10 ranks	Weapon allows for repeated attempts to end a mind-affecting ability. Becomes inactive after successfully ending one.
Optimized Shielding	Defensive	1	-	Weapon grants a scaling shield bonus to AC.
Physical Poison Delivery Unit	Offensive	3	Knowledge (nature) 3 ranks	Weapon extracts Strength, Dexterity, and Constitution poisons from the air.
Potential Energy Reduction Apparatus	Offensive	2	-	Weapon grants scaling bonus to CMB when making a trip combat maneuver.
Protean Mimicry	Addon	3	Gadgeteer 11 Knowledge (planes) 7 ranks	Weapon deals 1 point of damage to a random ability score on hit.
Protective Fins	Addon	2	Craft (armor) 3 ranks	Weapon grants a +2 shield bonus to AC whenever the wielder is incapacitated.
Reaction Shield	Addon	2	Craft (alchemy) 4 ranks	Weapon grants immunity to splash damage.
Reverse Polarization Array	Offensive	2	Heal 3 ranks	Weapon can expend a charge to smite, healing instead of damaging.
Sparkling Powder	Addon	2	Gadgeteer 7	Weapon sparks when wielder is damaged, dazzling with no saving throw allowed.
Stabilizers	Addon	2	-	Weapon grants +2 to CMD against trips.
Sundering Teeth	Addon	2	-	Weapon grants +1 to CMB when making a sunder attempt.
Syringe	Defensive	2	Gadgeteer 4 Heal 8 ranks	Wielder can stab self, dealing bleed damage and allowing a saving throw to end a poison or disease effect.
Telescoping Haft	Addon	1	Craft (weapon) 4 ranks	Weapon without reach can be given reach, but takes a penalty to hit due to balance.
Tough Construction	Addon	2	-	Weapon grants +2 to CMD against sunders.
Tripping Hook	Addon	2	-	Weapon grants +1 to CMB when making a trip attempt.
Undefined Bane	Offensive	2	Knowledge (dungeon) 5 ranks	Weapon attunes itself to the first creature struck daily, dealing additional damage to creatures of its type.

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Name	Gadget Type	SP Cost	Prerequisites	Effect
Unnecessary Thorns	Addon	1	-	Whenever the wielder is hit by unarmed or natural in melee, deal 1 piercing damage.
Very Excessive Thorns	Defensive	2	Gadgeteer 5	Whenever the wielder is hit by unarmed or natural in melee, deal scaling piercing damage.
Wedge Construction	Addon	1	-	Weapon deals +1 damage to inorganic creatures, -1 damage to organic creatures.
Wicked Hooks	Offensive	2	-	Weapon grants scaling bonus to CMB when making a disarm combat maneuver.
Wrecking Alloy	Offensive	2	-	Weapon grants scaling bonus to CMB when making a sunder combat maneuver.

GADGETEER CUSTOM WEAPONS LIST

****Note: Bonuses granted by and penalties imposed by a custom weapon only function when the weapon is actively wielded unless otherwise noted.****

Alchemical Edge (Addon)

1 Structure Point

Requires: Gadgeteer 3, Craft (alchemy) 2 ranks

Special alchemical processes improve the accuracy of the weapon, granting it a +1 alchemical bonus to hit.

Alchemical Fortitude (Defensive)

2 Structure Points

Requires: Gadgeteer 7, Craft (alchemy) 10 ranks

A chemical coating slowly evaporates off of this weapon when wielded, granting the wielder a +2 alchemical bonus to Constitution.

Alchemical Might (Offensive)

2 Structure Points

Requires: Gadgeteer 6, Craft (alchemy) 8 ranks

A chemical coating slowly evaporates off of this weapon when wielded, granting the wielder a +2 alchemical bonus to Strength.

Alchemical Reflexes (Offensive)

2 Structure Points

Requires: Gadgeteer 5, Craft (alchemy) 8 ranks

A chemical coating slowly evaporates off of this weapon when wielded, granting the wielder a +2 alchemical bonus to Dexterity.

Alchemical Tempering (Addon)

3 Structure Points

Requires: Gadgeteer 6, Craft (alchemy) 4 ranks

Special alchemical processes improve the performance of the weapon, granting it a +2 alchemical bonus to damage rolls.

Berserk Button (Offensive)

3 Structure Points

Requires: Gadgeteer 5, Knowledge (arcana) 8 ranks

Once per day as a swift action, the wielder of this weapon can declare his next attack to be a smite. If this next attack made this round deals damage and the creature damaged is a construct, the wielder lets go of the weapon and it embeds itself in the body of that construct. The construct gains the following extraordinary ability.

Berserk Button (Ex): Each round, if the construct is in combat, it must make a DC 10 + 1/2 the gadgeteer's level + the gadgeteer's Intelligence modifier Will save or go berserk. The uncontrolled construct goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The construct's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the construct, which requires a DC 19 Charisma check. This ability is lost once the construct comes down from going berserk once or if the embedded weapon is removed from its body, a DC 19 Strength check.

Bristling Construction (Addon)

1 Structure Point

Some weapons are designed for psychological effect, as well as for the infliction of wounds. Spikes tend to do well for both. A weapon with this addon deals a point of bleed damage, but imposes a -2 penalty to AC because of the awkward way it has to be held. Bows and crossbows chew up ammunition as it is fired, thus imbuing it with splinters and other pointy bits that do about the same thing.

Bulky Construction (Addon)

1 Structure Point

Plates of extra material provide additional protection when the weapon is not in active use. A weapon with this addon grants a +1 shield bonus to AC if it is not used in a round, but imposes a -1 penalty to initiative rolls.

The Gadgeteer: Mother of Invention Interjection Games

Charge Deterrent (Defensive)

1 Structure Point

Requires: Gadgeteer 6, Perception 4 ranks

When a weapon with this gadget is wielded, charge attacks made against the wielder provoke attacks of opportunity at a -4 penalty to hit. The weapon with this gadget must be the weapon used to make the attack of opportunity. At 10th level and every 4 levels thereafter, the penalty to hit is reduced by -1, to a minimum of -1 at 18th level.

Combat Stabilizers (Defensive)

2 Structure Points

A plethora of small adjustments grants the wielder of a weapon with this gadget a +1 enhancement bonus to CMD. This bonus is increased by one half the enhancement bonus of the weapon, to a maximum of a +3 enhancement bonus to CMD on a +4 weapon.

Compressed Air Capsule (Addon)

1 Gadget Point

A weapon with this addon contains a small capsule of compressed air. When bitten as a standard action, this capsule releases breathable air for 1 minute. When a capsule is used, it is consumed.

A new capsule is installed when accessories are prepared for the day.

Contact Neutralizer (Addon)

1 Gadget Point

Requires: Craft (alchemy) 8 ranks

A paranoid gadgeteer is a living gadgeteer. A weapon with this addon automatically neutralizes any contact poisons placed on it.

Disarming Hook (Addon)

2 Structure Points

A single nasty hook grants this weapon a +1 enhancement bonus to CMB when making a disarm combat maneuver.

Discombobulation Unit (Offensive)

3 Structure Points

Requires: Gadgeteer 5

A battery of sorts with complex wiring is attached to the weapon. This battery contains 1 charge plus an additional charge for every 2 gadgeteer levels. As a swift action, the gadgeteer can tap into this battery and spend any number of charges, minimum 1. If any attack made by this weapon hits this round, it deals an additional 1d4 points of damage, plus an additional 1d4 of for each charge spent.

At 8th level, all attacks made by a weapon with this addon deal an additional 1d3 points of damage, even when not spending charges.

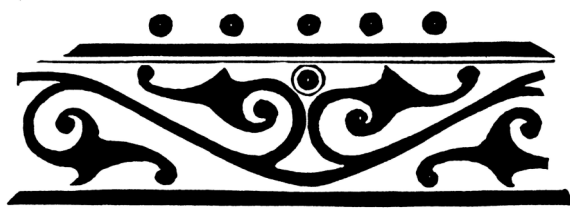
Charges are replenished when accessories are prepared for the day.

Dowsing Construction (Addon)

3 Structure Points

Requires: Knowledge (arcana) 6 ranks

Forging the blade made in part of scrap metal that was once a crystal ball stand in a fire heated in part by the writings of fortune tellers gives a weapon a slight grasp of the other side. A weapon with this addon can damage incorporeal creatures as though it were magic. In addition, percent concealment effects are halved. For example, blur only provides 10% concealment against a weapon with this addon, while displacement provides 25%. The miss chance of this weapon against invisible targets is 25% instead of 50%. Finally, incorporeal creatures take 75% damage from this weapon instead of 50%.



Dragon's Maw (Offensive)

3 Structure Points

Requires: Gadgeteer level 6

An array of elemental absorption units feeds to a small cylinder near the end of the weapon. Select acid, cold, electric, or fire. Each time an attack is made with this weapon, a 10-foot cone of the selected energy type bursts from the weapon in the direction of the creature attacked. For ranged weapons with this gadget, the cone originates from the weapon and not from where the ammunition strikes. This cone of energy deals 1d4 points of damage of the appropriate type with a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Reflex save for half. At 11th level, the cone deals 2d4 points of damage; at 16th level, the cone deals 3d4 points of damage.

Dulling Crystalline Coating (Addon)

1 Gadget Point

A coating of powdered crystal makes the sheen of cold steel far less noticeable. A weapon with this addon grants a +2 bonus to Sleight of Hand skill checks made to hide it.

Electrostatic Shielding Apparatus (Defensive)

2 Structure Points

Over one point twenty-one gigawatts of shielding power is at the beck and call of the wielder of a weapon with this gadget. Providing a charge pool of 1 charge plus an additional charge for every 3 gadgeteer levels, this gadget can be activated as a swift action. When activated, it absorbs all physical damage dealt to the wielder, up to a total of the gadgeteer's class level. After absorbing damage equal to the gadgeteer's class level or after 1 minute, the effect ends.

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Elementally-attuned Dry Cell (Offensive)

3 Structure Points

A battery of sorts with complex wiring is attached to the weapon. Select acid, cold, electric, or fire. This battery contains 1 charge plus an additional charge for every 2 gadgeteer levels. As a swift action, the gadgeteer can tap into this battery and spend any number of charges, minimum 1. The next hit made by the weapon this round deals an additional 1d6 points of damage of the selected energy type, plus an additional 1d6 of that same energy type for each charge spent.

At 5th level, all attacks made by a weapon with this add-on deal an additional 1d4 points of damage of the selected type, even when not spending charges.

Charges are replenished when accessories are prepared for the day.

Elementally-attuned Dry Cell, Miniature (Addon)

1 Gadget Point

A tiny battery of sorts with complex wiring is attached to the weapon. Select acid, cold, electric, or fire. Once per day, the wielder can declare a smite. The next hit made by the weapon this round deals an additional 1d6 points of damage of the selected energy type.

This ability is replenished when accessories are prepared for the day.



Elemental Construction (Addon)

1 Structure Point

Requires: Knowledge (planes) 3 ranks

Simple modifications optimize a weapon to protect the wielder from a particular type of energy while making him vulnerable against other types of energy. When building the weapon, select an acid, cold, electric, fire, or sonic. The wielder receives resistance 5 against the selected energy type, but takes a -1 penalty to saving throws against spells and abilities with any of the others as a descriptor.

Elemental Infusion (Addon)

3 Structure Points

Requires: Knowledge (arcana) 10 ranks

Raw energy plays over the business end of the weapon. Whenever the wielder takes acid, cold, electric, fire, or sonic damage, the energy playing over the weapon ignites to mimic that energy type for 1 round. While an energy type is mimicked, the weapon deals 1d6 points of damage of that energy type on hit. Taking damage from another energy type causes the energy type dealt by this add-on to change.

Energy Containment Field (Offensive)

1 Gadget Point

A carefully-constructed energy field surrounds a central core of energy. Select acid, cold, electric, or fire. Once per day as a standard action that provokes attacks of opportunity, the wielder of a weapon with this gadget can hurl a ball of the chosen energy type. Make a ranged touch attack (AC 10) against a square as though throwing a thrown splash weapon with a range increment of 10 feet. The ball explodes in a 10-foot radius burst wherever it lands, dealing 1d4+1 damage of the appropriate type per gadgeteer level with a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Reflex save for half.

This ability is replenished when accessories are prepared for the day.

Energy Reclamation Unit (Defensive)

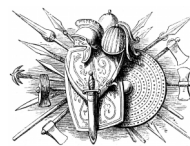
2 Structure Points

By attuning a gadgeteer's custom weapon to a particular energy type, it is possible to recycle some of the energy that harms her into energy that heals her. Select acid, cold, electric, fire, or sonic. Whenever the gadgeteer takes 10 or more damage of the chosen type from a single source, she gets fast healing 1 for 1d4 rounds. At 8th level, this becomes fast healing 2, but requires that the gadgeteer take 15 damage from a single source. At 15th level, it becomes fast healing 3, but requires 20 damage from a single source.

Energy Reclamation Unit, Miniature (Addon)

1 Gadget Point

A miniaturized energy reclamation unit is perfect for when she doesn't want to spend her defensive slot on a full-sized model. Select acid, cold, electric, fire, or sonic. Whenever the gadgeteer takes 10 or more damage of the chosen type from a single source, she gets fast healing 1 for 1 round.



Ergonomic Grip (Addon)

1 Gadget Point

Requires: Knowledge (engineering) 3 ranks

A grip designed specifically for the creator's hands grants a +2 enhancement bonus to CMD against disarm attempts if a weapon with this add-on is the target of the attempt. If the wielder is polymorphed, she receives no benefit from this add-on for the duration of the polymorph effect.

Hamsterlight (Addon)

1 Gadget Point

Requires: Knowledge (nature) 1 rank

A small, fuzzy rodent trapped in a wheel powers a light affixed to the weapon, shedding light as the *light* spell.

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High Density Construction (Addon) 1 Gadget Point

Better and heavier materials grant a weapon with this addon +2 hardness and +25% hit points, rounded down, above and beyond that of a standard weapon of its type. Such a weapon is twice as heavy as a standard weapon of its type.

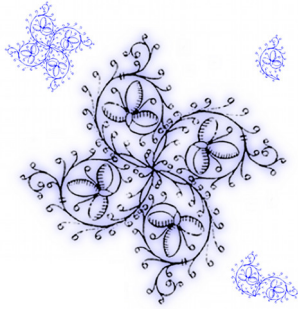
Hollow Construction (Addon) 1 Structure Point

The easiest way to make a weapon lighter is to use less material to make it. A hollow weapon allows for easy movement, granting a +2 bonus to initiative rolls if and only if the wielder intends to charge in the first round of combat. The wielder's intent to charge must be declared before rolling for initiative. If the wielder cannot charge in the first round of combat, he cannot act in the first round of combat. In addition, a hollow weapon is 50% lighter, rounded up.

Incredible Sharpness (Addon) 4 Structure Points **Requires:** Gadgeteer 8

The application of a liquid crystalline coating creates a temporary edge of absolutely incredible sharpness. A weapon with this addon increases its threat range by +1. This is applied after all multiplicative effects, such as the Improved Critical feat and the keen weapon special ability.

This addon can only be added to slashing and piercing weapons that do not fire ammunition.



Insightful Design (Offensive) 4 Structure Points **Requires:** Gadgeteer 10, Int 16

Complex modifications can be done to a weapon, making its optimization more a function of knowing how those modifications work rather than a function of simply swinging it as hard as one can. This weapon now adds the wielder's Intelligence bonus to damage rather than his Strength bonus. This gadget can only be added to weapons that apply a Strength bonus to damage. In the case of composite bows, the maximum Strength bonus applied to the weapon is now the maximum Intelligence bonus.

Kinetic/Potential/Kinetic Conversion Unit (KPKCU) (Offensive and/or Defensive) 2 Structure Points

Requires: Gadgeteer 10,
Knowledge (engineering) 8 ranks

A KPKCU can take up a custom weapon's offensive gadget slot, its defensive gadget slot, or both the offensive and defensive gadget slots. This is chosen when the custom weapon is built and cannot be changed.

Whenever the wielder of the weapon takes physical damage, she gains a charge, to a maximum of the weapon's enhancement bonus. If the KPKCU is treated as both offensive and defensive, she instead gains two charges, to a maximum of twice the weapon's enhancement bonus.

As a swift action, the wielder can expend a number of charges up to, but not exceeding, the enhancement bonus of the weapon. If the KPKCU is treated as only offensive or defensive, the charges power the respective ability listed below. If the KPKCU is treated as both, the wielder selects which of the two abilities to use.

Offensive – The next attack made by the wielder this round receives a bonus to hit and damage equal to the number of charges expended.

Defensive – The wielder has a deflection bonus to AC equal to the number of charges expended for 1 round.

Laser Sight (Addon) 2 Structure Points **Requires:** Perception 5 ranks

As a standard action, the wielder of a weapon with this addon can aim and make a single attack, granting a +4 insight bonus to his attack roll.

This addon can only be added to ranged weapons.

Leather Strap (Addon) 1 Gadget Point

This addon can be tied to one of the wielder's wrists as a standard action that provokes attacks of opportunity. If the wielder drops the weapon or is disarmed, it simply hangs there rather than clatter to the ground and can be drawn as though it were in a scabbard or otherwise readily accessible. If the wielder rolls a critical fumble while a weapon is hanging in this manner, she takes the base damage of that weapon as it pokes her. This is in addition to any other bad stuff that may or may not be part of a particular campaign, such as a critical fumble deck or other gaming accessory. Ranged weapons that fire projectiles, such as bows and crossbows, deal 1d4 points of damage when they strike the wielder in this manner. The strap has hardness 2 and 1 hit point. Attacking the strap is a sunder combat maneuver.

If the strap is cut, it can be repaired by magic. It is also repaired when accessories are prepared for the day.

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Lucky Alloy (Defensive) 2 Structure Points

A weapon with this addon grants its wielder a +1 luck bonus to saving throws. At 7th level, it also grants its wielder a +1 luck bonus to AC. At 13th level, these bonuses are increased to +2.

Magic Muddling Matrix (Defensive) 4 Structure Points Requires: Gadgeteer 10

Magic is just the application of latent energy in a very specific manner, usually powered via geometric means. A weapon with this gadget displays disruptive scrollwork, thus granting the gadgeteer Spell Resistance equal to her gadgeteer level.

Mental Poison Delivery Unit (Offensive) 3 Structure Points Requires: Knowledge (nature) 3 ranks

Though gadgeteers are known for their steady hands, primarily as a result of years of experience with clockwork and the like, there is something about poison that makes even the steadiest hand quake in fear at what's on the other side of a thin glass wall. As the profession, on the whole, dislikes handling poisons, many of the greatest gadgeteers of the previous generation came together to devise a simple way around it. An array of funnels and filters pulls toxic materials right out of the air, sorts them by property, and deposits them into three vials. Each of these vials contains a poison that affects a different physical ability score, one for Intelligence, one for Wisdom, and one for Charisma.

As a standard action that provokes attacks of opportunity, the wielder of a weapon with this gadget can cause a vial to empty itself over the business end of the weapon. Ranged weapons are instead primed and tip the next shot fired. The next creature struck by the weapon is affected by the poison and must make a DC 10 + 1/2 the gadgeteer's level + the gadgeteer's Intelligence modifier Fortitude save or take 1 point of ability score damage of the chosen type + 1 point of additional ability score damage of that type for every 3 levels beyond 1st.

Vials are replenished when accessories are prepared for the day.

Table: Mr. Thingy's Minor Conditions

d4	Condition
1	dazzled
2	shaken
3	sickened
4	entangled

Mr. Thingy (Offensive) 2 Structure Points

Requires: Knowledge (engineering) 3 ranks, Knowledge (local) 3 ranks, Knowledge (nature) 3 ranks

Made with a little bit of everything, Mr. Thingy is a gadget for those who wish ill on those on the other end of a weapon, but aren't particularly discriminating about what form that ill takes.

Whenever a weapon with this gadget hits an enemy, roll on Table: Mr. Thingy's Minor Conditions below. The creature struck gains the listed condition for 1 round with a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save to negate. If an ability, effect, or random circumstance causes a single attack to hit multiple creatures, only roll once on the table.

At 8th level, Mr. Thingy has become quite advanced indeed and now sports a small array of vials that contain the seeds of particularly vile conditions. These vials contain one charge, plus an additional charge for every 2 levels beyond 8th. As a swift action, the gadgeteer can activate the vials by spending a single charge. If any attack made by this weapon hits an enemy this round, roll once on Table: Mr. Thingy's Major Conditions below. This replaces the roll made on Table: Mr. Thingy's Minor Conditions. Do not roll on both! The creature struck gains the listed condition for 1 round with a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save to negate. If an ability, effect, or random circumstance causes a single attack to hit multiple creatures, only roll once on the table.

At 15th level, Mr. Thingy has been further optimized. When using a charge to roll on Table: Mr. Thingy's Major Conditions, the wielder can also roll on Table: Mr. Thingy's Minor Conditions in the same roll.

When inflicting the shaken or frightened conditions, Mr. Thingy counts as a mind-affecting ability.

Charges are replenished when accessories are prepared for the day.

Table: Mr. Thingy's Major Conditions

d4	Condition
1	blinded
2	staggered
3	nauseated
4	frightened

The Gadgeteer: Mother of Invention Interjection Games

Nonsense Terminator (Defensive)

3 Structure Points

Requires: Gadgeteer 6, Knowledge (arcana) 10 ranks

At the beginning of the wielder's turn, if she is affected by a mind-affecting ability, she may make an additional saving throw at +2 DC. If successful, the ability ends immediately. This gadget becomes inactive once it has ended one mind-affecting ability in this manner.

When accessories are prepared for the day, this gadget becomes active if it was inactive.

Optimized Enhancement (Offensive)

2 Structure Points

Requires: Gadgeteer 5

By tapping into the enchantments present in a weapon, it is possible to further optimize them. This weapon has an insight bonus to damage equal to its enhancement bonus.

Optimized Shielding (Defensive)

1 Gadget Point

By tapping into the enchantments present in a weapon, it is possible to further optimize them. This weapon grants a shield bonus to AC equal to its enhancement bonus.

Physical Poison Delivery Unit (Offensive)

3 Structure Points

Requires: Knowledge (nature) 3 ranks

Though gadgeteers are known for their steady hands, primarily as a result of years of experience with clockwork and the like, there is something about poison that makes even the steadiest hand quake in fear at what's on the other side of a thin glass wall. As the profession, on the whole, dislikes handling poisons, many of the greatest gadgeteers of the previous generation came together to devise a simple way around it. An array of funnels and filters pulls toxic materials right out of the air, sorts them by property, and deposits them into three vials. Each of these vials contains a poison that affects a different physical ability score, one for Strength, one for Dexterity, and one for Constitution.

As a standard action that provokes attacks of opportunity, the wielder of a weapon with this gadget can cause a vial to empty itself over the business end of the weapon. Ranged weapons are instead primed and tip the next shot fired. The next creature struck by the weapon is affected by the poison and must make a DC $10 + \frac{1}{2}$ the gadgeteer's level + the gadgeteer's Intelligence modifier Fortitude save or take 1 point of ability score damage of the chosen type + 1 point of additional ability score damage of that type for every 3 levels beyond 1st.

Vials are replenished when accessories are prepared for the day.

Potential Energy Reduction Apparatus (Offensive)

2 Structure Points

A precision-made attachment grants a +1 enhancement bonus to CMB when making a trip combat maneuver. This bonus is increased by one half the enhancement bonus of the weapon, to a maximum of a +3 enhancement bonus to CMB when making a trip combat maneuver on a +4 weapon.

Protean Mimicry (Addon)

3 Structure Points

Requires: Gadgeteer 11, Knowledge (planes) 7 ranks

Few creatures enjoy as much attention as the chaotic proteans. A weapon with this addon mimics their entropic properties and deals 1 point of damage to a random ability score each time it hits and deals damage. A DC $10 + \frac{1}{2}$ the gadgeteer's level + the gadgeteer's Intelligence modifier Fortitude save negates. This is a poison effect.

Protective Fins (Addon)

2 Structure Points

Requires: Craft (armor) 3 ranks

Retracted by a gyroscope, this addon grants a +2 shield bonus to AC whenever the wielder is flatfooted, dazed, stunned, helpless, sleeping, unconscious, or otherwise incapable of movement.

Reaction Shield (Addon)

2 Structure Points

Requires: Craft (alchemy) 4 ranks

The wielder of a weapon with this gadget is immune to splash damage from mundane thrown splash weapons.

Reverse Polarization Array (Offensive)

2 Structure Points

Requires: Heal 3 ranks

Amazingly, studies show that violence is not always the answer. A number of field polarizers adorn a weapon with this gadget, granting it a charge pool of 1 charge plus an additional charge for every 4 gadgeteer levels. As a swift action, the wielder can activate the field polarizers. All physical damage dealt by the next attack made with this weapon is positive energy rather than its normal damage type. Living creatures are healed by this application of positive energy, while undead are harmed by it. Creatures are entitled to a DC $10 + \frac{1}{2}$ the gadgeteer's class level + the gadgeteer's Intelligence modifier Will save to halve this effect.

Though this gadget functions on a ranged weapon, it is less efficient. Physical damage is instead converted to half that amount in positive energy.

Charges are replenished when accessories are prepared for the day.

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Sparkling Powder (Addon)

2 Structure Points

Requires: Gadgeteer 7

Whenever the wielder takes physical damage in melee, her weapon sparks, dazzling the attacker for 1 round with no saving throw allowed. Creatures without a sense of sight are immune.

Stabilizers (Addon)

2 Structure Points

Strategically-placed weights grant the wielder a +2 enhancement bonus to CMD against the trip combat maneuver.

Sundering Teeth (Addon)

2 Structure Points

Barbed hooks grant this weapon a +1 enhancement bonus to CMB when making a sunder combat maneuver.

Syringe (Defensive)

2 Structure Points

Requires: Gadgeteer 4, Heal 8 ranks

The hilt or stock of the weapon contains an integrated syringe. Once per day as a standard action that provokes attacks of opportunity, the gadgeteer can stab herself with this syringe, dealing 1d4 points of bleed damage and allowing an immediate saving throw to end one poison or disease effect of her choice. This saving throw is made against the original DC of the poison or disease +2.

The syringe is refreshed and can be used again when accessories are prepared for the day.

Telescoping Haft (Addon)

1 Gadget Point

Requires: Craft (weapon) 4 ranks

The business end of this weapon is attached to a cylinder which is itself inside a larger, hollow cylinder. This hollow cylinder is the haft of the weapon. By pushing a button and swinging the weapon, a standard action that provokes attacks of opportunity, the weapon is converted into a reach weapon. Weapons tend not to be designed for longer range than that which they natively support. For this reason, a weapon that is currently converted into a reach weapon by this addon imposes a -2 penalty to CMD against disarm attempts, as well as a -2 penalty to attack rolls.

This addon can only be applied to melee weapons without reach.

Tough Construction (Addon)

1 Gadget Point

Tougher materials grant a +2 enhancement bonus to CMD against the sunder combat maneuver if a weapon with this addon is the target.

Tripping Hook (Addon)

2 Structure Points

Designed to be as out of the way as possible, a hook grants this weapon a +1 enhancement bonus to CMB when making a trip combat maneuver.

Undefined Bane (Offensive)

2 Structure Points

Requires: Knowledge (dungeoneering) 5 ranks

As field testing of various gadgets must lead to an exceptionally wide variety of environments in order for it to be valid, the wise gadgeteer devises devices that are themselves quite fluid. The first time a weapon with this addon strikes a creature, it is treated as though its enhancement bonus were +1 higher than its actual bonus and deals an additional 1d6 points of damage. Consult the ranger favored enemy table and select one entry that matches the creature struck. The weapon now treats its enhancement bonus as though it were +1 higher and deals an additional 1d6 points of damage to all creatures that match the selected favored enemy entry. If the first creature struck matches no favored enemy entry, then the weapon is only more effective against that one creature.

When accessories are prepared for the day, the weapon returns to a virgin state.

At 13th level, the weapon treats its enhancement bonus as though it were +2 higher than its actual bonus and deals an additional 2d6 points of damage instead.

Unnecessary Thorns (Addon)

1 Gadget Point

A weapon with this addon bristles with totally unnecessary sharp bits. When struck in melee by an unarmed attack or by a natural weapon, the attacker takes 1 point of piercing damage as the wielder puts those sharp bits precisely where the attacker does not want them.

Very Excessive Thorns (Defensive)

2 Structure Points

Requires: Gadgeteer 5

This weapon bristles with totally unnecessary sharp bits. When struck in melee by an unarmed attack or by a natural weapon, the attacker takes 1d3 points of piercing damage plus an additional 1d3 piercing damage for every 4 gadgeteer levels as the wielder puts those sharp bits precisely where the attacker does not want them.

Wedge Construction (Addon)

1 Structure Point

The weapon has been built with designs of woodsplitters and other such tools in mind. This weapon gets a +1 bonus to damage rolls made against creatures made of wood or inorganic materials, such as metal and stone; however, this weapon takes a -1 penalty to damage rolls against creatures made of organic materials, such as flesh, which has a propensity to fall back upon itself rather than split cleanly.

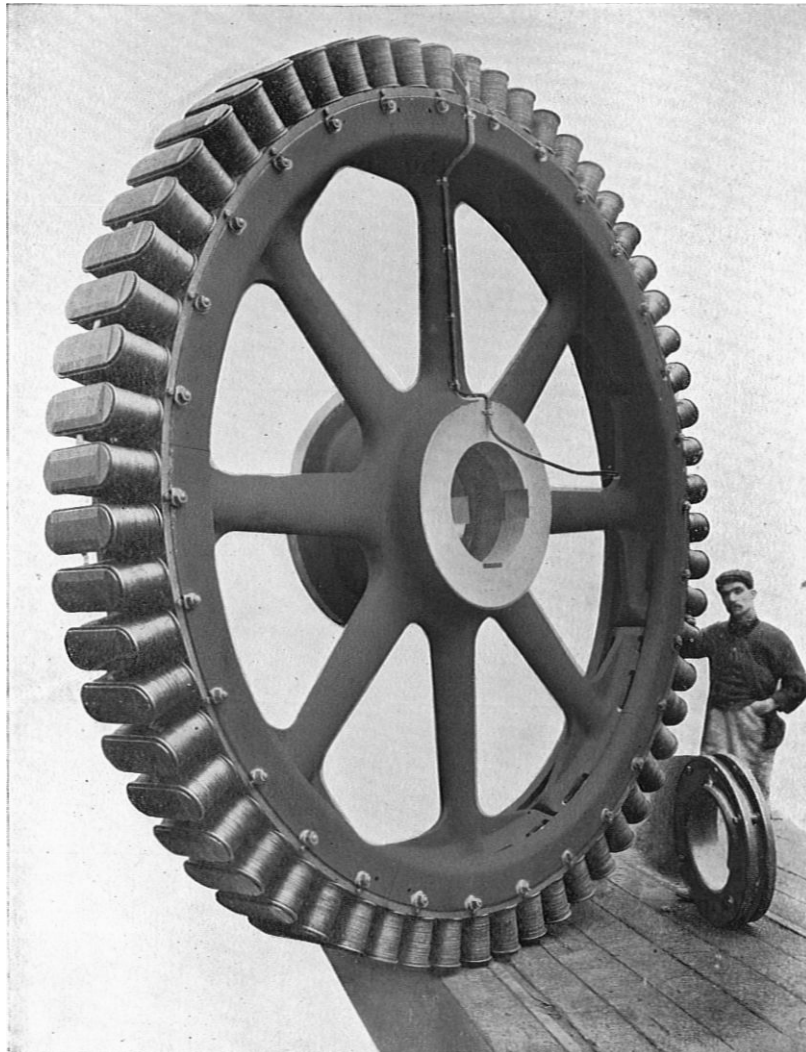
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Wicked Hooks (Offensive) 2 Structure Points

Some nasty hooks grant this weapon a +1 enhancement bonus to CMB when making a disarm combat maneuver. This bonus is increased by one half the enhancement bonus of the weapon, to a maximum of a +3 enhancement bonus to CMB when making a disarm combat maneuver on a +4 weapon.

Wrecking Alloy (Offensive) 2 Structure Points

A slightly harder alloy grants this weapon a +1 enhancement bonus to CMB when making a sunder combat maneuver. This bonus is increased by one half the enhancement bonus of the weapon, to a maximum of a +3 enhancement bonus to CMB when making a sunder combat maneuver on a +4 weapon.



The Gadgeteer: Mother of Invention Interjection Games

GADGETEER ACCESSORIES SUMMARY

Adhesive Strips - Repair objects and inconvenience foes with a sticky substance on strips of cloth.

Chemical Dispenser - A special delivery device allows for the use of specialized chemicals with a short shelf life.

Cigar - Take pictures, blow cones of flame, and chomp down for dear life with an integrated parachute with this spy cigar.

Doppler Device - Grant yourself, and eventually allies, a concealment bonus by enhancing the Doppler effect.

Energy Bar Compressor - Bring out the raw healing power of everyday food with this accessory.

Extreme Vision Goggles - Low-light vision, darkvision, and flaming vision of death are all available with these goggles.

Facetome - Steal the face of a helpless victim and use it later.

Fist Cannon - Punch creatures in the gut and make them wish you hadn't.

Flare Gun - Fire signal flares and light enemies on fire. Smokescreens and toxic smokescreens are also available.

Joy Buzzer - Daze, stun, and knock enemies prone with the power of electricity.

Multifunctional Pocketknife - Reflect spells and grant bonuses to various skills with this wonder of versatility.

Sound Emitter - Throw your voice around and rupture eardrums with this primitive microphone and speaker set.
Stealth Lipstick - Your kiss is now deadlier than a succubus'.

Workhorse, Automated - Don't want to do your chores? Make a robot do it for you!

ACCESSORIES: A PRIMER

Unlike custom weapons, accessories are self-contained units. Each accessory has a number of addons that modify it by enhancing existing functions or by adding brand new functions to that accessory. A gadgeteer knows all accessories and addons whose requirements, listed in the row labeled **Requires:**, if present, she meets.

Addons listed under one accessory cannot be added to a totally different accessory!

Many accessories and their addons have a row labeled **Materials:**. This is only for use with the Juryrigging feat and describes what the gadgeteer needs to find to MacGyver that accessory or addon together. A few accessories and addons instead state *cannot be juryrigged* where the **Materials:** row should be. This functions exactly as it says on the tin. Accessories with the *cannot be juryrigged* label must be prepared in the standard, sit down and work for 1 hour fashion and cannot be quickly fabricated through the use of the Juryrigging feat.

Accessories must be actively worn, wielded, used, or told what to do, as is appropriate for each individual accessory, in order for it to be used.

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GADGETEER ACCESSORIES LIST

Adhesive Strips

1 Structure Point
cannot be juryrigged

Even a small supply of these miraculous strips of adhesive material can keep objects from breaking for an entire adventuring party.

A gadgeteer with this accessory produces three applications of adhesive strips whenever he prepares accessories for the day. Whenever an adhesive strip is used, it can perform one of the following functions.

1. Repair a Weapon

As a standard action that provokes attacks of opportunity, an adhesive strip can be applied to a weapon that has gained the broken condition. Doing this removes the broken condition from the weapon for the duration of the strip's effect, but does not restore its hit points. A weapon reduced to 0 hit points cannot be held together in this fashion and falls apart as normal. An adhesive strip used in this fashion lasts for 10 minutes per gadgeteer level.

2. Repair an Object

As a standard action that provokes attacks of opportunity, an adhesive strip can be applied to a simple mundane object, such as a bucket, ladder, wagon axle, spoked wheel, block and tackle, boat oar, rowboat, dam, wheelbarrow, key, or length of rope. Doing this permanently patches a small hole or affixes two broken pieces of an object to each other, thus making one whole object once again. Parts, excepting patched holes, are not created in this process, thus necessitating that the whole object be present, albeit not in one piece. A boat oar that has been broken in half is good as new again. A rowboat or dam that has sprung a small leak is patched up. A wagon wheel that has been broken by hitting a rock is made serviceable. A leaky pail is now watertight. (and so on) Intricate objects, such as locks, puzzle boxes, tinker automatons, and mechanical traps are too complex to gain any benefit from adhesive strips in this manner.

3. Make a Weapon

As a standard action that provokes attacks of opportunity, an adhesive strip can be applied to scrap materials, such as glass, wood, metal, and stone, to produce an improvised weapon of some description. If the weapon is one-handed, it deals 1d6 points of damage for a medium creature with a x2 critical hit multiplier. If the weapon is two-handed, it deals 1d12 points of damage for a medium creature with a x2 critical hit multiplier. Its damage type, piercing, slashing, or bludgeoning, is up to the creator. Certain damage types may be impossible if materials do not allow for it, such as the impossibility of making a slashing weapon out of a stick and a smooth rock. If the wielder of the weapon ever confirms a critical fumble, the weapon falls apart in addition to any other effects of making that critical miss. At 4th level, the gadgeteer is considered proficient with any improvised weapon he makes in this fashion. At 8th level, all such weapons are somehow considered masterwork.

Addons

Additional Adhesive

1 Structure Point
cannot be juryrigged

There really isn't any point in coming up with a thousand uses for a tool if there isn't enough of that tool to go around.

The *adhesive strips* accessory can be used an additional two times per day.

Special: This addon may be taken up to three times. Its effects stack.

Gaghesive

1 Structure Point
Requires: Gadgeteer 5
cannot be juryrigged

Sometimes, somebody just has to shut up.

The *adhesive strips* accessory gains the following function.

Tape Over Mouth

As a standard action that provokes attacks of opportunity, the gadgeteer can make a combat maneuver check against a creature. If successful, that creature's mouth is covered with an adhesive strip and cannot speak. If not successful, the adhesive strip has been crumpled in the attempt and is wasted. A creature with a piece of adhesive strip over its mouth can remove it as a standard action that provokes attacks of opportunity. If the creature has facial hair, removing the adhesive strip deals 1 point of bleed damage. If not removed, the adhesive strip is otherwise permanent.



Fix-it-All

1 Structure Point
Requires: Journeyman Gadgeteer class feature
cannot be juryrigged

Do not ask how it works. Odds are, she doesn't know, either.

The *repair an object* application of the adhesive strips accessory can now repair intricate objects, such as clockwork mechanisms and traps. Constructs are instead healed for an amount equal to the gadgeteer's class level.

The Gadgeteer: Mother of Invention Interjection Games

High Tack Adhesive

2 Structure Points

Requires: Gadgeteer 15
cannot be juryrigged

A new adhesive formula allows for keeping things stuck under rather extreme conditions.

The *adhesive strips* accessory gains the following function.

Affix to Surface

As a standard action that provokes attacks of opportunity, an adhesive strip can be applied to an object, and that object stuck to the floor, the wall, the ceiling, or any other surface that is largely flat. The surface to which the object is affixed must be in a square threatened by the gadgeteer. An object affixed in such a way that gravity could conceivably pull the object off of the surface cannot weigh more than 25 pounds per gadgeteer level.

If this is done to a creature, make a combat maneuver check. If successful, the creature is stuck and cannot move from that spot, taking a -4 penalty to Reflex saves against area of effect abilities, as well as a -4 penalty to AC. If not successful, the adhesive strip has been crumpled in the attempt and is wasted. Creatures stuck in this fashion may deal 20 points of damage to the strip or make a DC 20 Strength check in order to break free. The adhesive is otherwise permanent.



Higher Tack Adhesive

1 Structure Point

Requires: High Tack Adhesive addon
cannot be juryrigged

An improved formula allows for the gadgeteer to stick some particularly heavy things against the wall.

The affix to surface function of the *adhesive strips* accessory can now support objects of up to 100 pounds per gadgeteer level.

Masterwork Improvisation

1 Structure Point

Requires: Gadgeteer 8, Vicious Improvisation addon
cannot be juryrigged

An adhesive made to be brittle, yet stronger than normal, allows for the manufacture of improvised weapons that are particularly deadly when used in combat.

Weapons made with the make a weapon function of the *adhesives strip* accessory have a +1 enhancement bonus. At 13th level, they have a +2 enhancement bonus instead.

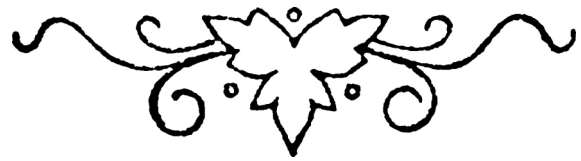
Missile Improvisation

1 Structure Point

cannot be juryrigged

Perforations down the side of an adhesive strip allows for the manufacture of several small things from a single piece of adhesive.

The make a weapon function of the adhesive strips accessory can now produce 10 bolts or arrows instead. The critical multiplier of bolts or arrows made in this fashion is 1x lower than is normal for that weapon type (2x for bows, 1x for crossbows). With the wicked improvisation addon, the critical multiplier of bolts and arrows made in this fashion is as they normally are.



Oozing Adhesive

1 Structure

Requires: Knowledge (engineering) 9 ranks
cannot be juryrigged

A runny adhesive layer makes for an annoying few moments even once the strip proper has been torn away.

Creatures affected by the affix to surface or tape over mouth functions of the *adhesive strips* accessory are entangled for 1d4 rounds after breaking free from or peeling away the strip, respectively. There is no saving throw against this effect - it is merely the residual effect of the adhesive strip that has already been applied to that creature.

Vicious Improvisation

1 Structure Point

cannot be juryrigged

A lower strength strip allows sharp bits to be poked through the adhesive at strategic locations.

Weapons made with the make a weapon function of the *adhesive strips* accessory now deal 1 point of bleed damage on hit.

Wicked Improvisation

1 Structure Point

Requires: Gadgeteer 4
cannot be juryrigged

Additional rigidity in the adhesive strips cause improvised weapons to be far more brutal, but also more brittle.

Weapons made with the make a weapon function of the *adhesive strips* accessory now have a critical multiplier of x3, but fall apart upon a successful critical hit.

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Chemical Dispenser

2 Structure Points

Requires: Craft (alchemy) 3 ranks

Materials: Wood or metal, dirt and minerals, any one of - alchemy lab or raw ingredients for alchemical goods

Gadgeteers with interest and expertise in the realm of alchemy learn of the existence of a number of particularly useful compounds with incredibly short shelf lives once mixed to their final state. As a few ounces of the right chemical can mean the difference between life and death, simple cylinders lined with silica, gypsum, and other stabilizing materials allow for the use of these short-lived chemicals, so long as the user is capable of frequently refreshing his supply.

A gadgeteer with this accessory produces one unit of each chemical her chemical dispenser is designed to hold when she prepares accessories for the day. Each chemical can be applied as a melee touch attack. If the target of the melee touch attack is willing to be touched, the target's AC is 10. If the target is an object, then the target's AC is 5. If a melee touch attack with the chemical dispenser results in a miss, it provokes attacks of opportunity.

The shelf life of the chemicals in a chemical dispenser is particularly short. To that end, if a gadgeteer skips preparing accessories for even one day, all chemicals held in a chemical dispenser become useless. All stabilizing cylinders have a capacity of one unit.

All *chemical dispensers* contain stabilizing cylinders for the following chemicals.

Disabler

Most alchemical items work on the idea of a reaction. Energetic reagents, once sparked, react with another entity, usually the air, to produce spectacular effects. Disabler sates this need to react long before the product is used.

When one unit of disabler is used on any alchemical good, it is rendered useless. For example, tanglefoot bags become four-pound paperweights and alchemist's fire changes from fire in a jar to a tasty additive for adventurous dwarves seeking something new in their drinking.

Enabler

Just as disabler is made to ruin alchemical goods that may be used upon the gadgeteer in the future, enabler is a melange of substances that make the end result even more stable. Amusingly, the more stable the end result, the more spectacular the explosion to get there.

When one unit of enabler is used on any alchemical good, all damage dealt by that good is treated as though it were the highest possible result and the duration of effect for that compound is doubled. Alchemist bombs and extracts instead treat their creator's alchemist level as +2 higher. Alchemical goods primed in this way must be used in the next round or activate/detonate automatically.

Addons

Eagle Cylinder

2 Structure Points

Requires: Heal 8 ranks

Materials: any one of - alchemy lab or raw ingredients for alchemical goods

A dose of Eagle can easily help maintain good eyesight even in the face of the most vile of irritants.

When one unit of Eagle is applied to the eyes of a creature, all blindness effects brought about by mundane and magical irritants, such as blinding powders and the *glitterdust* spell, are immediately ended. Persistent fog effects, such as the *obscuring mist* and *solid fog* spells, as well as smokesticks, are not thwarted by Eagle. Further, blindness caused by physical damage to the eye or magical effects that affect the optic nerve directly, such as the *blindness/deafness* spell are not thwarted by Eagle.

Extra Doses

1 Structure Point

Materials: as cylinder copied

Some chemicals are less situational than others.

The gadgeteer selects a chemical cylinder she already has installed onto her *chemical dispenser* accessory. That cylinder now stores an additional daily use of that chemical, for two units in total.

This addon can be selected multiple times. Each time, select a new chemical cylinder with a capacity of one unit.

Mineral Acid Cylinder

1 Structure Point

Materials: any one of - alchemy lab or raw ingredients for alchemical goods

Mineral acid quickly dissolves any inorganic substance.

When one unit of mineral acid is poured onto an inorganic object of up to hardness 10, up to one pound of that object is dissolved by the acid. The dissolution process takes one full round. An inorganic object is not of living origin. Metal, stone, clay, and other such materials will dissolve, while leather, rope, paper, bone, wood, and other such materials will not.

Titan Cylinder

1 Structure Point

Requires: Gadgeteer 5, Heal 5 ranks

Materials: any one of - alchemy lab or raw ingredients for alchemical goods

The pain suppressant known as Titan can make any creature as tough as a barbarian, for a few moments.

When one unit of Titan is applied topically to a living creature, that creature receives DR (1 + 1/4 the gadgeteer's level) / - for 1 minute. At the end of this minute, the creature immediately takes all damage prevented by the compound over the course of its effect.

The beneficiary's hit points cannot be reduced below 0 in this manner.

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Cigar

1 Structure Point

Materials: Cigar, scrap metal

A cigar is a cylinder that is perfectly acceptable to have hanging out of one's face in public. It produces a noxious smoke that keeps most individuals from looking too closely at it. A gadgeteer turned secret agent gadgeteer finds this to be absolutely perfect.

A gadgeteer's cigar sports a camera somewhere within its bulk. Designed to instantly develop a single exposure, the little black box takes its image from the point of view of looking down the length of the cigar. Image capture is triggered by the gadgeteer chomping down on the tip of the cigar in an ostentatious fashion, a standard action that results in eye rolls in all but aristocratic company.

All functions of a cigar accessory provoke attacks of opportunity if and only if a creature has noticed that there is something wrong with the gadgeteer's cigar.

The little black box has hardness 10 and 5 hit points. If smashed, the image is ruined. The gadgeteer can open the little black box to extract the image with a small key produced alongside the cigar when accessories are prepared for the day. Other creatures, or an unlucky gadgeteer who lost her key, must make a DC 10 + 1/2 the gadgeteer's level + the gadgeteer's Intelligence modifier Disable Device check to open the little black box. A suspicious creature finds that something is amiss with the cigar should he make a DC 10 + 1/2 the gadgeteer's level + the gadgeteer's Intelligence modifier Perception check. Creatures who witness any *cigar* accessory function other than the camera immediately know something is amiss.

Addons

Itching Powder

1 Structure Point

Requires: Craft (alchemy) 6 ranks

Materials: Dust

What began as a prank has evolved to a tool that grants a fleeing spy-gadgeteer the time necessary to make a clean getaway.

A *cigar* with this addon contains a small pocket of non-flammable itching dust. Once per day as a standard action, the gadgeteer can blow the itching powder down the length of the cigar, creating a 15-foot cone of the stuff. Creatures caught in the cone are coated in itching powder for 1d4 rounds. Each round, affected creatures must make a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save or be forced to expend a move action itching and scratching. Being doused or partially submerged in water grants a +4 bonus to this Fortitude save. Creatures without a developed sense of touch, such as the undead, constructs, plants, oozes, and elementals, are immune. Creatures that are normally considered mindless, but have a developed sense of touch, such as vermin or even swarms of vermin, are still hilariously susceptible to this addon.

Knockout Dart

2 Structure Points

Requires: Craft (alchemy) 9 ranks

Materials: Any one of - dart or pointed scrap of metal

Whenever one's cover can be blown by a single creature, it makes more sense to do remove it quietly.

A *cigar* with this addon contains a small poisoned dart. Once per day as a standard action, the gadgeteer can shoot the dart out of the cigar, a ranged touch attack. A creature struck by the dart is knocked unconscious for 1d6 minutes unless it makes a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save. This is a poison effect.

Little Black Lockbox

1 Structure Point

Requires: Disable Device 10 ranks

When an enemy thinks he knows the location of the lockbox, there is always one last opportunity to thwart his efforts.

A *cigar* with this addon contains a reinforced little black box for the standard camera attachment. The hardness of the little black box is increased by +5. Further, the Disable Device DC required to open the box is increased by +5.

Parachute

1 Structure Point

Materials: Any one of - a cloth square, a paper square

Sometimes, it looks like a gadgeteer is going to have to jump.

A *cigar* with this addon can launch a parachute from its tip as an immediate action while the gadgeteer's jaws clamp down and she holds on for dear life. The gadgeteer falls slowly while gripped onto the cigar, negating a number of feet worth of falling damage equal to 5 x a Strength check. If the gadgeteer does not touch the ground within the rolled distance, her jaws simply can't hold on and he falls the remainder of the distance. When the gadgeteer touches ground with the cigar in her mouth or a cigar with tooth furrows at the tip touches ground without a gadgeteer, the parachute detaches.

Self-Destruct Protocol

1 Structure Point

Materials: Oil

Some gadgeteers simply can't get past the amusing idea of blowing flame in a creature's face with a cigar.

A *cigar* with this addon has been impregnated with combustible oils. As a standard action, the gadgeteer can cause the entire cigar to be reduced to ashes, dealing 1d4 points of fire damage per class level in a 10-foot cone with a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Reflex save for half. The little black box is not destroyed in the process and any images taken by it can be retrieved; however, the cigar is ruined and no other functions may be used.

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Spare

X Structure Points

Materials: Cigar, scrap metal

Two cigars is better!

A *cigar* with this addon is actually two cigars! The cost of this addon is equal to the cumulative cost of the base accessory and all other addons present in the accessory design.

Stealth Construction

1 Structure Point

Requires: Craft (any) 10 ranks

It may behoove the creator of a cigar to produce a cigar that is harder to detect than normal.

A *cigar* with this addon is harder to detect. The Perception DC to notice that something is amiss is increased by +5.



*four cigars
photo by Dan Smith*

Stinkscreen

1 Structure Point

Requires: Gadgeteer 10, Knowledge (nature) 8 ranks

A cigar's smoke is already noxious. With a simple chomp, a prepared gadgeteer can make the smell truly horrible.

A *cigar* with this addon contains a number of vessels full of a liquid that produces an absolutely horrid stench when heated. At will as a standard action, the gadgeteer can produce a puff of smoke in a square she threatens, sickening any creature occupying that square for 1d4 rounds. A DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save negates the sickened effect. Once per day as a standard action, the gadgeteer can chomp down on all of the vessels of liquid, producing a high-intensity burst of the horrid stench. While this consumes all of the stench-producing liquid and makes it so the *stinkscreen* addon cannot be used for the rest of the day, the resulting puff of smoke nauseates for 1 round in addition to the standard 1d4 rounds of sickening. A successful Fortitude saving throw negates both effects.

Doppler Device

2 Structure Points

Requires: Gadgeteer 5, Knowledge (planes) 3 ranks

Materials: Mirrors, Any one of - wood or metal

The Doppler Device enhances the Doppler effect to confound those who would wish harm upon a gadgeteer.

Twice per day as a standard action that provokes attacks of opportunity, the gadgeteer can shift to the red end of the spectrum, granting concealment (20% miss chance). Each round, a creature that attacks the gadgeteer must make a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Perception check. If it does, the concealment effect is negated for that round. Since this is not magical, the *true seeing* spell does not pierce it. When activated, the Doppler Device remains active for 1 minute.

Addons

Enhanced Power Supply

1 Structure Point

Requires: Gadgeteer 5

A more robust power source means more daily activations of the device.

A Doppler Device with this addon can be activated an additional time per day.

Special: This addon can be selected multiple times. Its effects stack. Each time, the required minimum level increases by +2, to a maximum of +19.

Image Stretching

1 Structure Point

Requires: Knowledge (planes) 7 ranks

More precise use of the mirrors of the Doppler Device results in a harder-to-discern pattern.

A Doppler Device with this addon produces images that are stretched to a greater extent. The Perception DC to negate the concealment is increased by +5.

Transmitted Shift

1 Structure Point

Requires: Any one teamwork feat

A few extra mirrors placed at strategic points on the Doppler Device allows it to grant its utility to individuals other than the gadgeteer herself.

When a Doppler Device with this addon is activated, the gadgeteer can grant a creature other than herself the concealment effect generated by the Doppler Device. The creature must be within 30 feet of the gadgeteer in order to receive this benefit. Should the creature ever be more than 30 feet away from the gadgeteer, the concealment effect reverts to the gadgeteer for the remainder of the duration of the activation.

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Energy Bar Compressor

1 Structure Point

Materials: Wood or metal, wheels, food

This amazing device allows the gadgeteer to transform typical fare, like trail rations or a tavern meal, into nutrient-dense bars, perfect for the adventurer on the go!

When one trail ration or its equivalent in wholesome foodstuffs is placed in the hopper of this accessory and its crank turned, a full-round action that provokes attacks of opportunity, a dense bar of solid food is produced. When consumed, a standard action that follows all of the rules for potions, the energy bar floods the chewer's mouth with positive energy, restoring 1d8 + the gadgeteer's ranks in the Profession (cook) skill hit points.

Since undead are powered by negative energy, energy bars deal damage to them instead of curing their wounds. A DC 10 + 1/2 the gadgeteer's level + the gadgeteer's Intelligence modifier Will save halves this damage.

Creatures that try to consume a second energy bar in a 24-hour period are immediately struck with indigestion. Rather than receive healing, the unlucky creature is sickened for 1 minute with no saving throws allowed. Creatures that are immune to the sickened condition still receive no benefit from consuming additional energy bars.

In the rare case that there are two gadgeteers with their own *energy bar compressor* accessory, then creatures may consume their daily limit from each without becoming sick. The gadgeteers' devices are still different enough to give an individual's stomach a fighting chance.



Addons

Expanded Additive Containmentment

1 Structure Point

Requires: Nauseating Food Additives addon

More mushrooms means more misery!

The *nauseating food additives* addon can now produce two energy bars per day rather than just one.

Food-grade Polymers

2 Structure Points

Requires: Gadgeteer 10
cannot be juryrigged

A layer of food-grade shellac coats each energy bar produced, thus making them less able to react with the gastrointestinal tract of those who consume them.

A creature may consume two energy bars daily without becoming sickened. The third daily energy bar sickens as normal.

Meat Additives

1 Structure Point

Materials: Meat or bone

Pets love energy bars!

Feeding an animal an energy bar produced by this device grants a +5 alchemical bonus to all Handle Animal skill checks targeting this animal for 1 hour.

Microfarm

1 Structure Point

Materials: Edible plants

A small farm, much like a rock garden in its calming effect when worked on, is attached to the side of the device. Automated systems pick the crops whenever they have fruit or stalk to bear.

This accessory can be activated twice per day without consuming one trail ration or its equivalent in wholesome foodstuffs.

Nauseating Food Additives

1 Structure Point

Requires: Gadgeteer 5

Materials: Filthy surroundings and/or allies

A switch on the side of the device toggles the addition of the spores of a particularly noxious fungus that grows in a small, attached canister. Though being able to build such an add-on from scratch when in prison may seem odd, looking behind the ears of the least clean cellmate typically yields surprising results.

Once per day, the stored spores of the noxious mushrooms held in the attached canister can be mixed into an energy bar. Such an energy bar does not restore health. Instead, it nauseates the consumer for 1 minute. Upon consumption and each round on its turn, the subject may attempt a DC 10 + 1/2 the gadgeteer's level + the gadgeteer's Intelligence modifier Fortitude save to end the effect. This counts as a poison effect.

Any creature who is suspicious of the strange foodstuff being offered can attempt a Perception check opposed by the gadgeteer's Profession (cook) check to detect that something is amiss. By dawn of the next day, the spores will have sprouted, making the bar impossible to pass off as an innocent bar of food. Some creatures, such as oozes, can be tricked into consuming an expired energy bar. After three days, the mushrooms will have consumed the entire energy bar, rendering it useless.

Scientific Design

1 Structure Point

Materials: None

Treating food as a science rather than as an art optimizes this accessory's function for gadgeteers of a different mindset.

The gadgeteer uses her ranks in the Craft (metalworking) skill rather than her ranks in the Profession (cook) skill for the determination of hit points restored by an energy bar.

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Spice Shakers

1 Structure Point

Requires: Profession (cook) 3 ranks

Materials: Spices or edible plants

Several spice shakers apply their contents to every energy bar produced, thus kicking it up a notch!

Energy bars restore an additional 1d8 hit points when eaten.

Special: This add-on may be taken multiple times. Its effects stack. Each time, the required ranks in the Profession (cook) skill increases by +3.

Superior Scientific Design

1 Structure Point

Requires: Gadgeteer 7, Nauseating Food Additives add-on, Scientific Design add-on

When a chef says his craft is an art, not a science, he quite simply hasn't met a gadgeteer with an energy bar compressor.

The gadgeteer uses Craft (metalworking) instead of Profession (cook) when making an opposed check to hide the true nature of an energy bar containing spores added by the *nauseating food additives* add-on.



Zombie Chow

2 Structure Points

Requires: Gadgeteer 5

Materials: Cooperative evil-aligned or neutral-aligned divine spellcaster

By cooperating with a divine spellcaster of questionable morality, the gadgeteer opens up the wonders of energy bars to a entirely untapped market: the undead!

Energy bars heal undead rather than harm them when consumed.

Extreme Vision Goggles

1 Structure Point

Materials: Glass, any one of - wood, stone, or metal

Night is the most common natural phenomenon that can hinder the performance of an adventurer, moreso than even rain. To that end, it is particularly important to have a means to negate its detrimental effects.

In order to function, this accessory, which occupies the eyes slot, must be worn. A pair of *extreme vision goggles* comes standard with the "low-light" function.

A pair of goggles set to the "low-light" function provides low-light vision to a distance of 60 feet. If the wearer is exposed to normal illumination, such as daylight or a torch within the radius of effect of the goggles, she is dazzled with no saving throw allowed. This dazzling lasts for the duration of the exposure to the offending source of light and for 1d4 rounds thereafter.

Should the gadgeteer upgrade her goggles such that they are capable of multiple functions, she gains the ability to select one function as a swift action. While one function is in use, all other functions are suspended. Sadly, there is no off button to the *extreme vision goggles*, forcing a function to be selected at all times. If the goggles are not actively being worn, however, they go dormant.

Addons

Burning Lenses

1 Structure Point

Requires: Gadgeteer 5

Materials: Mirrors

Wealthy children know the joys of terrorizing populations of small arthropods with a lens, mirror, or other optical focusing device. Gadgeteers keen on the weaponization of anything and everything quickly learn how to do this to their eyes.

While worn, goggles set to the "burn" function provide a gaze attack.

1d6 fire damage, 10 feet, Fortitude DC 10 + 1/2 gadgeteer's level + gadgeteer's Intelligence modifier negates.

Darkvision

1 Structure Point

Requires: Heal 5 ranks, Limited Darkvision add-on

Materials: Eyeball of a creature with darkvision

The use of multiple eyeballs to produce the lenses allows the gadgeteer to be selective regarding the quality of materials used. The end result is correspondingly enhanced.

While worn, goggles set to the "darkvision" function granted by the *limited darkvision* add-on have permanent darkvision to a distance of 60 feet rather than 30 feet. The consequences for exposure to light remain unchanged.

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Hot Eyes

2 Structure Points

Requires: Gadgeteer 15, Heal 10 ranks,
Burning Lenses add-on

Materials: none

A superior focusing array makes for a particularly dangerous pair of goggles.

When set to the "burn" function, the resulting gaze attack deals additional fire damage equal to half the gadgeteer's Intelligence modifier, rounded down.

Larger Lenses

1 Structure Point

Requires: Burning Lenses add-on or
Reflective Lenses add-on

Materials: none

If a pair of goggles are capable of burning or dazzling nearby creatures, a pair of goggles with bigger lenses can affect creatures that are slightly further away.

The area of effect of the gaze attacks granted by the burning lenses add-on and the reflective lenses add-on are increased by +10 feet, to a total of a 20-foot radius.

Limited Darkvision

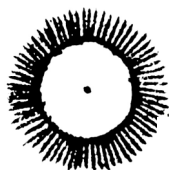
1 Structure Point

Requires: Heal 3 ranks

Materials: Eyeball of a creature with darkvision

Many subterranean races, such as drow, have developed darkvision, while others have developed blindsense or even tremorsense. As the latter two logically cannot be made part of a pair of extreme vision goggles, the jealous gadgeteer has one clear goal.

While worn, goggles set to the "darkvision" function provide permanent darkvision to a distance of 30 feet. If the wearer is exposed to normal illumination, such as daylight or a torch within the radius of effect of the goggles, he is blinded with no saving throw allowed. This blinding lasts for the duration of the exposure to the offending source of light and for 1d4 rounds thereafter.



Protective Coating

2 Structure Points

Requires: Heal 7 ranks

Materials: Any one of - stain, wax, shellac, ichor, or oil

While worn, the goggles grant the wearer a +2 alchemical bonus to saving throws against dazzle and blind effects that involve overloading the eyes with light. In addition, the wearer has resistance 5 against spells with a light theme, such as *searing light* or *sunburst*.

Reflective Lenses

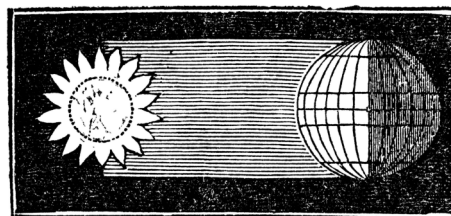
1 Structure Point

Materials: Mirrors

Eager gadgeteers quickly find that their eyes are not amused with their latest choice in invention. Being exposed to sudden spikes of light is no picnic, after all. As most toys created by adventuring gadgeteers eventually become weaponized due to the nature of the job itself, a design capable of overwhelming the eyes of the enemy rather than one that can accidentally do so to the gadgeteer becomes the norm.

While worn, goggles set to the "dazzle" function provide a gaze attack. This gaze attack is only active if there is a torch, everburning torch, ongoing light spell, or other source of light within the goggles' radius of effect.

Dazzles for 1d4 rounds, 10 feet, Fortitude DC 10 + 1/2 gadgeteer's level + gadgeteer's Intelligence modifier negates.



Sleuthing Attachment

1 Structure Point

Materials: Mirrors

Some gadgeteers fancy themselves to be inquisitives and are drawn by the premise that a murder mystery is little more than a puzzle the world at large is all too eager to provide. In order to give themselves an edge, these gadgeteers add additional magnification capabilities to their goggles.

While worn, goggles set to the "magnify" function are granted a +2 circumstance bonus to Perception checks made to notice small clues, including blood stains or errant follicles of hair. They also provide this bonus when searching for traps and secret doors hidden by mundane means.

Superior Light Transfer

1 Structure Point

Materials: none

Precision calibration of mirrors and lenses enhances the throughput of light through their structure. This can bode both well and ill for a gadgeteer, as many as overexposed eye can confirm in great detail and with great passion.

The duration of the dazzled condition caused by the "dazzle" function is maximized. The duration of the dazzled condition suffered by the gadgeteer when overexposed while using the "low-light" function is also maximized.

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Facetome

1 Structure Point

Materials: Soft material (such as a pillow), material that holds a shape (such as clay)

The state-of-the-art face "memory" of the Facetome allows for the rapid creation of seamless disguises that are certified to fool everyone from passersby to the very family of the owner of the copied face.

This accessory can be placed over the face of a helpless creature of small or medium size as a full-round action that provokes attacks of opportunity. The state-of-the-art clay mesh quickly conforms to the shape of the helpless creature's face and retains that shape in its memory until the next time accessories are prepared. A standard Facetome can only remember a single face at a time. Should the gadgeteer record a second face, the first face is overwritten and lost.

When the gadgeteer places her own face in the Facetome, a standard action that provokes attacks of opportunity, her face is covered in an exact replica of the currently stored face, granting a +5 competence bonus to Disguise checks made to masquerade as that individual, an individual of the stored creature's race, or an individual of the stored creature's gender.

A face produced by a Facetome is non-magical and effectively permanent if not destroyed. Rather flimsy, a face is ruined if the gadgeteer takes damage from any source or if the face is exposed to rain, snow, or other inclement weather for 1 minute or longer. Using an umbrella, wearing a cloth mask over the false face, and other precautions can prevent damage to a Facetome face from inclement weather. Additionally, the gadgeteer can simply rip the false face off as a standard action.

Addons

High Resolution Clay Mesh

1 Structure Point

Requires: Gadgeteer 6

Materials: material that holds a shape (such as clay)

Certain additives increase the resolution of all faces produced by a Facetome.

Faces produced by a *facetome* now provide a +10 competence bonus to Disguise skill checks rather than a +5 bonus.

Improved Memory

1 Structure Point

Requires: Knowledge (engineering) 2 ranks

Even though it is a wonder of technology, being confined to a single face gets tiresome quickly. Some gadgeteers invest in the materials necessary to save multiple faces.

A *facetome* with this addon can store an additional face.

Special: This addon can be taken multiple times. Its effects stack. Each time, the required ranks in Knowledge (engineering) increases by +4.

Paralytic Injections

1 Structure Point

Materials: Any one of - alchemy lab or filthy surroundings

By adding paralytic microorganisms to the clay mesh mixture, it is possible to cause the gadgeteer's face to be more stable and unmoving while wearing a fake face.

A gadgeteer currently wearing a fake face has a +2 alchemical bonus to Bluff checks.

Persistent Memory

1 Structure Point

Requires: Improved Memory addon

Materials: none

Having to record a face anew every day gets very tiresome when it is necessary to masquerade as an individual for a long period of time. As such, some facetomes include a means to override the standard memory wipe that occurs whenever accessories are prepared.

The gadgeteer can elect to retain a single face in the *facetome's* memory whenever she prepares accessories for the day.

Stoneface

2 Structure Points

Requires: Gadgeteer 8, Heal 8 ranks

Materials: Any one of - gravel, pebbles, sawdust, small bits of metal

When a facetome user's cover is blown, pain tends to ensue. Some gadgeteers find a way to negate some of the initial onset of pain in order to buy the time necessary to get away or overcome the attackers, whatever the case may be.

A gadgeteer currently wearing a fake face has DR 5/-. Even if the gadgeteer herself takes no damage, if the face absorbs any damage, it is ruined.

Twisted Visage

1 Structure Point

Requirements: Intimidate 5 ranks

Materials: any volatile chemical or explosive

It is an inevitability that an individual masquerading as another person will be caught in the act. Sometimes, being caught puts the masquerader at deadly risk. With one's cover blown, one final element of surprise can often be the difference between life and death.

As a standard action, a gadgeteer currently wearing a fake face can cause the face to bloat in a grotesque fashion and burst, effectively ruining the face. As this happens, the gadgeteer makes an Intimidate check to demoralize each enemy within 10 feet of her. A creature can only be affected by such a display once every 24 hours. This is a language-dependent mind-affecting ability.

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Fist Cannon

3 Structure Points

Requires: Craft (weapon) 4 ranks

Materials: A hollow cylinder of wood or some other non-flammable material, Any one of - metal or wood

For the gadgeteer who likes to get up close and personal, the fist cannon makes for an excellent departure from swords and shields.

A *fist cannon* is strapped to the back of the gadgeteer's hand, snugly over any gloves or gauntlets she may be wearing. As a standard action, the gadgeteer can make a single unarmed attack (which may or may not provoke attacks of opportunity depending on the gadgeteer's feat selection), dealing unarmed damage as normal. Additionally, the plunger of the *fist cannon* is depressed, triggering the device itself. This deals 1d6 piercing damage plus an additional 1d6 piercing damage for every 2 levels beyond 1st. A fist cannon is usable three times per day.

Addons

Additional Subroutines

2 Structure Points

Requires: Gadgeteer 6

When a gadgeteer tires of punching things with fists full of fire or ice, she tends to dig a little deeper for something more interesting to act as a point of differentiation.

A fist cannon with this addon causes additional effects based on the damage types dealt by the accessory.

Cold - The victim's movement speed is reduced by 10 feet or 1 round.

Electricity - The victim takes a -2 penalty to attack rolls for 1 round.

Fire - The victim bursts into flame, taking 1d6 points of damage at the beginning of the gadgeteer's next turn. This fire can be put out in the same fashion as being lit on fire by a flask of alchemist's fire

Piercing - The victim takes 1d3 points of bleed damage.

Electric Fist

1 Structure Point

Materials: Any one of - wire and a lodestone or a cooperative arcane spellcaster

There's nothing like an electric shock to stop a gloating enemy mid-wisecrack.

A fist cannon with this addon deals half piercing damage and half electricity damage.

This addon cannot be selected if either the flaming fist addon or the frozen fist addon has already been selected.

Extra Charges

1 Structure Point

Requires: Knowledge (arcana) 4 ranks

More is better.

A fist cannon with this addon can be used an additional time per day.

Special: This addon can be taken multiple times. Its effects stack. Each time, the required ranks in the Knowledge (arcana) skill increases by +4.

Flaming Fist

1 Structure Point

Materials: A cooperative arcane spellcaster

There's nothing like hitting somebody in the gob with a flaming fist of fury.

A fist cannon with this addon deals half piercing damage and half fire damage.

This addon cannot be selected if either the electric fist addon or the frozen fist addon has already been selected.

If a gadgeteer does not have access to a cooperative arcane spellcaster, she can prepare this addon by consuming a flask of alchemist's fire.



Frozen Fist

1 Structure Point

Materials: Any one of - a cooperative arcane spellcaster or ice

That being said, there's nothing like cracking somebody's jaw with an oversized ice cube, either.

A fist cannon with this addon deals half piercing damage and half cold damage.

This addon cannot be selected if either the electric fist addon or the flaming fist addon has already been selected.

Supercharge

2 Structure Points

Requires: Gadgeteer 15

Materials: none

Again, when it comes to getting rid of a threat, more really is better.

As a swift action, the gadgeteer can consume two daily uses of a *fist cannon* with this addon in order to supercharge it for 1 round. If a supercharged fist cannon is fired while supercharged, it deals maximum damage.

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Flare Gun

1 Structure Point

Materials: A hollow cylinder of wood or some other non-flammable material, Any one of - metal or wood

The first flare gun was devised to grant those without the spark of magic the ability to communicate as would a caster with dancing lights. Almost immediately, it dawned upon the original inventor that he had designed something that fired flaming balls of alchemical material into the air. Most flare guns have been weaponized ever since.

A flare gun is an exotic ranged weapon that can only be fired by those who are proficient with them. Whenever a gadgeteer prepares a flare gun, she becomes proficient with the flare gun she created, but not the flare guns of others (They're all slightly different.). It is a standard action to reload a flare gun. With the Rapid Reload feat, reloading a flare gun is a move action. Flare guns can be granted an enhancement bonus to hit by spells such as *magic weapon*, but cannot be granted an enhancement bonus to damage. Further, unlike standard ranged weapons, a flare gun does not impart *flaming*, *frost*, or other weapon special abilities to its ammunition.

A gadgeteer with this accessory has an unlimited supply of standard flares. A flare can be fired up to 100 feet away by an unmodified flare gun. Make a ranged touch attack against a square in range (AC 10). If this attack is unsuccessful, it scatters as though it were a thrown splash weapon. Wherever the flare comes to rest, it illuminates the surrounding area as though it were a torch. Flares stay lit for 1 minute before burning out.

A gadgeteer can choose the color of her flares when preparing accessories for the day. All flares are the same solid color.

Addons

Alchemist's Fire Formulation

1 Structure Point

Requires: Craft (alchemy) 4 ranks

Materials: Alchemy lab

Eventually, a gadgeteer got to thinking what would happen if a flare were fired AT something. The rest is history.

Creatures standing in the square struck by a standard flare light on fire, taking 1d6 points of fire damage at the beginning of the gadgeteer's next turn. This fire can be put out in the same way as the fires started by a flask of alchemist's fire.

If a gadgeteer does not have access to an alchemy lab, she can prepare this addon by consuming a flask of alchemist's fire.

Everburn

1 Structure Point

Requires: Gadgeteer 7, Craft (alchemy) 6 ranks, Alchemist's Fire Formulation addon

The use of a more efficient formulation causes creatures lit on fire by a flare to stay lit on fire for a longer period of time.

Creatures lit on fire by a standard flare with the alchemist's fire formulation addon are lit on fire for 1d4+1 rounds instead of 1 round.

Prismatic Flares

1 Structure Point

Signal flares are much more useful if they come in a variety of colors. It's very easy to tell between "impending doom" and "safe" if they are red and green, respectively.

Whenever a gadgeteer with this addon loads her flare gun with a standard flare, she selects the color of that flare.

Smoking Flare

1 Structure Point

Requires: Craft (alchemy) 3 ranks

Materials: Alchemy lab

One of the most common alternate types of ammunition for a flare gun is a formulation of flare that does not burn cleanly.

Whenever a gadgeteer with this addon prepares accessories for the day, she also prepares three smoking flares. A smoking flare is fired in the same way as a standard flare. Wherever a smoking flare comes to rest, it produces a 10-foot cube of smoke that provides 20% concealment to creatures firing into or out of it. This smoke can be blown away in the same manner as smoke from a smokestick. A smoking flare produces smoke for 1d4 rounds before burning out.

If a gadgeteer does not have access to an alchemy lab, she can prepare this addon by consuming a smokestick.

Toxic Smoking Flare

2 Structure Points

Requires: Gadgeteer 15, Smoking Flare addon

cannot be juryrigged

Whenever a gadgeteer can get any invention to spit poison, it's a very good day indeed.

Whenever a gadgeteer with this addon prepares accessories for the day, she may add a vial of inhaled poison to one of her smoking flares. This vial is consumed in the process. Whenever the smoking flare containing inhaled poison is fired, the resulting cloud of smoke also exposes creatures inside the smoke to the inhaled poison. The effects and saving throw are as the listing for that poison.

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Joy Buzzer

2 Structure Points

Materials: Leather, metal, wire

Inspired by slapstick comedy, a gadgeteer's supercharged joy buzzer can release enough electricity to cause temporary paralysis.

A *joy buzzer* is attached to the inside of the gadgeteer's hand by comfortable leather straps and fits snugly over whatever gloves or gauntlets she may be wearing. In order for a *joy buzzer* to be used, there must be nothing held in that particular hand. All functions of a *joy buzzer* are melee touch attacks that provoke attacks of opportunity if the attack misses. Whether or not their saving throw is successful, or whether a particular function allows a saving throw at all, creatures affected by a *joy buzzer* are immune to all functions of that particular *joy buzzer* for 4 hours.

All joy buzzers come standard with the "daze" function. A single touched creature is dazed for 1 round with a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save to negate.

Addons

Collapsing Voltage

1 Structure Point

Materials: Lodestone or magnet, wire

A blast of electricity can cause a creature to crumple.

A *joy buzzer* with this addon gains the "collapse" function. A single touched creature takes electricity damage equal to the gadgeteer's class level and falls prone. A DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save negates all effects.

Electric Backlash

1 Structure Point

Requires: Any three other addons

Sometimes, a little pain makes the gag funnier.

A *joy buzzer* with this addon deals additional electricity damage equal to the gadgeteer's Intelligence modifier to the victims of any function of the *joy buzzer*. If the function's saving throw is made, the damage is negated.

Kinetic Transform

1 Structure Point

Requires: Knowledge (engineering) 10 ranks

Electrocuting a creature without completing the circuit can result in that creature being blasted backward.

A *joy buzzer* with this addon gains the "kinetic" function. A single touched creature is subjected to a bull rush combat maneuver with a CMB equal to the gadgeteer's class level plus his Intelligence modifier. The gadgeteer cannot move with the creature touched as it is thrown backward, but the creature will continue to move backward as if the gadgeteer were moving with it.

Locking Shocker

1 Structure Point

Materials: Lodestone or magnet, wire

A particular voltage and amperage combination results in physical sluggishness for a short period of time.

A *joy buzzer* with this addon gains the "shocker" function. A single touched creature is shaken and takes a -10 foot penalty to movement speed for 1d4 rounds with a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save to negate.

Paralytic Blast

1 Structure Point

Requires: Gadgeteer 7

Materials: Lodestone or magnet, wire

A strong enough current can lock up muscle and sinew, rendering a creature momentarily motionless.

A *joy buzzer* with this addon gains the "blast" function. A single touched creature is stunned for 1 round with a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save to negate.



Persistent Electricity

1 Structure Point

Requires: Knowledge (engineering) 8 ranks

The use of a specific frequency allows for the repeated use of lower-yield shocks.

A *joy buzzer* with this addon can use the "daze" function on a creature that has already been affected by the *joy buzzer* in the past 24 hours without that creature being immune to it.

Seizing Shock

2 Structure Points

Requires: Gadgeteer 15, Locking Shocker addon, Paralytic Blast addon

Combining the current of the blast function with the long-lasting nature of the shocker function results in "fun".

A *joy buzzer* with this addon gains the "seize" function. A single touched creature has its movement speed set to 5 feet for 1d4 rounds with a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save to negate.

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Multifunctional Pocketknife

1 Structure Point

Materials: Metal, wood

Those who live or die by the devices held on their person come to appreciate feature creep. Simply put, a compact and efficient tool is nice to have, but a compact and efficient tool that has a dozen functions is the stuff of daydreams.

A gadgeteer with this accessory is never without the right tool for the job. She gains a +2 circumstance bonus to all Craft and Profession skill checks. Additionally, the *multifunctional pocketknife* functions as a perfectly serviceable dagger.

Addons

Alchemical Addons

1 Structure Point

Requires: Craft (alchemy) 3 ranks

Materials: Alchemy lab

The utility of alchemy meets the utility of a multifunctional pocketknife. Somewhere, angels sing.

A multifunctional pocketknife with the alchemical addons add-on contains an inexhaustible supply of tindertwigs, as well as one daily vial of antitoxin. These are built into the knife and cannot be sold.

Burglar's Helper

1 Structure Point

Requires: Disable Device 1 rank

Materials: Lockpicks

Integrated lockpicks make a multifunctional pocketknife a useful tool for breaking and entering.

A *multifunctional pocketknife* with this add-on grants a +2 circumstance bonus to Open Lock checks. This bonus is increased to +3 if the *disarmer's ally* add-on is also selected.

The required ranks in the Disable Device skill is increased by +4 if the *disarmer's ally* add-on has already been selected.

Disarmer's Ally

1 Structure Point

Requires: Disable Device 1 rank

Materials: Trap tools

Integrated trap disarming tools make a multifunctional pocketknife a necessary tool for everything from the robbing of tombs to the infiltration of a particularly paranoid nobleman's household.

A *multifunctional pocketknife* with this add-on grants a +2 circumstance bonus to Disable Device for the purpose of disarming traps. This bonus is increased to +3 if the *burglar's helper* add-on is also selected. The required ranks in the Disable Device skill is increased by +4 if the *burglar's helper* add-on has already been selected.

Glass Cutter

1 Structure Point

Materials: Tempered metal

This handy attachment makes any gadgeteer a prospective cat burglar or jewel thief. Or the ruler of a dungeon cell. It all depends on luck in the end.

The dagger attachment of a *multifunctional pocketknife* ignores the hardness of glass. In addition, it also ignores the damage reduction of creatures made of glass.

Improved Reflective Formulation

1 Structure Point

Requires: Parabolic Mirror add-on

Many gadgeteers find a parabolic mirror attachment to be incredibly useful. As a result, they find ways to make the reflective coating last longer in the field.

The *parabolic mirror* attachment of a *multifunctional pocketknife* can now reflect two rays per day instead of a single ray per day.



Parabolic Mirror

2 Structure Points

Requires: Knowledge (arcana) 10 ranks

Materials: Mirror

All light that is reflected by a parabolic mirror passes through a focal point. By manipulating the curvature of a parabolic mirror in real time, this focal point can be adjusted, thus making a protective attachment offensive, as well.

A *multifunctional pocketknife* with this add-on now includes the *parabolic mirror* attachment. This attachment can be readied as a standard action. Make an opposed attack roll against the first ray spell cast upon the user of the readied mirror. If the user of the mirror wins the opposed roll, she catches the ray with the mirror and reflects it back upon the caster, resulting in an automatic hit. Given the high-energy nature of most magical rays, the polish of the mirror is ruined after reflecting a single ray and, as such, can only be successfully used a single time per day.

Reliable Utility

2 Structure Points

Requires: Gadgeteer 12,

15 ranks in any two Craft or Profession skills

Logical design allows for the competent use of this tool in any situation.

A *multifunctional pocketknife* with this add-on allows the gadgeteer to take 10 on all Craft and Profession checks she makes outside of combat. Craft and Profession checks made in combat must still be rolled as normal.

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Rudimentary Lathe

1 Structure Point

Requires: Gadgeteer

Wood and metal, much like rocks, have no vulnerable spots.

A *multifunctional pocketknife* with this addon can stretch in an almost-impossible fashion to form a rudimentary lathe. Deploying a *multifunctional pocketknife* in this fashion is a full-round action that provokes attacks of opportunity. When deployed, if supplied materials, the gadgeteer can produce a mundane wood or metal item with a value of 2 gp or less in 1 hour; the produced item cannot have a sharp edge and cannot weigh over 1 pound. Further, the object to be produced must be roughly cylindrical in shape, such as a ladder rung or a clarinet. The Craft DC of the item is increased by +5 to reflect the high speed at which the gadgeteer is forced to work.



sink not included

Telescoping Pole

1 Structure Point

Materials: A number of hollow cylinders

The ten-foot pole is a mainstay of the adventuring profession, but it can be incredibly awkward to carry around such a bulky device. Imagine a tomb with a ceiling four feet high. It gets awkward quickly. A properly modified multifunctional pocketknife can do the job of such a tool without the geometric issues typically inherent with their use.

A *multifunctional pocketknife* with this addon includes a telescoping 10-foot pole. It can be extended or retracted as a move action. The attachment has 2 hit points and hardness dependent upon the material from which it has been made. In the case of composite materials, the lowest hardness among materials in the attachment's construction is used. If this addon is not juryrigged, then the attachment is assumed to have a hardness of 10.

Sound Emitter

1 Structure Point

Materials: Wire, any one of - wood or metal

Sound, effectively waves of vibrations through a material, can pick its way through all phases of matter. Given this, creatures ranging from earth elementals and eels to humans and gnomes have some way of detecting and interpreting these vibrations. Many gadgeteers produce devices capable of producing such sound waves in a wide range of frequencies, thus offering a correspondingly wide range of applications. Given the behavior of most gadgeteers, however, most of these applications have destruction and mayhem in mind.

A *sound emitter* is a small device connected to a control rod by a thin 30-foot-long wire. It is a standard action to safely deploy a *sound emitter* on a flat surface, such as the floor, and another standard action to activate a function of the device using the control panel. Both of these actions provoke attacks of opportunity. Should the gadgeteer wish it, she may activate the *sound emitter* without deploying it on the floor, thus causing any area of effect functions to be centered on herself. In this case, the gadgeteer automatically fails all saving throws called for by the accessory.

A *sound emitter* comes standard with the "telesound" function. When this function is activated, the accessory acts as a speaker. Whatever the gadgeteer speaks into the control rod at a whisper or louder is repeated in a loud speaking voice from the *sound emitter* itself. It is a DC 0 Perception check to hear what is said at a range of up to 120 feet. Creatures within 10 feet of the *sound emitter* itself must make a DC 11 Fortitude save or be deafened for as long as they remain within 10 feet of the device. Once further than 10 feet away from the *sound emitter*, creatures deafened in this manner remain deafened for 1 additional round.

By shouting into the control rod, a gadgeteer can effectively drown out the sound of a creeping ally. All creatures within 60 feet of a *sound emitter* whose telesound function is being used for shouting take a -4 penalty to Perception checks to detect the sound made by a creature sneaking about with the Stealth skill. This specialized use of the "telesound" function can still deafen creatures as detailed above.

Addons

Amplifier

1 Structure Point

One of the most basic uses of a sound emitter is the emission of extremely loud sounds.

A *sound emitter* with this addon gains the "burst" function. When this function is activated, the accessory lets out a hideous wail, dealing 1d4 points of sonic damage plus an additional 1d4 points of sonic damage for every 2 gadgeteer levels beyond 1st in a 10-foot radius with a DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save for half. This function can be activated once per day.

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High Frequency

1 Structure Point

Requires: Gadgeteer 5, Knowledge (nature) 3 ranks

By playing a high pitch, it is possible to make it so humanoids cannot hear what is being emitted.

A sound emitter with this addon can strike incredibly high pitches. When the "burst" function is used, the gadgeteer can select to affect only animals and magical beasts or all creatures with that function. Humanoid races with anthropomorphic traits, such as catfolk, lizardfolk, and tengu, are treated as animals for the purpose of this addon.

Long Cord

1 Structure Point

Requires: Gadgeteer 7

Materials: Wire

It would stand to reason that a longer wire would be a one of the very first things that a gadgeteer improves on a sound emitter. This is almost never the case, however, as more wire is boring and utilitarian. It's the emitter itself that grabs the gadgeteer's attention and doesn't let go. Eventually, very eventually, however, the chronic annoyance of a short cord will finally grab the gadgeteer's attention long enough to get something done about it.

A sound emitter with this addon has a 60-foot cord connecting the control rod and the emitter proper rather than a 30-foot cord.

Rupturing Amplifier

2 Structure Points

Requires: Gadgeteer 13, Amplifier addon

While some individuals will be satisfied with going to 11, a true gadgeteer won't stop for anything less than 12.

A sound emitter with this addon gains the "rupture" function. When this function is activated, the accessory ruptures the eardrums of all creatures in a 20-foot radius, stunning them for 1 round and deafening them for 1 week as their eardrums heal. A DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save negates this effect.

Once a creature has had its eardrums ruptured, it is immune to this function for the duration of the deafened effect. Similarly, creatures without eardrums are completely immune to this function. A DC 25 Heal check or the *heal* or *regenerate* spell ends the deafened effect immediately. Other spells that normally address the deafened condition are not capable of removing this particular instance of the deafened condition because the deafness is not caused by a spell or a sensory overload; it is caused by the actual destruction of part of the aural organs. To that end, the organ itself must be repaired.

This function can be activated twice per day.

Shattering Frequency

1 Structure Point

Requires: Knowledge (engineering) 6 ranks

As a gadgeteer gets to be more precise in her use of a sound emitter, particular frequencies are selected for their specific properties.

A sound emitter with this addon gains the "shatter" function. When this function is activated, the accessory strikes a pure high-pitched tone, dealing 2d6 + the gadgeteer's level sonic damage to objects and creatures made of glass and crystal in a 10-foot radius. A DC 10 + 1/2 the gadgeteer's class level + the gadgeteer's Intelligence modifier Fortitude save halves the damage. This function can be activated twice per day.

Sound Projection

1 Structure Point

Thicker wiring and larger speakers allow for a larger radius of effect.

A sound emitter with this addon adds 5 feet to the radius of all area of effect functions.

Sturdy Amplifier

1 Structure Point

Requires: Craft (any) 3 ranks

When a sound emitter has been built well, it can blare sound for longer before fizzling out.

A sound emitter with this addon can use the "burst" function one additional time per day.

Special: This addon can be taken multiple times. Its effects stack. Each time, the required ranks in the Craft (any) skill increases by +3.



Superior Amplifier

1 Structure Point

Requires: Knowledge (engineering) 2 ranks

A properly-built sound emitter can go up to 11.

A sound emitter with this addon deals an additional 1d4 points of damage with the "burst" function.

Special: This addon can be taken multiple times. Its effects stack. Each time, the required ranks in the Knowledge (engineering) skill increases by 3.

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Stealth Lipstick

1 Structure Point

Materials: Alchemy lab, wax, pigment (optional)

When a gadgeteer becomes one with a life of espionage, the ability to remove a possible threat to one's cover quietly and discreetly becomes the subject of many of the tracks of such a gadgeteer's mind. As lipstick is a perfectly acceptable for the ladies and lip balm isn't completely out of the realm of possibility for men, a poison delivery system at the tip of the gadgeteer's tongue is a perfectly valid way to be discreet about what must be done.

The application of the *stealth lipstick* accessory is a two-step process.

First, a base coat of protective wax is applied as a standard action that provokes attacks of opportunity. This protects the gadgeteer from the poisonous cocktail that rests atop it. As it is capable of holding up to the gadgeteer's own cocktails, it also renders the gadgeteer totally immune to contact poisons that contact only the lips.

Second, a poisonous cocktail, the business end of the accessory, is applied as a second standard action that provokes attacks of opportunity. Gadgeteers without the poison use class feature must roll a d20 when applying the cocktail. On a roll of 1, the gadgeteer is accidentally poisoned and the cocktail is consumed. If the cocktail has been juryrigged, the gadgeteer is accidentally poisoned on a roll of 1 or 2 instead.

When the gadgeteer kisses a victim, that victim is exposed to the contact poison present in the poisonous cocktail. The victim is affected by the poison immediately and again one minute later, taking 1d3 points of Strength damage unless he makes a successful DC 10 + 1/2 the gadgeteer's level + the gadgeteer's Intelligence modifier Fortitude save.

Only one application worth of protective wax and poisonous cocktail is produced when accessories are prepared for the day.



Addons

Cocktail Remix

1 Structure Point

Requires: Craft (alchemy) 1 rank

At times, targeting the muscle power of a creature is not the proper selection for the job.

When preparing accessories for the day, select an ability score. The poison cocktail of a stick of *stealth lipstick* with this addon targets that ability score rather than targeting Strength.

Custom Mix

2 Structure Points

Requires: Gadgeteer 7

As the standard stealth lipstick options are somewhat restrictive, those who desire more options are obligated to supply the toxins themselves.

The poisonous cocktail of *stealth lipstick* with this addon does not contain its standard poison. Instead, when preparing accessories for the day, the gadgeteer supplies a vial of contact poison on her own person and mixes it in with the poisonous cocktail half of the accessory. The vial of contact poison is consumed in the process. When the gadgeteer kisses a victim, that creature is affected by the poison the gadgeteer supplied herself with effects and save DC dictated by that supplied poison.

Enhanced Lipstick I

1 Structure Point

A more potent cocktail makes this lipstick a more effective killer.

Stealth lipstick with this addon deals 1d4 points of Strength damage instead of 1d3 points of Strength damage.

Enhanced Lipstick II

1 Structure Point

Requires: Knowledge (nature) 6 ranks,
Enhanced Lipstick I addon

As the threat level of a job escalates, the need for more potent toxins becomes ever greater.

Stealth lipstick with this addon deals 1d6 points of Strength damage instead of 1d4 points of Strength damage.

Enhanced Lipstick III

1 Structure Point

Requires: Knowledge (nature) 10 ranks,
Enhanced Lipstick II addon

By this point, the gadgeteer's lips are coated with toxins potent enough to make a troll risk falling into a coma. A steady hand is advised.

Stealth lipstick with this addon deals 1d8 points of Strength damage instead of 1d6 points of Strength damage.

Enhanced Lipstick IV

1 Structure Point

Requires: Knowledge (nature) 15 ranks,
Enhanced Lipstick III addon

Don't twitch when applying.

Stealth lipstick with this addon deals 1d10 points of Strength damage instead of 1d8 points of Strength damage.

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Frontloaded Cocktail

1 Structure Point

Requires: Gadgeteer 4

Sometimes, a poison needs to be delivered NOW.

The poison cocktail deals an additional 1 point of Strength damage immediately, but does not deal secondary damage 1 minute later. If the enhanced lipstick III addon has been selected, it deals an additional 2 points of Strength damage instead.

This addon cannot be selected if the *custom mix* addon has been selected.

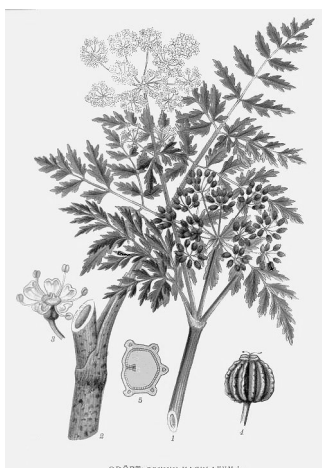
Herbal Melange

1 Structure Point

Requires: Knowledge (nature) 3 ranks

When a lab isn't nearby, the bounty of the land will have to do.

The *stealth lipstick* accessory's materials list now reads, "**Materials:** Wax, pigment (optional), any one of - alchemy lab or plants."



hemlock
a longtime favorite of assassins

Improved Base Coat

1 Structure Point

Requires: Gadgeteer 7

A thicker base coat helps to ensure that accidental poisoning does not occur.

Stealth lipstick with this addon is much safer to work with. When applying the poisonous cocktail over a base coat, there is no risk of accidental poisoning. If the accessory was juryrigged, accidental poisoning happens on a roll of 1 rather than on a roll of 1 or 2.



wolfsbane, or aconite
favored for its paralytic properties



baneberry
the name says it all



dryad's saddle
technically edible
causes cumulative joint damage
excellent as a concentrate

The Gadgeteer: Mother of Invention Interjection Games

Workhorse, Automated

1 Gadget Point

Materials: Metal

Some gadgeteers start to skip necessary things in an effort to have more time to create and invent, such as bathing. Some become self-conscious of these actions and spend their newfound time finding a way to perform these actions without taking any time on the part of the gadgeteer.

A gadgeteer with the *automated workhorse* accessory nominates a single simple task that can be performed with a DC 10 skill check, such as cooking breakfast, giving the gadgeteer a sponge bath, or setting up camp for the night. The *automated workhorse*, a simple, gangling automaton, performs this one function to the best of its ability whenever it would be appropriate to do so. Whenever the gadgeteer receives benefit from the *automated workhorse* fulfilling its function, such as eating breakfast, being clean after a sponge bath, or getting into her tent for the night, she gets a +1 morale bonus to her choice of initiative rolls, Fortitude saving throws, Reflex saving throws, Will saving throws, or attack rolls. This morale bonus lasts for 8 hours. A gadgeteer can only receive this morale bonus once per day.

Automated workhorses are limited by their inability to tell time. Without this ability, the *automated workhorse's* functions are triggered by the behavior of others in its vicinity or highly obvious phenomena, such as the rising of the sun. For example, if the gadgeteer's party begins to set up camp, this can be a trigger that tells an *automated workhorse* to get to work. Similarly, *automated workhorses* designed to cook breakfast can use the rising of the sun, the rousing of its master, or being directly told to start cooking as a trigger to start cooking. If the *automated workhorse* is separated from the master and her adventuring party, the triggers that the workhorse can use become incredibly few, making this an accessory that is difficult to use in a remote capacity.

An *automated workhorse* has 20 hit points, a hardness of 8, and an AC of 15. It does absolutely nothing in combat and is treated as an object by spells and abilities.

Addons

Additional Functions

1 Gadget Point

An automated workhorse is a slippery slope. Soon, it's doing everything the gadgeteer doesn't want to do.

An *automated workhorse* with this addon can perform two additional functions.

Special: This addon can be taken multiple times. Each time, create two more functions.

Extra Comfort

1 Gadget Point

Requires: 9 ranks in any two skills

Materials: A tool associated with the function to be optimized

Gadgeteers quickly learn to optimize the behavior of their automated workhorses.

An *automated workhorse* with this addon has one of its functions optimized. For example, an *automated workhorse* capable of cooking breakfast can become better at cooking breakfast. When the gadgeteer receives benefit from this optimized function, she gains a +2 morale bonus for 8 hours instead of a +1 morale bonus.

Sharing is Caring

1 Gadget Point

Requires: Knowledge (engineering) 4 ranks

A robot butler of sorts quickly makes the rest of an adventuring party quite jealous. Jealousy leads to anger. Anger leads to intraparty conflict. Intraparty conflict leads to less time to make new inventions than she had before she invented the automated workhorse. With this function, the gadgeteer programs her automated workhorse to serve all. And get them out of her hair.

An *automated workhorse* with this addon is designed to perform functions for multiple people. When accessories are prepared for the day, the gadgeteer selects a single ally. That ally receives a morale bonus when he receives benefit from a function of the *automated workhorse*. The morale bonus is the same for all individuals who receive benefit from the *automated workhorse*. For example, if the gadgeteer chooses to receive a morale bonus to Reflex saving throws from a plate of eggs, then everyone who benefits under this addon receives the morale bonus to Reflex saving throws that the gadgeteer chose.

Special: This addon can be taken multiple times. Each time, the gadgeteer can select an additional ally when preparing accessories for the day. Each time this addon is taken, the required ranks in the Knowledge (engineering) skill increases by +2.

Timepiece

1 Gadget Point

Requires: Gadgeteer 5

Materials: Any one of - Sundial, water clock, or any other item that can tell time

An automated workhorse behaves much like a primitive human. The idea of appointments or scheduled tasks isn't really part of its understanding, making time-sensitive functions, such as cooking breakfast, somewhat awkward. Breakfast can be served anywhere from 7 AM to 11 AM and an automated workhorse really isn't averse to waking up its gadgeteer in order to feed it. Eventually, a gadgeteer with such a mechanical butler gets annoyed and puts a clock in its skull.

An *automated workhorse* with this addon can now accurately tell time. Functions can now use temporal triggers, such as, "Begin cooking dinner at 6 P.M."

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