

# AGE OF ELECTROTECH



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 **PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**AGE OF  
ELECTROTECH**



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**For Use with the Pathfinder Roleplaying Game**

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## INTRODUCTION

Life is an endless precession. Men are born, men grow older, and men die. Nations built from nothing decay into decadence and collapse. Even gods themselves bow down before the forces of time and fade into the annals of history and myth. There is only one force that is truly immortal, an idea born with intelligence that will never truly vanish. Philosophers have many names for this enduring idea: inspiration, innovation, or the muses. Innovations takes many forms, as new ideas, spells, philosophies, and technologies. Innovation can be set back, innovation can be buried beneath the ageless sands, but it can never truly die.

The spirit of innovation is strong during the Age of Electrotech. Electotechnology is a radically new form of technology that utilizes mundane forces combined with a fundamental understanding of the rules of reality to incredible ends, often mirroring magic itself. Commonly called 'electrotech,' electrotechnology was designed for the everyman, the commoner who cannot launch fireballs, the soldier who cannot make himself invisible, or the doctor who cannot stave off griveous wounds with a murmured incantation. Electrotechnology is an equalizer first and foremost. At least, it was intended to be.

Many families prepare meals with a cooker, moderate their home environment with a heater and cooler, and travel vast distances with an electric carriage, but the true potential of electrotech is far from the reach of common men and

woman. It is a golden promise of equality that soars farther and farther from grasp on the wings of an ever growing pricetag. As a result, electrotechnology has not "killed" the use of magic like many of the first technicians claimed it would. On the contrary, some claim that reliance on the mystic traditions of old has hindered the spread of electrotech as these modern devices are often viewed with skepticism, suspicion, and sometimes even fear. Even still, the endless march of innovation continues onward and the Age of Electrotech is a golden era of knowledge and discovery with worldly revelations behind every door, needing only the keys of science and the will to master it.

### What is Electrotech?

Although the name can be misleading, any type of technology that makes use of immateria or the forces of nature can be considered a type of electrotechnology. Electricity is the most commonly used and referenced force of immateria, but some devices make use of combustion, sonic broadcasts, nuclear power (called nucleonic energy), and even gravity. As a general rule, any transfer of energy that can be explained through modern science can be considered immateria, and is therefore valid as a powersource for electrotech with GM approval.

### Electrotech & Magic

While the GM has the final say on how AGE OF ELECTROTECH is implemented, the base assumption is that electrotech and magic exist side by side. How and why the heavily armored knight, the canny technician, and the mystic wizard exist side by side is naturally left up to the GM, but the default assumption for AGE OF ELECTROTECH is that the sciences of immateria are in their youth and as a result, they haven't spread far beyond their urban cradles. Throughout urban sprawls, electrotech is quickly emerging to fill in niches that magic does not easily cover. For example, heaters and coolers are popular because one of these units is comparable in price to several *oils of endure elements*, but where the oil lasts for minutes, the machine lasts for years, making it a much better option for keeping homes at the appropriate temperatures. In most regards, however, magic can perform the same tasks as electrotech in the same amount of time (if not quicker) and at a less expensive price. For example, it is cheaper to train a wizard to cast *acid arrow* than it is to build a nucleonic rifle, supply it with ammo, and train a soldier to wield it. The simple cost-versus-effectiveness of electrotech compared to magic often prevents the spread of electrotech.



## What's in Age of Electrotech?

Within Age of Electrotech, you will find fantastic inventions, terrifying weapons, and wonders dreamed of only by madmen. From common chamber lamps to stellar rocketships, AGE OF ELECTROTECH gives GMs and players the tools they need to include electrotechnology in all aspects of a campaign setting, from combat to downtime and beyond.

What follows is a brief summary of the content of each of Age of Electrotech's four chapters. Each Chapter begins with part of the tale of Adian, Quillard, and Edna, three adventurers during the Age of Electrotech.

**Chapter 1 – Character Options:** Within, you will begin your journey into the Age of Electrotech with a host of new character options, including a new base class, archetypes for this new class, and new feats designed to enhance the other options presented in Chapter 1.

**Chapter 2 – Electrotech Equipment:** Next, you will discover an assortment of weapons, devices, and vehicles devisable only during the Age of Electrotech. Included are fantastic furnishings, devious devices, wonders of madness, and more.

**Chapter 3 – Gadgets, Symbionts, and Tinkers:** This chapter introduces three special types of electrotech devices usable only by the technician, the new base class presented in Chapter 1. Each device allows a technician to augment himself or attack his enemies with the raw power of immateria. Each section ends with a list of schematics available for technicians to research or purchase for themselves.

**Chapter 4 – Esoteria:** Concluding AGE OF ELECTROTECH is Chapter 4, which details a plethora of topics that acts as a supplement to an array of PATHFINDER ROLEPLAYING GAME rules subsystems, including a background generator for the technician class, new character traps, expansions to kingdom building and downtime, and more!

## Navigating This Book

AGE OF ELECTROTECH references many rules and abilities that herald from its predecessors in the PATHFINDER ROLEPLAYING GAME. The following scripts denote a character option or topic that is covered in the book noted below:

- B2: PATHFINDER ROLEPLAYING GAME: BESTIARY 2
- APG: PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE
- UM: PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC
- UC: PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT
- ARG: PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE
- UCN: PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN
- PU1: PACT MAGIC UNBOUND, VOL 1
- PU2: PACT MAGIC UNBOUND, VOL 2

## ELECTROTECH AVAILABILITY

Throughout AGE OF ELECTROTECH, electrotech's availability is referred to many times. In concept, electrotech's presence is similar to rules regarding the availability of firearms presented in Chapter 3 of PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT or the availability of pact magic described in Chapter 3 of PACT MAGIC UNBOUND, VOL 1. Like firearms and pact magic, it is a GM's responsibility to determine the availability of electrotech in her campaign setting. A helpful suggestion when implementing electrotech is to keep different levels of availability throughout your campaign setting. In the real world, Earth's societies do not all possess the same technological advances, and as a result electrotech feels realistic if some places are bustling metropolises of innovation while in other places, the only cooker you'll find is a stick held over a firepit.

Below are the suggested levels of electrotech availability. This book assumes a default availability of Emerging.

**None:** Electrotechnology either does not exist or has not been invented or introduced to the campaign setting. Electrotech goods cannot be purchased here and are viewed with the same mysticism as wondrous items.

**Rare:** In settings where electrotech is rare, the science of immateria is young and electrotech devices are almost nonexistent. The Electrotech Proficiency feat is required to create or utilize electrotech devices, as described in Chapter 1 and electrotech items cost 25% more. This does not affect the cost of researching schematics for devices such as gadgets but it does increase the cost of purchasing schematics from others.

**Emerging:** With time, electrotechnology has become more common as young minds become enamored with its potential and are trained as new technicians. Although organizations jealously guard the schematics of the most innovative inventions, anyone can become a technician with some effort. The Electrotech Proficiency feat is not required to create or utilize electrotech devices in a setting where electrotech is emerging, and all electrotech items cost are priced using the values in this book.

**Commonplace:** With enough exposure, electrotech is common enough that even the most unskilled laborer has some electrotech knowledge and most employers require their employees to understand how to use a bit of electrotech. In settings where electrotech is commonplace, reduce the cost of all electrotech items (except wonders of madness) to 25% of the listed cost.

## PART 1: ON THE RUN

“Champagne, Madame?”

Edna scoffed at the waiter, greasing her palm with a stone mug clenched in her first. She downed its contents as the waiter wrinkled his nose and turned away.

“I cannae take much more ‘o this,” Edna muttered as she scanned the crowd. She easily spotted Aldan, who stood out sorely. Like Edna, Aldan hadn’t bothered to disguise himself before crashing Baron Rosewode’s party. As he was garbed in tarnished adventuring gear, most of the guests stared dumbfoundedly at his two pistols, shotgun, and set of kukris before so much as offering him the time of day. Carrying her pappy’s greataxe and a rifle, Edna wasn’t much better off and she didn’t give a damn about it.

“Nice job blending in. No one’ll ever suspect that you’re hired muscle,” chastised a nashi voice beside her. Edna cocked her head; Quillard stood next to her, dressed from ear to paw in the finest of sophisticate fashion: a silk suit, golden cufflinks, and what looked to be a real moonpetal blossom.

“My, my, Quill. What a spiffy little gearhead ye turned out teh be!” Edna grinned as Quillard’s whiskered started twitching. She knew it was the nashi equivalent of blushing.

“If you’d be kind enough to quit razzing me for five seconds, I’ve got news. I overheard some of Rosewode’s goons chatting; he’s our caper.” That got Edna’s attention.

“Yer certain he’s tha one?”

“Besides the fact that he’s the only one in the city with enough muscle to nab our zeppelin’s generator? The lunks complained about it while chewing the fat by the punch. Money buys a lot of things, but it seldom buys silence.”

“Oi, but the word’s of a couple’o gorilla’s ain’t proof, Quill.”

“I know, I’m working on it. Honestly I’d rather ditch the intrigue and just hotfoot it outta here. I get a bad vibe from Ellencourt.” Quillard barely finished his sentence before a light chiming sound echoed through the chamber. Edna turned and saw the ritziest man she had even seen in her life. Cupping a wine glass with his left hand while setting down a spoon with his right, the man whom Edna could only assume was Baron Rosewode was the picture of human aristocracy; his suit tailor-made, his slick, black hair greased, his face perfectly clean-shaven, and his thin mustache expertly waxed and curled. Though she thought the Baron resembled a mole rat totting a tux, throngs of dim-witted dollies attending the party swooned with the Baron’s every movement.

“I’m gonna go tell Aldan. Maybe we can take advantage of the Baron’s speech and ferret about the place,” Edna only had time to nod slightly before Quillard darted towards Aldan through the crowd. Edna elected to continue to watch their host.

“It is a great honor to host Ellencourt’s finest in my humble abode,” the Baron began. “Our fair city is truly blessed to have so many of the world’s brightest, most talented, and most successful individuals grace its cobbled streets.” The audience was little better than a dog at a dinner table; most guests burst out in applause at the Baron’s petty complement.

“Ye think that they’d have paved the streets in dragon scales fer the rounds they be giv’n themselves,” she grumbled. Sure that the applause would go on unchallenged for at least another minute, Edna was as shocked as the rest of the audience when someone shouted as Aldan pushed his way to the front of the hall glaring accusingly at the Baron with Quillard pathetically trying to hold him back.

“Oh, no,” Edna whispered, her stomach sinking into her feet.

“You two-bit, crook! You stole our zeppelin’s generator!” Aldan accused, pointing his calloused finger directly at Baron Rosewode. The Baron chuckled lightly.

“My good fellow, you slay me! Steal your generator? What could a man of my status possibly want with your flying jalopy?”

“Hey, she’s no jalopy!” Quillard, having abandoned any notion of stopping Aldan, retorted. “Her engine is a class 7 nashitech electrodrive! It could power the whole city for a month if rigged up right.”

“And just who do you think you are?” the Baron replied drolly. “You’ve got nerve accusing Ellencourt’s Baron at a private banquet at his private estate! Guards, show our uninvited guests the back door.”

“No way, you ain’t bouncin’ us until you give us back our engine!” Aldan growled but he had little say in the matter. Two of the Baron’s goons grabbed Aldan and pulled him away towards an unmarked door. A third simply grabbed Quillard by the tail and slung him over his shoulder, taking extra forceful steps as he followed his fellows.

“Looks like its up to me to save the day. Again.” Edna sighed as began moving through the crowd towards the unmarked door, hoping that the Baron’s lackeys bruised up Aldan at least a little bit before she got there herself.

# CHAPTER ONE

## CLASS OPTIONS



During the AGE OF ELECTROTECH, heroes are tested like never before. Archenemies possess powerful, lethal devices and vehicles capable of speeding them across the world in a matter of days. Such opponents can be surmounted without the use of electrotech, but the dangers of inappropriately used electrotech is severe enough that most heroes welcome a comrade who specialized in this strange, new technology.

Although virtually anyone can make use of the lesser, civilian-model electrotech devices found within Chapter 2, those who specialize in electrotech favor unique creations; devices tailored to specific encounters and tailored specifically to their crafter. Within Chapter 1 you will find the following:

**New Base Class:** AGE OF ELECTROTECH introduces a new base class that characters can train levels in: the technician. A technician is an electrotech specialist, using a combination of fantastic technology alongside an encyclopedic mind in order to overcome challenges. Highly customizable through a combination of innovations and technician trades, no two technicians function in the same manner.

**Technician Trades:** The backbone of the technician class, trades function in many regards like cavalier orders except a trade is an interest in study rather than a moral devotion. Trades add to the options that a technician may choose from and a technician may belong to multiple trades simultaneously.

**Technician Archetypes:** First introduced in the *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYERS GUIDE*, archetypes are specialized versions of a base class. All of the archetypes introduced in Chapter 1 specialize the technician class in a field of electrotech that is normally unavailable to the class, providing access to unique tinkers and innovations as well as fantastic abilities.

**Feats:** Concluding Chapter 1, this section provides a number of feats to support the technician class, including a new feat category called metatech feats.



# TECHNICIAN

Technicians are to electrotechnology as wizards are to arcane magics. Undisputed masters of the forces of immateria and pioneers in its uses and applications, a technician is a scientist first and foremost. Through mastery of the forces of nature alone, a technician is able to create a wide array of technological wonders ranging from mundane household appliances to amazing gadgets and powerful tinkers. The need for technicians during the age of electrotech is great and many different opportunities exist for technicians in the form of technician trades. These crafts range from gunsmith to demolition expert to seige weapon specialist and beyond. Regardless of his path, a technician's greatest resource is his legendary intellect and the cackling immateria that breathes life into his steel contraptions.

**Role:** A jack of all trades, a technician uses his expertise in machinery and engineering to great effect both on and off the battlefield. Some technicians choose to cling to the shadows, preparing devastating ambushes for unsuspecting foes, while others use their gadgets and tinkers to charge headfirst into the fray, sporting lethal nucleonic rifles and massive battlesuits. Regardless of his methods, a technician's greatest strength is his quick mind, ever wary of danger as it unfolds around him.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Age:** A technician's starting age differs based upon the availability of electrotechnology. If electrotech is emerging, determine the technician's starting age as though the character was a wizard of his race. If electrotech is commonplace, determine the technician's starting age as though the character was a fighter of his race instead.

**Starting Wealth:** 3d6 x 10 gp (average 105 gp).

## Class Skills

The technician's class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Perception (Wis), Profession

(Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Swim (Str).

**Skill Points per Level:** 4 + Intelligence modifier.

## Class Features

The following are class features of the technician.

**Weapon and Armor Proficiency:** A technician is proficient with all simple weapons, with light armor, and with shields (but not tower shields).

**Electrotechnology (Ex):** Technicians are pioneers of immateria, a fledgling science that replicates magical effects using mundane, natural forces. At 1st level, a technician gains Electrotech Proficiency as a bonus feat. Furthermore, he receives a competence bonus equal to his level on Craft (electrotech) skill checks made to craft or repair electrotech devices.

**Battery Pack:** A technician's most potent inventions are powered using a special battery pack that he creates for himself. This battery pack is worn on his person like a belt pouch and each day the technician can use alchemical regents to stimulate his battery pack, generating a number of battery points determined by his level and Intelligence score, as shown on Table 1-1: Technician and Table 1-2: Bonus Battery Points (page 11). In order to recharge his battery pack, a technician mixes a number of volatile alchemical components into his battery pack, which generates immateria as it cools and stabilizes. This process takes 8 hours, during which the technician can take no other actions except monitor his battery pack. In effect, the technician must rest as a spellcaster would to regain spell slots. A technician cannot spend more than this maximum allotment of battery points during a single day, though unspent battery points typically hold their charge for up to 1 month.

A technician uses battery points to power his gadgets, tinkers, and similar devices. To prepare a device for use, the technician must charge it with the required number of battery points by attaching the device to his battery pack and perform routine maintenance to assure that the device is stable and ready to use. This process requires 1 minute of work. A technician can only possess a single battery pack at

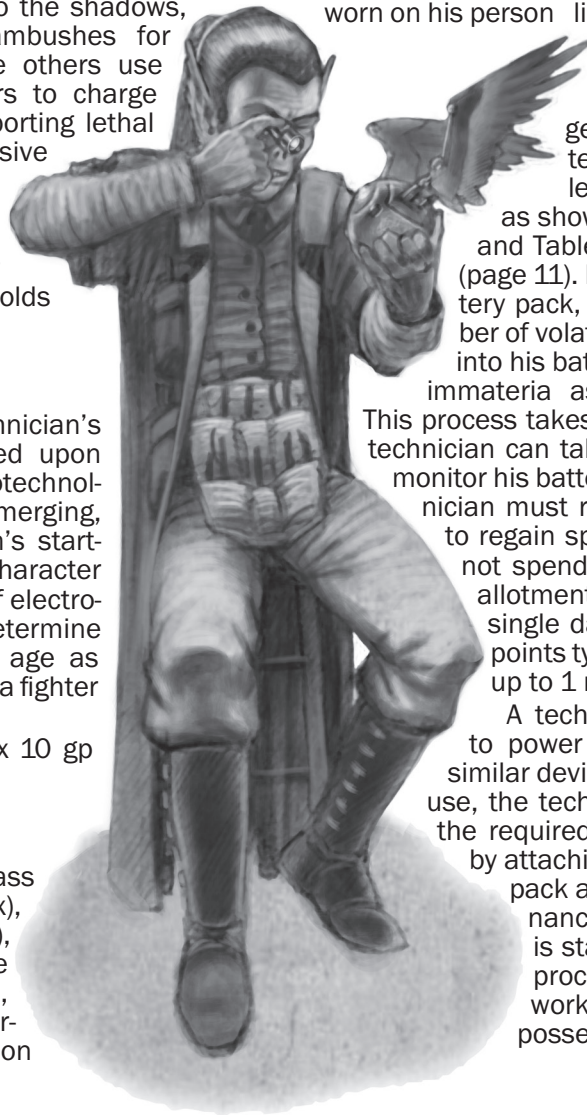


Table 1-1: Technician

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Tinker Level	Battery Points
01	+0	+0	+2	+2	Electrotechnology, Trade	1st	1
02	+1	+0	+3	+3	Innovation	1st	2
03	+2	+1	+3	+3	Trade Ability	1st	3
04	+3	+1	+4	+4	Innovation, Upgrades (2 Points)	2nd	5
05	+3	+1	+4	+4	Bonus Feat	2nd	8
06	+4	+2	+5	+5	Innovation	2nd	10
07	+5	+2	+5	+5	Lore Master 1/Day	3rd	13
08	+6/+1	+2	+6	+6	Innovation, Upgrades (3 Points)	3rd	16
09	+6/+1	+3	+6	+6	Trade Ability	3rd	22
10	+7/+2	+3	+7	+7	Innovation	4th	26
11	+8/+3	+3	+7	+7	Bonus Feat	4th	33
12	+9/+4	+4	+8	+8	Innovation, Upgrades (4 Points)	4th	39
13	+9/+4	+4	+8	+8	Lore Master 2/Day	5th	44
14	+10/+5	+4	+9	+9	Innovation	5th	53
15	+11/+6/+1	+5	+9	+9	Trade Ability	5th	61
16	+12/+7/+2	+5	+10	+10	Innovation, Upgrades (5 Points)	6th	67
17	+12/+7/+2	+5	+10	+10	Bonus Feat	6th	78
18	+13/+8/+3	+6	+11	+11	Innovation	6th	88
19	+14/+9/+4	+6	+11	+11	Lore Master 3/Day	6th	99
20	+15/+10/+5	+6	+12	+12	Innovation	6th	105

once, but if lost or stolen he can create a new one as part of a week-long process that costs 200 gp per technician level he possesses.

**Gadgets (Ex):** A technician can construct gadgets drawn from the technician gadget list. A gadget is an electrotech device that a technician wears on his body and uses to produce amazing effects. Before a gadget can be used, the technician must construct it. This process is detailed in length in Chapter 3. Gadgets are not designed for civilian use, so characters without Electrotech Proficiency cannot use, operate, or allocate battery points to a gadget. Once a gadget has been constructed, a technician can allocate battery points to the device in order to activate it. A gadget has a base battery point cost equal to 1 + any additional battery points spent upgrading it (see the upgrade class feature).

Gadgets must be worn on a technician's body in one of four gadget slots in order to function. The slots are: chest, hands, head, and feet. Only one gadget at a time may occupy a given slot. Gadget slots are separate from magic item slots, so a technician can wear a chest gadget and a chest magic item simultaneously. Equipping or removing a gadget requires 10 full rounds (1

minute) to be done correctly. A technician can rush this process as a full-round action, but each time the gadget is used it has a 50% chance to gain the broken condition and lose 1d4 battery points. This may cause the gadget or one of its upgrades to cease functioning.

All effects created by gadgets are extraordinary abilities, but these effects are subject to spell resistance and can be counterspelled by spells that specifically counter the effects created by the gadget. For example, if a gadget produces a *reduce person* effect, the gadget can be countered by a wizard using *enlarge person* as though the gadget was a spell. *Dispel magic* would not be able to counter the effect.

**Tinkers (Ex):** A technician can construct tinkers drawn from the technician's tinker list. A tinker is an electrotech device that a technician wields like a wand in order to produce amazing effects. Before a tinker can be used, the technician must possess its schematic and construct it. Tinkers are typically constructed from valueless scrap and a technician can create a new tinker as part of the 1-hour process needed to charge it, though many technicians possess 'lucky' tinkers that they refurbish time and again instead of creating

entirely new ones. When a technician creates a tinker, he designs it to be overly complicated to use so it cannot be used against him. A character without Electrotech Proficiency cannot make use of a tinker while a character with Electrotech Proficiency must succeed on a Knowledge (engineering) check in order to attempt to use a tinker she did not create (DC 20 + the tinker's level). On a natural 1, the tinker explodes, destroying it and dealing 1d6 points of fire damage per tinker level to its wielder.

In order to use a tinker, the technician points it in the general direction of its target or affected area. Tinkers function like spells, and a tinker is "cast" by spending a standard action to trigger it, as if the tinker was a wand. As a result, all tinkers require a somatic component and two hands to activate; one hand holds the tinker while the other turns dials, flips switches, etc. A tinker possesses a battery point cost equal to its level and can be activated once. If he chooses, a technician can multiply a tinker's battery point cost by 2, 3, or 4 in order to multiply the number of times he can activate the tinker by the same amount. The technician uses his level as the caster level to determine the tinker's effects. A technician must have an Intelligence score equal to at least 10 + the tinker's level in order to activate it. The Difficulty Class for a saving throw against a technician's tinker is 10 + the tinker level + the technician's Intelligence modifier.

As a physical object, a tinker has hardness 5 and hit points equal to its creator's technician level. A tinker with the broken condition has a 50% chance to fail as though it were a spell suffering from arcane spell failure. A technician can draw a tinker as part of the action spent activating it so long as it is stored in an obvious, easily accessible place such as within a holster or bandolier. Otherwise, drawing a stored tinker is a standard action that provokes attacks of opportunity.

**Tinker Manual:** A technician possesses a special tome that he uses to store his gadget and tinker schematics in called a tinker manual. He must refer to this manual whenever he prepares a tinker or gadget. A technician begins play with all 0-level tinker schematics in his tinker manual as well as two 1st-level tinkers of his choice, plus an additional number of 1st-level tinkers equal to his Intelligence modifier. At each new level, a

technician adds one new tinker schematic to his tinker manual. A technician can add gadget and tinker schematics to his tinker manual just as a wizard adds spells to his spell book, using the same costs and time requirements. A technician cannot learn tinkers from an alchemist's formula book, nor from a wizard's or magus's spellbook.

**Trade (Ex):** At 1st level, each technician must specialize in a specific field of electrotechnology known as a trade. This specialization grants the technician a competence bonus equal to half his level on skill checks made with a specific skill and a number of special abilities. In addition, the technician's trade determines which feats he can select as technician bonus feats and expands upon the list of innovations that are available to him.

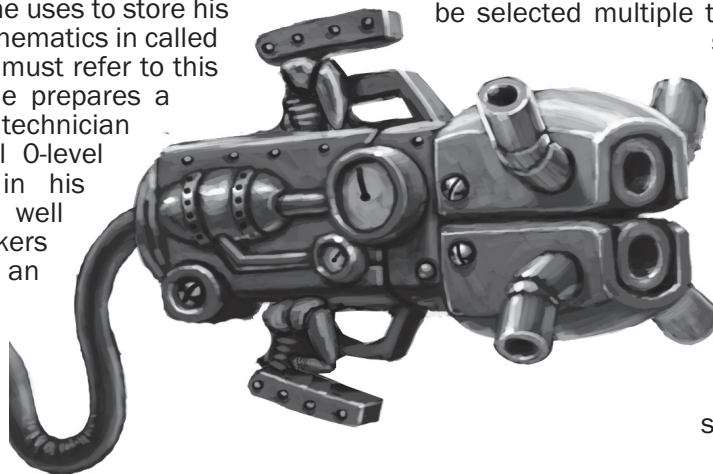
**Innovation:** At 2nd level and every 2 levels thereafter, a technician's hard work and experimentation results in the discovery of an innovation. A technician selects his innovations from the list below, plus the list of innovations associated with any trades he belongs to. An innovation may only be selected once unless noted otherwise.

Innovations marked by an asterisk (\*) grant benefits against an opponent whose abilities and weaknesses the technician has identified using a Knowledge skill: see Chapter 4 in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. Each round, the technician may select one such innovation to benefit from until the start of his next turn or continue to benefit from a previously selected innovation. Apply the benefits of the selected innovation against all opponents that the technician has successfully identified using a Knowledge skill check. The technician must be able to concentrate in order to receive these benefits.

**Additional Trade:** Select one trade. A technician who selects this innovation gains that trade's 1st-level trade ability, a competence bonus on the trade's skill equal to half his level, and adds the trade's feats and innovations to the list of technician bonus feats and innovations that he can select. This innovation can be selected multiple times. Each time it is

selected, choose a different trade to apply its benefits to.

**Chimera Gadget (Ex):** A technician who selects this innovation can combine multiple gadgets into one device. When creating a chimera gadget, select two gadgets that belong to the same slot to be com-



bined referred to as the base gadgets. To determine a chimera gadget's gp cost, add the gp cost of both base gadgets together and increase the sum by 50%. A chimera gadget has a base battery point cost of 2 + any upgrades from either base gadget that the chimera gadget possesses. A chimera gadget's battery point cost cannot exceed the following values, set by the technician's level: 1st level (2 points), 4th level (4 points), 7th level (7 points), 10th level (11 points), 13th level (16 points), and 16th level (22 points). A chimera gadget otherwise follows all of the usual rules associated with gadgets and each gadget can be upgraded separately with either base gadget's upgrades at the usual cost.

**Discover Opening (Ex)\*:** A technician with this innovation uses his technician level in place of his base attack bonus from technician levels when making combat maneuver checks against opponents whose abilities and weaknesses he has identified using the Knowledge skill.

**Evasion (Ex):** The technician gains evasion, as the rogue class feature. A technician must be at least 6th level in order to select this innovation.

**Fast Study (Ex):** When a technician with this innovation successfully identifies the abilities of a creature with a Knowledge skill check and beats the DC by 10 or more, he can apply the benefits of a second innovation marked with an asterisk (\*) against that opponent for 24 hours. If the technician successfully uses this innovation against multiple opponents, the selected innovations must be the same for each opponent. A technician must be at least 8th level to select this innovation.

**Full Throttle (Ex):** When a technician with this innovation pilots a vehicle that uses an alchemical engine as its propulsion method, reduce the DC of all driving checks made to pilot the vehicle by 2 and increase the vehicle's maximum speed by 10 feet and its acceleration by 5 feet.

**Gadget Jump (Ex):** A technician with this innovation can redirect battery points from one gadget into another. As part of a 2-minute process, the gadgets are connected, exchange energy, and disconnected. One gadget is drained of all action units and battery points it possesses and the other receives action units and battery points equal to half of the action units battery points spent in this manner.

**Genius:** Increase the technician's Intelligence score by 2. A technician must be at least 16th level in order to select this innovation.

**Improved Jury-Rig (Ex):** When a technician who selects this innovation jury-rigs a gadget, the gadget is created at full hit points and does not receive the broken condition. It still collapses after a number of hours as described in the

**Table 1-2: Bonus Battery Points**

Intelligence Score	Total # of Bonus Battery Points	# of Points Added
1	Cannot use Tinkers	
2–3	Cannot use Tinkers	
4–5	Cannot use Tinkers	
6–7	Cannot use Tinkers	
8–9	Cannot use Tinkers	
10–11	0	—
12–13	1	+1
14–15	3	+2
16–17	6	+3
18–19	10	+4
20–21	16	+6
22–23	24	+8
24–25	34	+10
26–27	46	+12
28–29	61	+15
30–31	69	+8
32–33	79	+10
34–35	91	+12
36–37	106	+15
38–39	114	+8
40–41	124	+10
42–43	136	+12
44–45	151	+15
etc .....		

gadget section in Chapter 3.

**Improvise Tools (Ex):** A technician with this innovation suffers no penalties when attempting to make skill checks without the appropriate tools or when improvising tools. Furthermore, he suffers no penalties on attack rolls when attacking with a broken weapon. At 10th level, the technician also suffers no penalty on damage rolls when attacking with a broken weapon.

**Lemon Driver (Ex):** When a technician with this innovation pilots a vehicle with the broken condition, he reduces the penalties of the broken condition by half. Furthermore, piloting a broken vehicle increases the technician's Profession (driver) skill check DC by 1 instead of 2.

**Lore Seeker (Ex):** The technician receives a competence bonus on Knowledge skill checks equal to half his technician level and he adds Skill Focus (Knowledge) to the list of feats he may select as a technician bonus feat.

**Mnemonic Jog (Ex):** Once per round, a techni-

cian with this innovation may attempt a Knowledge check to retry to identify a creature's abilities and weaknesses if he has previously failed to do so. A technician may only attempt to retry one previously failed Knowledge check per round using this innovation.

**Practiced Driver (Ex):** A technician who selects this innovation gains a bonus on Profession (driver) skill checks equal to his level. In addition, the technician gains a +1 bonus on vehicle combat maneuver checks he makes with any vehicle that he has selected with the Skilled Driver<sup>UC</sup> feat. This bonus increases by +1 at 8th level and every 4 levels thereafter. A technician must possess Skilled Driver in order to select this innovation.

**Public Gadget (Ex):** A technician who selects this innovation can design his gadgets to be user friendly, allowing characters without Electrotech Proficiency to use and operate his gadgets as long as they can see and hear the technician's advice and instructions.

**Scavenger Technician (Ex):** A technician who selects this innovation reduces the gp cost for researching gadgets and gadget upgrades by half and the gp cost for constructing gadgets and gadget upgrades by one-third. This price reduction is cumulative with reductions based on electrotech's availability.

**Sly Maneuvers (Ex):** A technician with this innovation adds his Intelligence modifier instead of his Strength modifier when calculating his Combat Maneuver Bonus.

**Steel Self (Ex)\*:** A technician with this innovation gains a +1 bonus on Fortitude and Will saves made against attacks, special abilities, and spells used by opponents whose abilities and weaknesses he has identified with a Knowledge skill check. This bonus increases by +1 at 5th level and every 4 levels thereafter. The technician loses this bonus while he is helpless.

**Study Attacks (Ex)\*:** A technician with this innovation gains a +1 dodge bonus to AC and on Reflex saves made against attacks, special abilities, and spells used by opponents whose abilities and weaknesses he has identified with a Knowledge skill check. This bonus increases by +1 at 5th level and every 4 levels thereafter. The technician loses this bonus while he is flat-footed or denied his Dexterity bonus to AC.

**Tinker Mastery (Ex):** Select a number of tinkers equal to the technician's Intelligence bonus (minimum 1). A technician with this innovation can create and charge the selected tinkers without needing to reference his tinker manual. This innovation can be selected multiple times. Each time it is selected, apply its benefits to a number of additional tinkers equal to the technician's Intelligence bonus (minimum 1).

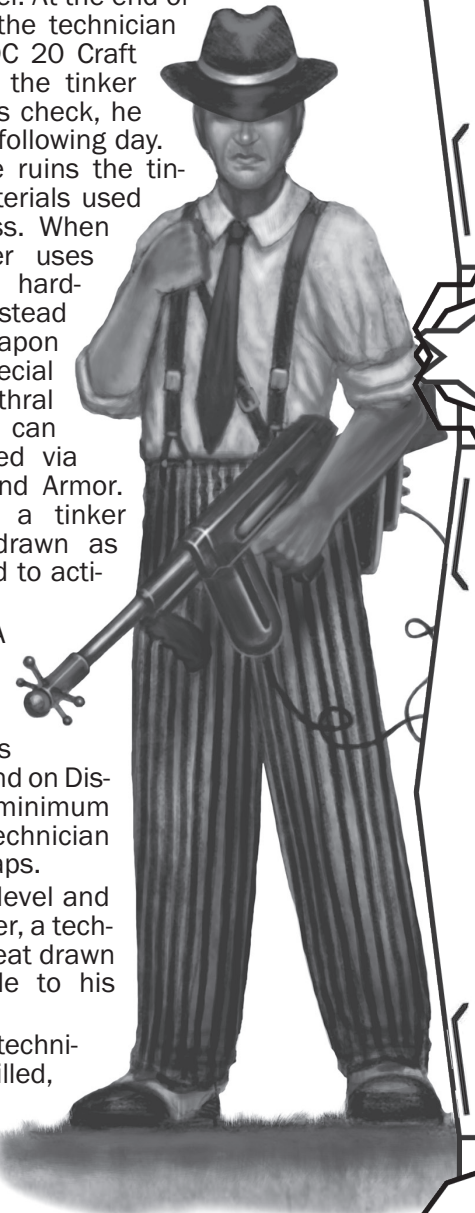
**Study Weaknesses (Ex)\*:** A technician with this innovation deals an additional +1 point of damage on all weapon damage rolls made against opponents whose abilities he has identified with a Knowledge skill check. Splash damage does not benefit from this innovation. This bonus increases by +1 at 5th level and every 4 levels thereafter.

**Tinker Weapon (Ex):** A technician with this innovation can construct a tinker into a weapon, allowing it to function as a specific light or one-handed melee weapon, crossbow, or firearm instead of an improvised weapon when wielded in combat. In order to craft a tinker weapon, the technician must possess the tinker's schematic. This process follows the usual rules for crafting weapons except the cost of the weapon increases by 25 gp per tinker level. At the end of the crafting process, the technician must succeed on a DC 20 Craft (electrotech) to finish the tinker weapon. If he fails this check, he must try again on the following day. Failing by 10 or more ruins the tinker and all of the materials used in the crafting process. When completed, the tinker uses the weapon's weight, hardness, and hit points instead of its own. A tinker weapon can be crafted from special materials (such as mithral and adamantine) and can be magically enhanced via Craft Magical Arms and Armor. Unlike most tinkers, a tinker weapon cannot be drawn as part of the action used to activate the tinker.

**Trapfinding (Ex):** A technician with this innovation adds his level as a bonus on Perception checks made to locate traps and on Disable Device checks (minimum +1). In addition, the technician can disarm magical traps.

**Bonus Feat:** At 5th level and every 6 levels thereafter, a technician gains a bonus feat drawn from the list available to his trade.

**Upgrades (Ex):** As a technician becomes more skilled, he can upgrade his gadgets with more potent effects. At 4th level a tech-



nician can craft upgrades that cost 2 battery points. This improves to 3-point upgrades at 7th level, 4-point upgrades at 10th level, and 5-point upgrades at 13th level.

Before an upgrade can be used, it must be researched and constructed in the same manner as a gadget. In order to craft an upgrade, the technician must possess the upgrade's schematic and he must have previously crafted the gadget that he wishes to upgrade. If an upgrade lists other upgrades as a prerequisite, the technician must possess the schematics for the listed upgrades and have previously crafted the gadget he wishes to upgrade with any required upgrades.

An upgrade gadget requires more battery points in order to activate. Add the point cost of all constructed upgrades to

the gadget's base cost when determining the gadget's total battery point cost to power. For example, a gadget with a 2-point upgrade and a 3-point upgrade costs 6 battery points to power (1 point base + 5 points from upgrades). All upgrades that can be applied to a gadget are detailed in the gadget's entry in Chapter 3.

**Lore Master (Ex):** At 7th level, a technician can take 10 on any Knowledge skill check that he has ranks in. A technician can choose not to take 10 and can instead roll normally. In addition, once per day, the technician can take 20 on any Knowledge skill check as a standard action. He can use this ability one additional time per day for every 6 levels he possesses beyond 7th, to a maximum of three times per day at 19th level. If the technician also has bard levels, these levels stack for determining the number of times each day that he can use the lore master ability, and he can take the better progression.

**Grand Innovation (Ex):** At 20th level, the technician's skill and talent grants him two grand innovations, chosen from the list below:

**Gadget Mastery:** The technician no longer needs to pay gp to construct gadgets or gadget upgrades by relying solely on scavenged materials.

**Innovation:** The technician can select an innovation instead of a grand innovation. The technician can select this grand innovation multiple times.

**Master Trade Skills:** Select 1 trade that the technician belongs to and increase the competence bonus that the trade provides to the technician to equal his level.

**Tinker Mastery:** Select 4 tinkers. The technician's level is considered 4 levels higher when calculating the effects of those tinkers. This grand innovation can be selected multiple times. Each time it is selected, choose a different tinker to apply its benefits to.

## TECHNICIAN TRADES

The following trades are the most common electrotech specializations. Additional trades may be available or pioneered by entrepreneur technicians at the GM's discretion.

### Craftsman Trade

Craftsman technicians create magical equipment by manipulating immateria into patterns resembling arcane ley lines.

**Trade Skill:** Appraise.

**Feats:** A craftsman technician may select from the following feats as technician bonus feats: Cooperative Crafting, Craft Arms and Armor, Craft Wondrous Item, Field Repair<sup>UC</sup>, Master Craftsman, Prodigy<sup>UM</sup>, Skill Focus (Craft).

**Trade Abilities:** A craftsman technician gains the following abilities as he increases in level.

**Self-Purposed Gear (Ex):** At 1st level, a craftsman technician is proficient with all weapons or armor that he personally crafted.

**Versatile Crafter (Ex):** At 3rd level, a craftsman technician can use his bonus in Craft (electrotech) in place of his bonus in two different Craft skills of his choice. When substituting in this way, the technician uses his total Craft (electrotech) skill bonus, including class skill bonus, in place of his bonus in the selected skills, whether or not he has ranks in that skill or if it is a class skill. If he already possessed skill ranks in a selected Craft skill, the technician may reallocate these skill ranks to new skills upon selecting this ability.

**Seasoned Artisan (Ex):** At 9th level, a craftsman technician can craft mundane armor, electrotech devices (including gadgets), and weapons quickly, using half of the item's gp value to determine progress. In addition, he can craft magical armor, magical weapons, and wondrous items in half the normal amount of time. This benefit only applies to magic items if the technician possesses the appropriate item creation feat.

**Improved Versatile Craftsman (Ex):** At 15th level, a craftsman technician can substitute his Craft (electrotech) bonus in place of his bonus in two additional skills of his choice. In addition to any Craft skill, the craftsman technician may also choose to substitute his Craft (electrotech) bonus for his Disable Device, Knowledge (engineering), Spellcraft, or Use Magical Device skill bonus. If he already possessed skill ranks in a selected skill, the technician may reallocate these skill ranks to new skills upon selecting this ability.

**Innovations:** A craftsman technician adds the following innovations to the list he may select when choosing a new innovation.

**Masterful Artisan (Ex):** Once per day, a technician who selects this innovation may roll twice when making a Craft or Spellcraft check and use the higher result. He must declare that he is using this ability before the skill check is made. The technician may use this ability one additional time per day at 5th level and every 4 levels thereafter.

**Robotics Master (Ex):** A technician with this innovation gains a +4 bonus on Knowledge skill checks made to identify the abilities and weaknesses of constructs. This bonus improves to +8 if the technician possesses at least 10 ranks in the appropriate Knowledge skill. In addition, the technician adds Craft Construct to the list of feats that Master Craftsman allows him to qualify for, using his ranks in Craft (electrotech) as his caster level. The technician may only use Craft Construct to create constructs with the clockwork or robot subtype.

**Sweet Spot (Ex)\*:** When a technician with this innovation makes an attack against an opponent whose abilities and weaknesses he has identified with a Knowledge skill check he ignores hardness equal to his level or damage reduction equal to half his level. This ability only allows the technician to ignore damage reduction that is overcome by a special material (such as silver) or a type of damage (such as slashing).

## Firearms Trade

Firearms technicians specialize in the manufacture and creation of firearms and use these weapons to incredible effect against opponents.

**Weapon and Armor Proficiency:** A firearm technician gains Exotic Weapon Proficiency (firearms) as a bonus feat.

**Trade Skill:** Perception.

**Feats:** A firearms technician may select from the following feats as technician bonus feats: Gunsmithing, Lightning Reflexes, Point-Blank Shot, Rapid Reload, Rapid Shot, Skill Focus (Perception).

**Trade Abilities:** A firearms technician gains the following abilities as he increases in level.

**Firearm Proficiency (Ex):** At 1st level, a firearms technician gains proficiency with all firearms. In addition, the technician receives a battered firearm, as a gunslinger, and can improve it, but he does not receive any other benefits from the gunsmith ability.

**Technician's Grit (Ex):** At 3rd level, a firearms technician gains Amateur Gunslinger as a bonus feat. A firearms technician uses his Intelligence modifier (minimum 1) in place of his Wisdom modifier when determining his maximum grit points and for any other abilities that use grit.

Beginning at 4th level, the technician can select one additional gunslinger deed to use with his Amateur Gunslinger feat in place of an innovation. He may select his deeds from among those available to a gunslinger of his level -2.

**Sharp Grit (Ex):** At 9th level, the technician can spend 1 grit point as a swift action in order to take 20 on a Knowledge skill check made to identify the abilities and weaknesses of one creature that he can see. Using this ability does not increase the action required to make the skill check to 20 rounds (2 minutes).

**Signature Deed (Ex):** At 15th level, the technician gains Signature Deed as a bonus feat with one of his gunslinger deeds, ignoring the feat's prerequisites.

**Innovations:** A firearms technician adds the following innovations to the list he may select when choosing a new innovation.

**Firearm Specialization (Ex):** Select 1 type of firearm that the technician is proficient with. The technician gains a bonus on damage rolls made with the selected firearm equal to his Intelligence modifier (if any). This bonus does not stack with the one provided by a gunslinger's gun training class feature.

**Improved Grit (Ex):** A technician with this innovation begins each day with a number of grit points equal to his Intelligence modifier. If the technician later gains the grit ability, as a gunslinger, he exchanges this innovation's benefits for Extra Grit. The technician must have the grit ability or Amateur Gunslinger in order to select this innovation.

**Technician's Jury-Rig (Ex):** A technician with this innovation can spend 1 grit point as an immediate action in order to prevent his firearm from gaining the broken condition when it misfires. If the firearm is an early firearm, he can also use this ability to prevent his firearm from exploding. The technician must have the Technician's Grit ability or Amateur Gunslinger feat in order to select this innovation.

## Junker Trade

Junker technicians make the best of their surroundings by improvising crafting materials and combat strategies.

**Trade Skill:** Sleight of Hand.

**Feats:** A junker technician may select the following feats as technician bonus feats: Combat Expertise, Improved Dirty Trick<sup>APG</sup>, Improved Disarm, Improvised Weapon Mastery, Quick Draw, Skill Focus (Sleight of Hand).

**Trade Abilities:** A junker technician gains the following abilities as he increases in level.

**Catch-Off Guard:** A junker technician receives

Catch-Off Guard as a bonus feat at 1st level.

**Inconspicuous Weapons (Ex):** At 3rd level, a junker technician's competence bonus on Sleight of Hand skill checks equals his level when he uses Sleight of Hand to conceal a hidden weapon. In addition, the junker can pick up an object that he is able to wield as an improvised weapon as a swift action instead of a move action. If he possesses Quick Draw, he may draw this weapon as a free action instead as well as pick up and throw improvised weapons at his full normal rate of attacks (much like a character with a bow).

**Versatile Jury-Rig (Ex):** At 9th level, when a junker technician attempts to jury-rig a gadget, he can voluntarily add +10 to the Craft check DC. If he succeeds, he can either reduce the time spent crafting the gadget to 1 minute (instead of 1 hour) or allow the jury-rigged gadget to function for 2d8 hours before collapsing into worthless scrap parts (instead of 1d8 hours).

**Sly Tricks (Ex):** At 15th level, a junker technician can substitute his Sleight of Hand skill bonus for his Combat Maneuver Bonus when attempting to make dirty tricks, disarm, and trip combat maneuvers while wielding an improvised melee weapon.

**Innovations:** A junker technician adds the following innovations to the list he may select when choosing a new innovation.

**Better This Way (Ex):** When a technician with this innovation attacks with a broken weapon, he gains a +1 circumstance bonus on the weapon's damage roll. This bonus increases by +1 for every 4 levels that the technician possesses.

**Improved Catch-Off Guard (Ex)\*:** When a technician with this innovation successfully identifies an opponent's abilities and weaknesses with a successful Knowledge skill check, he treats that opponent as being flat-footed against all melee attacks that the technician makes with improvised weapons. A techni-

cian must be at least 6th level before selecting this innovation.

**Tricks of the Trade (Ex):** A technician with this innovation receives a +2 bonus on attack rolls and combat maneuver checks made with improvised weapons.

## Motorist Trade

Motorist technicians specialize in constructing and piloting vehicles and siege weapons.

**Trade Skill:** Profession (driver).

**Feats:** Motorist technicians may select the following feats as technician bonus feats: Alertness, DriverUC, Master Siege EngineerUC, Siege CommanderUC, Siege GunnerUC, Skilled DriverUC, Skill Focus (Profession [driver]).

**Trade Abilities:** A motorist technician gains the following abilities as he increases in level.

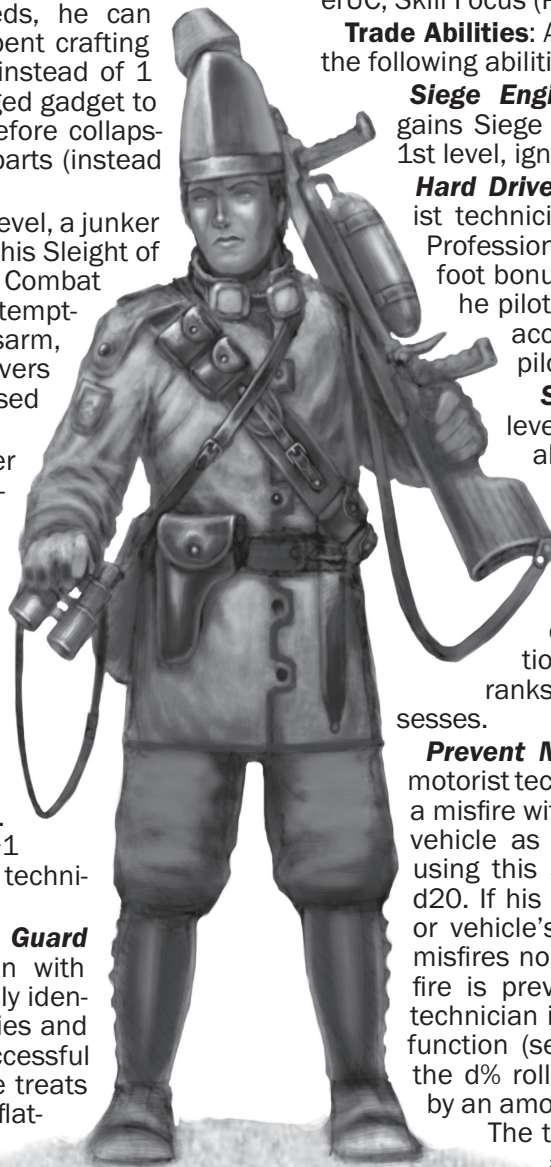
**Siege Engineer:** A motorist technician gains Siege Engineer as a bonus feat at 1st level, ignoring the feat's prerequisites.

**Hard Driver (Ex):** At 3rd level, a motorist technician gains a +2 bonus on all Profession (driver) skill checks, a +10-foot bonus to the speed of any vehicle he pilots, and a +5-foot bonus to the acceleration of any vehicle he pilots.

**Steady Driver (Ex):** At 9th level, a motorist technician can always take 10 on Profession (drive) skill checks, even while threatened. In addition, the technician can reroll a Profession (driver) skill check once per day. He can use this ability one additional time each day for every 5 ranks in Profession (driver) he possesses.

**Prevent Mishap (Ex):** At 15th level, a motorist technician can attempt to negate a misfire with a firearm, siege weapon, or vehicle as an immediate action. When using this ability, the technician rolls a d20. If his result falls within the firearm or vehicle's misfire ranger, the weapon misfires normally. If it does not, the misfire is prevented. If a vehicle that the technician is piloting would suffer a malfunction (see Chapter 4) he can adjust the d% roll to determine what happens by an amount up to his technician level.

The technician can use this ability a number of times each day equal to 3 + his Intelligence modifier (minimum 1).





**Innovations:** A motorist technician adds the following innovations to the list he may select when choosing a new innovation.

**Quick Disable (Ex):** A technician who selects this innovation can disable a siege weapon in 1d4 rounds instead of the usual 2d4 rounds.

**Ramming Master (Ex):** A technician who selects this innovation adds his Intelligence modifier (if any) to the damage dealt by the ramming vehicle maneuver of any vehicle that he pilots.

**Vehicular Defender (Ex):** A technician who selects this innovation grants any vehicle he pilots or any siege weapon he commands a +2 bonus on saving throws.

## Soldier Trade

Soldier technicians train themselves to utilize an array of electrotech gadgets and devices on the battlefield alongside more traditional weapons.

**Trade Skill:** Intimidate.

**Feats:** Soldier technicians may select the following feats as technician bonus feats: Combat Expertise, Dazzling Display, Deadly Aim, Power Attack, Skill Focus (Intimidate), Weapon Focus, Weapon Specialization.

**Trade Abilities:** A soldier technician gains the following abilities as he increases in level.

**Arms Training (Ex):** At 1st level, a soldier technician gains proficiency with all martial weapons and with medium armor.

**Armor Training (Ex):** At 3rd level, a soldier technician gains the armor training ability as a fighter of his level. The technician's level stacks with any fighter levels he possesses when determining the bonuses provided by armor training.

**Combat Training (Ex):** At 9th level, a soldier technician receives one combat feat of his choice as a bonus feat. In addition, the technician possesses a fighter level equal to half his technician level when qualifying for combat feats. The technician's effective fighter level stacks with any fighter levels he possesses meeting the prerequisites of combat feats.

**Rallying Cry (Ex):** At 15th level, a soldier technician can spur his allies onward to victory as a full-round action. This ability functions like Dazzling Display, except he grants any allies within 30 feet who can see or hear the technician's words a +2 morale bonus on attack rolls, skill checks, and saving throws for 1 round, plus a number of rounds equal to the technician's Intimidate result divided by 5. If the technician possesses Dazzling Display, he can use this ability during a Dazzling Display as a swift action.

**Innovations:** A soldier technician adds the following innovations to the list he may select when choosing a new innovation.

**Cover Master (Ex):** When a technician with this innovation is behind partial, normal, or total cover he receives an additional +2 AC bonus from the cover.

**Heavy Evasion (Ex):** A soldier technician retains the benefits of evasion (but not improved evasion) while wearing medium armor. The technician must possess the evasion class feature in order to select this innovation.

**Weapons of War (Ex):** A technician who selects this innovation is considered 2 levels higher when calculating the benefits of tinkers that target a weapon.

## Symbiont Trade

Symbiont technicians specialize in the practice of using electrotechnology to augment or treat living creatures. Although medics make up most members of the symbiont trade, the founders of the trade specialize in the grisly work of grafting electrotech devices onto living creatures, usually acting as both inventor and lab rat.

**Trade Skill:** Heal.

**Feats:** Symbiont technicians may select the following feats as technician bonus feats: Die-hard, Endurance, Great Fortitude, Self-Sufficient, Skill Focus (Heal), Toughness.

**Trade Abilities:** A symbiont technician gains the following abilities as he increases in level.

**Combat Medic:** A symbiont technician gains Combat Medic<sup>UC</sup> as a bonus feat at 1st level, ignoring its prerequisites. In addition, a symbiont technician treats all allies as though they had this feat when determining the benefits it provides the technician. His allies receive no benefit from Combat Medic unless they possess the feat themselves.

**Practiced Surgeon (Ex):** At 3rd level, a symbiont technician does not provoke attacks of opportunity when using the Heal skill to stabilize another creature. In addition, he may provide first aid to two people or treat two people for poison as a standard action (make a separate Heal check for each creature). When using the Heal skill to treat wounds from caltrops (and the like), treat deadly wounds, treat poison, treat disease, or provide long-term care, the technician may treat double the normal number of people at the same time. The technician may provide long term care for himself.

**Perfect Surgery (Ex):** At 9th level, the amount of time that the technician needs to treat wounds from caltrops (and the like), treat deadly wounds, treat disease, or provide long-term care is reduced by half. In addition, when the technician implants a symbiont into a host the number of days that the host spends in recovery is

reduced by half. If the host rolls a natural 20 on its Fortitude save to accept the symbiont, it is only in recovery for one day.

**Practiced Implantation (Ex):** At 15th level, when a symbiont technician performs the surgery required to graft a symbiont into a host he provides the host with a +4 bonus on the host's Fortitude save to accept the symbiont if his Heal check is successful. In addition, the host does not suffer any Constitution drain if it fails its Fortitude save to accept the symbiont unless it fails its saving throw by 5 or more and it does not suffer a catastrophic reaction unless it fails its Fortitude save by 10 or more.

**Innovations:** A symbiont technician adds the following innovations to the list he may select from when choosing a new innovation.

**Craft Symbiont (Ex):** A symbiont technician with this innovation is able to craft and implant symbionts. Symbionts are living creatures that require a host creature in order to thrive. In order to grow a symbiont, a technician must first research it and then grow and nourish the symbiont into adulthood. This functions exactly like building and constructing a gadget. Once the symbiont is fully nourished, it can be implanted into a living host. Grafting a symbiont into a living creature requires 1 hour per 1,000 gp of its cost and an additional 250 gp in costly medical supplies.

Implanting a symbiont onto a living creature is dangerous work. A technician cannot self-implant a symbiont. If the surgery is successful, the host spends 1 day per 1,000 gold of the symbiont's cost in recovery, after which it receives the full benefits of that symbiont. For a full description of the available symbionts and their benefits, see Chapter 3.

Symbionts are nonmagical in nature and their benefits are always extraordinary abilities. A symbiont can thrive outside of a host body by being stored in a tank of fresh water, but after one week it shrivels up and dies. A host's body can only accept a number of symbionts equal to its Constitution modifier and if the creature attempts to exceed this maximum it immediately suffers 1d4 points of Constitution drain per symbiont and all of the symbionts are obliterated by the host's immune system.

**Symbiotic Competence (Ex):** A technician with this innovation can create a minor symbiont that improves his physical ability. The technician gains a competence bonus equal to half his level on skill checks made with one Strength- or Dexterity-based skill of his choice. A technician can select this innovation more than once. Each time it is selected, apply its benefits to a new skill.

**Symbiotic Acceptance (Ex):** A technician with

this innovation treats his Constitution modifier as though it were 2 higher when determining the number of symbionts he can have implanted into his body before suffering a catastrophic reaction to the implantation

## Tinker Trade

Tinker technicians are often mislabeled as mad eccentrics. While this is sometimes true, many technicians belonging to this trade seek to push the boundaries of the electrotech devices they create.

**Trade Skill:** Spellcraft.

**Feats:** Tinker technicians may select any metatech feat as a technician bonus feat.

**Trade Abilities:** A tinker technician gains the following abilities as he increases in level.

**Forceful Tinkers (Ex):** At 1st level, a tinker technician adds +1 to the DC of all tinkers he activates.

**Battery Tinkering (Ex):** At 3rd level, a tinker technician modifies his battery pack so it generates additional battery points each day. The battery pack generates 1 battery point at 3rd level, 3 points at 4th level, 6 points at 7th level, 10 points at 10th level, 15 points at 14th level, and 21 points at 16th level. All battery points generated by this ability must be allotted to tinkers, though the technician may divide these points among any number of tinkers as he sees fit.

**Rapid Metatinkering (Ex):** At 9th level, the tinker technician can spontaneously apply a metatech feat he possesses to a tinker by increasing its activation time to a full-round action. Doing so grants the tinker the broken condition after the effect resolves. If the tinker already possessed the broken condition, it is destroyed instead, and the technician suffers 2d6 points of fire damage per level of the tinker. Any battery points remaining within the tinker are lost.

**Spontaneous Metatinkering (Ex):** At 15th level, a tinker technician can use his rapid metatinkering ability without increasing the tinker's activation time. He can use this ability a number of times per day equal to 3 + his Intelligence modifier (minimum 1).

**Innovations:** A tinker technician adds the following innovations to the list he may select when choosing a new innovation.

**Favored Tinker (Ex):** A technician who selects this innovation chooses one tinker he can activate and whose schematic he possesses within his tinker manual. When applying the benefits of a metatech feat to the tinker, reduce the feat's level adjustment by 1, to a minimum adjustment of 0. This innovation can be selected multiple times. Each time it is selected, choose a new tin-

ker to apply its benefits to. A technician must be at least 4th level before selecting this innovation.

**Hypertech Tinkering:** A technician who selects this innovation chooses one spell on the sorcerer/wizard spell list and adds it to his technician tinker list as a tinker of the same level. This tinker is a hypertech tinker (see below) and its level cannot exceed the technician's maximum tinker level. A technician can select this innovation a second time at 10th level and a third time at 16th level.

**Tinker Focus (Ex):** A technician who selects this innovation increases the save DC of his tinkers by +1.

## Trap Trade

Trap technicians are notorious for their ingenious designs in regards to the creation of mechanical traps, which utilize immateria to produce extraordinary abilities and effects when triggered.

**Trade Skill:** Disable Device.

**Feats:** Trap technicians may select the following feats as bonus feats: Advanced Ranger Trap<sup>UM</sup>, Combat Expertise, Extra Ranger Trap<sup>UM</sup>, Greater Reposition<sup>APG</sup>, Improved Reposition, Quick Reposition, Skill Focus (Disable Device).

**Trade Abilities:**

A trap technician gains the following abilities as he increases in level.

**Learn Ranger Trap:** A trap technician gains Learn Ranger Trap as a bonus feat at 1st level, ignoring its prerequisites. The trap technician uses his Intelligence modifier (if any) in place of his Wisdom when determining the effects of his traps, the number of times each day that he can use his ranger traps, the Perception DC to notice his traps, and the save DC of his traps.

**Tactical Set-Up (Ex):** At 3rd level, when the technician successfully makes a reposition combat maneuver against an opponent whose abilities and weaknesses he has identified with a Knowledge skill check, the technician can move that opponent into a trap or other hazardous area, such as a pit, wall scythe, or blade barrier. When he does so, the moved enemy is treated as though it had activated the trap or triggered the hazard and takes a –2 penalty to AC and on saving throws to mitigate the trap or hazard's effects.

**Trap (Ex):** At 9th level, a trap technician learns how to create two additional ranger traps of his

choice. The technician may use his traps a total number of times per day equal to half his technician level + his Intelligence modifier. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The technician cannot select an individual trap more than once. In addition, the technician treats his level as his ranger level when attempting to meet the prerequisites of feats that list the trap class feature as a prerequisite.

Beginning at 10th level, the technician can select one additional ranger trap in place of an innovation.

**Tinker Trap (Ex):** At 15th level, a technician can construct his tinkers to launch his ranger traps in addition to the tinker's normal effects. When allotting a tinker with battery points, the technician may infuse a ranger trap that he knows into the tinker, expending one daily use of the ability. Doing so improves a +1 level adjustment to the tinker as though this ability was a metatech feat.

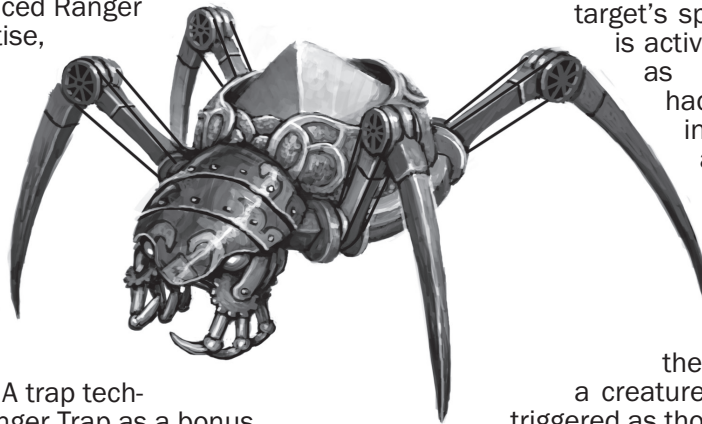
If the infused tinker targets an opponent, the infused trap is immediately launched into the target's space when the tinker is activated and is triggered as though the target had triggered it. If the infused tinker targets an area, the infused trap is immediately launched into one 5-foot square within the targeted area when the tinker is activated. If the trap is placed within a creature's space, the trap is triggered as though the creature had triggered it.

**Innovations:** A tinker technician adds the following innovations to the list he may select when choosing a new innovation.

**Hypertech Traps (Ex):** Extraordinary traps set by a technician with this innovation no longer suffer a –2 penalty to their save DC.

**Trap Sense (Ex):** A technician who selects this innovation gains a +1 dodge bonus to the technician's AC and Reflex saves against attacks made by traps. This bonus increases by +1 at 6th level and every 3 levels thereafter.

**Trap Spotter (Ex):** Whenever a technician with this innovation comes within 10 feet of a trap, he receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.



## Technician Tinker List

A technician draws tinkers from the following list.

### 0-Level Tinkers (0 Battery Points)

*acid splash*, *brand*<sup>APG</sup>, *know direction*, *lullaby*, *mending*, *purify food and drink*, *ray of frost*, *spark*<sup>APG</sup>, *sift*<sup>APG</sup>

### 1st-Level Tinkers (1 Battery Point)

*alarm*, *burning hands*, *corrosive touch*<sup>UM</sup>, *crafter's fortune*<sup>APG</sup>, *detect secret doors*, *detect undead*, *enlarge person*, *erase*, *grease*, *hold portal*, *hypnotism*, *identify*, *invigorate*<sup>APG</sup>, *jury-rig*<sup>UC</sup>, *longshot*, *negate aroma*<sup>APG</sup>, *obscuring mist*, *polypurpose pancea*<sup>UM</sup>, *produce flame*, *reduce person*, *reinforce armaments*<sup>UC</sup>, *sleep*, *shocking grasp*, *weaken powder*<sup>UC</sup>

### 2nd-Level Tinkers (3 Battery Points)

*ablative barrier*<sup>UC</sup>, *chill metal*, *distressing tone*<sup>UM</sup>, *elemental touch*<sup>APG</sup>, *fire breath*, *frost fall*<sup>UC</sup>, *guiding star*, *heat metal*, *hypnotic pattern*, *kinetic reverberation*<sup>UC</sup>, *masterwork transformation*, *levitate*, *locate object*, *locate weakness*<sup>UC</sup>, *make whole*, *protection from arrows*, *pyrotechnics*, *reloading hands*<sup>UC</sup>, *resist energy*, *returning weapon*<sup>UC</sup>, *ricochet shot*<sup>UC</sup>, *scorching ray*, *shatter*, *snapdragon fireworks*<sup>UM</sup>, *stabilize powder*<sup>UC</sup>, *thunder fire*<sup>UM</sup>

### 3rd-Level Tinkers (6 Battery Points)

*blindness/deafness*, *confusion*, *daylight*, *deep slumber*, *discern lies*, *force punch*<sup>UM</sup>, *flash fire*<sup>UC</sup>, *hostile levitation*<sup>UC</sup>, *lightning bolt*, *jester's jaunt*<sup>APG</sup>, *pellet blast*<sup>UC</sup>, *quench*, *repel vermin*, *snare*, *touch injection*<sup>UC</sup>, *versatile weapon*<sup>UC</sup>, *water breathing*

### 4th-Level Tinkers (10 Battery Points)

*detonate*<sup>APG</sup>, *discern lies*, *discordant blast*<sup>APG</sup>, *dragon's breath*<sup>APG</sup>, *locate creature*, *malfunction*<sup>UM</sup>, *rusting grasp*, *solid fog*, *sonic thrust*<sup>UM</sup>, *universal tinker*<sup>\*</sup>, *zone of silence*

### 5th-Level Tinkers (15 Battery Points)

*acidic spray*<sup>UM</sup>, *cloudkill*, *corrosive consumption*<sup>UM</sup>, *hostile juxtaposition*<sup>UC</sup>, *mind fog*, *lightning arc*<sup>UM</sup>, *rapid repair*<sup>UM</sup>, *soothe construct*<sup>UM</sup>, *sonic thrust*<sup>UM</sup>, *teleport*

### 6th-Level Tinkers (21 Battery Points)

*antilife shell*, *antimagic field*, *control construct*<sup>UM</sup>, *disintegrate*, *eyebite*, *find the path*, *getaway*<sup>APG</sup>, *instant summons*, *repulsion*, *reverse gravity*, *twin form*<sup>APG</sup>, *veil*

\* functions as any technician tinker of 3rd level or lower.

## RACIAL FAVORED CLASS OPTIONS

The rules below allow members of races from the *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE* to take alternate rewards when they gain a level in the technician class, provided they have chosen technician as their favored class. Racial favored class options were introduced in *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*.

Each of these rewards replaces the normal reward for having a level in a favored class (gaining 1 extra hit point or 1 extra skill rank). Unlike those general rewards, the options presented here speak directly to the themes of the technician class and the general tendencies of each race.

Whenever you gain a level, you can choose which favored class option you take. Unless noted otherwise, these benefits always stack with themselves. Many of these alternate class rewards add only 1/2, 1/3, 1/4, or 1/6 to a class ability (such as adding to the technician's battery

pool). When applying such a benefit to a die roll or class ability, always round down (minimum 0). You may need to select an option multiple times before the benefit applies. Some options may have a fixed numerical limit, after which selecting the option provides no benefit. In these cases, you can always select from among the standard rewards when taking a level in the favored class. The technician cannot gain a bonus that improves a technician class feature unless he possesses that class feature.

**Aasimar:** Gain 1/6 of a new innovation.

**Catfolk:** Add a +1/2 competence bonus on the technician's Acrobatics or Stealth checks while wearing a feet gadget (maximum +5).

**Changeling:** Add a +1 competence bonus on Disguise checks to appear human while wearing a head gadget.

**Dhampir:** Add +1/2 on Fortitude saves the technician makes to accept a symbiont or increase the technician's Constitution modifier by 1/4 when determining the number of symbionts that can be implanted into him.

**Drow:** Add +1/2 to the competence bonus on

Heal checks provided by the symbiont trade.

**Duergar:** Add +1/2 to the competence bonus on Craft checks provided by the craftsman trade.

**Dwarves:** Add +1/2 to the competence bonus on Craft checks provided by the craftsman trade.

**Elves:** Add one tinker schematic from the technician's tinker list to his tinker manual. This schematic must be at least 1 tinker level below the highest level the technician can construct.

**Fetchling:** Add a +1/2 competence bonus on the technician's Stealth checks while wearing a chest or feet gadget.

**Gillman:** Add 1 foot to the technician's swim speed while wearing a feet gadget. In combat, this only has an effect for every five increases in swim speed.

**Gnomes:** The technician gains 1/6 of a new innovation.

**Goblin:** Add +1/2 to all fire damage dealt by the technician's gadgets, tinkers, and class features.

**Grippli:** Gain 1/6 of a new innovation.

**Half-Elf:** Add +1 to the competence bonus provided by the technician's trade.

**Half-Orc:** Add +1/4 to damage rolls that the technician makes with gadgets, tinkers, and weapons that he has personally crafted.

**Halflings:** Reduce the chance that a gadget that the technician equips as a full-round action will gain the broken condition and lose 1d4 battery points by 1%. Each time this bonus is selected, this chance is further reduced by 1%.

**Hobgoblin:** Gain 1/6 of a new bonus combat feat from the technician's trade. The technician must belong to the soldier trade to receive this benefit.

**Humans:** Gain 1/6 of a new bonus combat feat from the technician's trade or 1/6 of a new innovation from the technician's trade.

**Ifrit:** The technician gains fire resistance 1 while wearing a chest gadget (maximum 10). This stacks with any racial fire resistance the technician possesses but not with fire resistance gained from other sources.

**Kitsune:** Add +1/4 to the saving throw DC of the technician's gadgets and tinkers that are classified as hypertechnology.

**Kobold:** Add +1/2 to the bonus from the trap-finding innovation or +1/2 to the saving throw DC of the technician's ranger traps.

**Merfolk:** Add 1 foot to the technician's swim speed while wearing a feet gadget. In combat, this only has an effect for every five increases in swim speed.

**Nagaji:** Add +1/4 to the nagaji's racial natural armor bonus to AC while wearing a chest gadget.

**Orc:** Add +1/4 to damage rolls that the techni-

cian makes with gadgets, tinkers, and weapons that he has personally crafted.

**Oread:** Add +1 to the technician's racial acid resistance while wearing a chest gadget (maximum +10).

**Ratfolk:** Add +1/4 to the maximum number of battery points that the technician can spend each day as well as the number of battery points generated by his battery back when he recharges it.

**Samsaran:** Add one tinker schematic from the technician's tinker list to his tinker manual. This schematic must be at least 1 tinker level below the highest level the technician can construct.

**Strix:** Add 1 foot to the technician's fly speed while wearing a chest gadget. In combat, this only has an effect for every five increases in fly speed.

**Suli:** Gain 1/6 of a new innovation.

**Svirfneblin:** Add +1/4 to the saving throw DC of the technician's gadgets and tinkers that are classified as hypertechnology.

**Sylph:** Add +1 to the technician's racial electricity resistance while wearing a chest gadget (maximum +10).

**Tengu:** Add +1/2 to the technician's level when determining the duration of tinkers that target weapons from the light blades or heavy blades fighter weapon groups.

**Tiefling:** Gain 1/6 of a new innovation.

**Undine:** The technician gains cold resistance 1 while wearing a chest gadget (maximum 10). This stacks with any racial cold resistance the technician possesses but not with cold resistance gained from other sources.

**Vanara:** Add a +1/2 competence bonus on the technician's Acrobatics checks while wearing a chest or feet gadget.

**Vishkanya:** Add a +1/4 bonus to the saving throw DC of the technician's vishkanya's venom while wearing a head gadget.

**Wayang:** Add a +1/2 competence bonus on the technician's Stealth checks while wearing a chest or feet gadget.

## ARCHETYPES

First introduced in Chapter 2 of *PATHFINDER ROLE-PLAYING GAME: ADVANCED PLAYER'S GUIDE*, archetypes allow for a measure of differentiation between members of the same class as well as customization of that class towards a universal theme. The following archetypes listed here allow a technician to specialize in exotic technologies and fighting styles suitable for adventurers of a myriad ilks.

This section details the following archetypes: alchemical incendiary, automechanic, cyborg, electromedic, esotechnic, holomaster, mechamachinist, necrotech, and transmoglomaniatic.

### Cyborg

Although already state of the art, the field of symbionics is quickly giving rise to a new school of thinking—cybernetics. Those who follow this school reject the “traditional” methods of using living tissue as an implant in favor of something colder and more refined: steel. Cyborgs are the result of these experiments, people who are half flesh and half machine.

**Internal Power Supply (Ex):** In order to fuel his cybernetic abilities, the cyborg must keep a small pool of battery power within his mechanical body. At 1st level, the cyborg must allocate 1 battery point from his battery back to his internal power supply when he allocates his battery points for the day. If he does not allocate these points to his internal power supply or his power supply runs out of battery points, the cyborg becomes exhausted until his internal power supply is allocated battery points.

At 4th level and every 3 levels thereafter, a cyborg must allocate additional battery points to his power supply in order to stave off exhaustion. He must allocate 3 points to his power supply at 4th level, 6 points at 7th level, 10 points at 10th level, 15 points at 13th level, and 21 points at 16th level.

**Trade:** A cyborg must select the symbiont trade as his trade at 1st level.

**Symbiotic Upgrade (Ex):** At 1st level, a cyborg slowly

upgrades himself into a half-construct creature. At 1st level, a cyborg receives a +2 racial bonus on saving throws against disease, poison, and effects that cause disease or exhaustion. At 3rd level, the cyborg becomes immune to sleep effects and gains a +2 racial bonus on saving throws against mind-affecting effects. At 9th level a cyborg no longer needs to eat or sleep unless he gains some sort of benefit from this activity. At 15th level, the cyborg gains the half-construct subtype and no longer needs to breathe. Should a cyborg die, he can be raised from the dead but he loses all benefit from this archetype until he spends 5 days per level reconstructing and implanting his body with new half-construct parts. This ability replaces all of the symbiont trade's level-based abilities.

**Cybernetic Innovations:** Beginning at 2nd level, a cyborg adds the following innovations to the list of innovations he can choose from whenever he gains a new innovation.

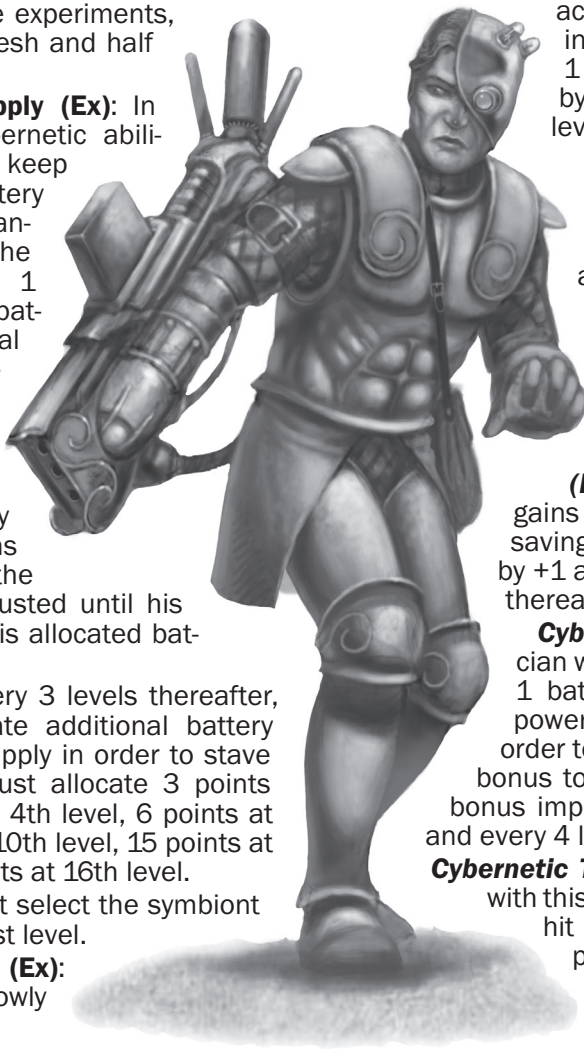
**Cybernetic Accuracy (Ex):** A cyborg with this innovation can spend 1 battery point from his internal power supply as a swift action in order to gain a +1 insight bonus on attack rolls for 1 round. This bonus improves by +1 at 5th level and every 4 levels thereafter.

**Cybernetic Armor (Ex):** A technician with this innovation gains a +1 enhancement bonus to his natural armor. This innovation can be selected up to five times. Each time it is selected, increase the technician's enhancement bonus to his natural armor by +1.

**Cybernetic Resistance (Ex):** A with this innovation gains a +1 resistance bonus on all saving throws. This bonus improves by +1 at 5th level and every 4 levels thereafter.

**Cybernetic Speed (Ex):** A technician with this innovation can spend 1 battery point from his internal power supply as a swift action in order to gain a +10 ft. enhancement bonus to his speed for 1 round. This bonus improves by +10 ft. at 5th level and every 4 levels thereafter.

**Cybernetic Toughness (Ex):** A technician with this innovation gains 1 additional hit point per character level he possesses.



**Expanded Power Supply (Ex):** A technician who selects this innovation can allocate any number of battery points to his internal power supply when he allocates his battery points.

**Install Electrotechnology (Ex):** Choose 1 gadget or tinker that the technician can construct which is listed in his tinker manual. The technician can implant the selected electrotech device into his body as though it were a symbiont. He cannot implant electrotech devices into characters that do not possess the internal power supply ability. Gadgets implanted into a technician do not occupy a slot on the technician's body, and tinkers implanted into a technician only require one hand to operate. Electrotech devices implanted into a technician must be allocated battery points from the technician's internal power supply as though it were a battery pack, using the same rules as allocating battery points from a battery pack into an electrotech device.

A technician must have the gadget or tinker on hand in order to implant it into his body. All gadgets and tinkers count as symbionts with a cost of 1,000 gp when determining the duration of the surgery and its recovery period. The DC for the technician's body to accept an implanted electrotech device is 10 + the number of other symbionts implanted within him. The technician must possess the internal power supply ability and the craft symbiont and self-installment innovations in order to select this innovation.

**Self-Installation (Ex):** A technician who selects this innovation can implant symbionts into himself without needing to make checks or spend any downtime recovering from the surgery. A technician must possess the craft symbiont innovation in order to select this discovery.

## Electromedic

Just as the wonders of electrotech can destroy, those trained in the healing arts can use electrotechnology to mend flesh and bone, giving life to those on the verge of death's embrace. Electromedics are not miracle-workers; they are scholars of the body and use this knowledge to heal the wounded as effectively as a cleric brandishing positive energy.

**Trade:** An electromedic must select the symbiont trade at 1st level.

**Curative Tinkers:** An electromedic is able to use the marvels of electrotechnology combined with modern medicine to heal other creatures. The electromedic adds the following spells to his technician tinker list as tinkers of the indicated level:

**0-Level—stabilize**

**1st—cure light wounds, diagnose disease<sup>UM</sup>**

## Hypertech Tinkers

The most advanced tinkers make use of a special type of technology called hypertech. As its name might suggest, hypertech produces effects far beyond those of ordinary tinkers by utilizing the mundane forces of nature to perfectly mirror spellcasting. Any tinker designated as hypertech is a spell effect instead of an extraordinary ability; such tinkers can be dispelled by *dispel magic*, can be suppressed by an *antimagic field*, and so forth. Furthermore, because hypertech is so radically complex, activating a hypertech tinker detracts from a technician's focus, causing the activation of a hypertech tinker to provoke attacks of opportunity.

**2nd—cure moderate wounds, lesser restoration**

**3rd—cure serious wounds, neutralize poison**

**4th—cure critical wounds, restoration**

**5th—breath of life<sup>APG</sup>, cleanse<sup>APG</sup>**

**6th—heal**

Curative tinkers do not utilize positive energy, so they do not affect undead creatures and can heal living creatures with the negative energy affinity trait. Furthermore, all curative tinkers have an increased casting time of 1 minute, as they require the electromedic to perform a delicate surgery with the tinker. This ability replaces the technician's ability to construct gadget upgrades. Electromedics cannot research or create gadget upgrades and they cannot add gadget upgrade schematics to their tinker manuals.

**Curative Innovations:** Beginning at 2nd level, an electromedic adds the following innovations to the list of innovations he can choose from whenever he gains a new innovation.

**Curative Elixirs:** A technician who selects this innovation receives Brew Potion as a bonus feat, ignoring its prerequisites. The technician may only brew his curative tinkers into potions unless he also possesses levels in a spellcasting class or the alchemist class, in which case he may brew spells on that class's spell list or the alchemist's formulae list into potions normally. Curative tinkers brewed into potions take effect immediately after consuming the potion, so they do not have their casting time increased to 1 minute.

**Masterful Curing (Ex):** A technician with this innovation uses his level instead of the normal limits imposed by a cure wounds curative tinker when determining the number of hit points

healed. For example, a 7th level technician using a cure light wounds curative tinker heals for  $1d8+7$  instead of the usual limit of  $1d8+5$ .

**Emergency Healing (Ex):** At 4th level, an electromedic can convert any tinker of 2nd level or higher into a curative tinker in a pinch. Instead of its usual effects, he can use any 2nd- or 3rd-level tinker as a 1st-level curative tinker, any 4th- or 5th-level tinker as a 2nd-level curative tinker, or any 6th-level tinker as a 3rd-level curative tinker. Tinkers adjusted by metatech feats use their adjusted tinker level to determine what curative tinkers they can be converted into, but the benefits of those metatech feats are lost.

**Master Surgeon (Ex):** At 7th level, an electromedic can take 10 on any Heal skill check, even while distracted or threatened. A technician can choose not to take 10 and roll normally instead. In addition, once per day, the technician can take 20 on any Heal skill check as a standard action. He can use this ability one additional time per day for every 6 levels he possesses beyond 7th, to a maximum of three times per day at 19th level. This ability replaces lore master.

**Masterful Treatment (Ex):** At 8th level, a patient receiving long-term care from an electromedic recovers hit points at a rate of 3 hit points per level for a full 8 hours of rest in a day, or 6 hit points per level for each full day of complete rest; or 3 ability score points for a full 8 hours of rest in a day, or 6 ability score points for each full day of complete rest. In addition, an electromedic doubles the number of hit points he restores to a damaged creature when treating deadly wounds.

**Nanotech Tinker (Ex):** At 12th level, an electromedic can transform any curative tinker he creates into a nanotech tinker by increasing its level by 1, as though this ability was a metatech feat. Doing so allows the technician to use the casting time listed in a curative tinker's spell description instead of its modified casting time of 1 minute. Nanotech tinkers are a type of hypertechnology; see the hypertechnology side bar below.

**Improved Nanotech Tinker (Ex):** At 16th level, an electromedic can transform his curative tinkers into nanotech tinkers without increasing their level three times per day.

## Esotechnic

It is widely known that supernatural forces often interfere with the operation of electrotech devices, but none so much as the

denizens of the Spirit Realm. Though none can be sure of how these insubstantial entities can divert immateria currents and distort recorded sounds, some technicians who seek these answers delve too deep and become engulfed by the shadowy world of Pact Magic. This archetype utilizes rules presented in *PACT MAGIC UNBOUND, VOL. 1*.

**Bind Spirits:** An esotechnic can seal pacts with spirits. The esotechnic's binder level equals his technician level and he binds spirits as an occultist of that same level. An esotechnic uses Intelligence in place of Charisma on binding checks and when calculating the effectiveness of granted abilities. This ability replaces the technician's trade.

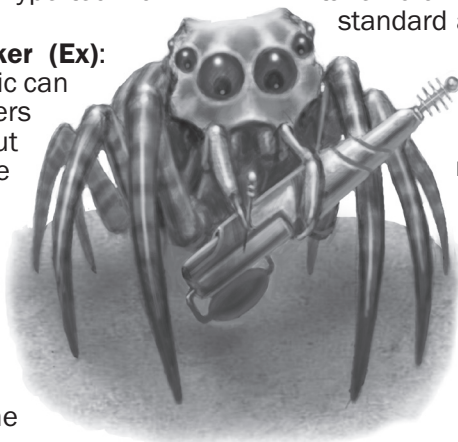
**Haunted Electrotechnology (Ex):** An esotechnic's occult powers clash with his electrotech tinkering, granting him a number of benefits as well as a hindrance. An esotechnic cannot draw a tinker as part of the action required to activate it, even if the tinker is stored in a convenient location such as a holster or bandolier, but all of the esotechnic's tinkers have their full effect against incorporeal creatures as if they were modified by the Ectoplasmic Tinker feat. This does not increase their level.

**Occult Secrets:** An esotechnic may select any occult feat as a technician bonus feat. Alternatively, he may select a binder secret in place of a technician bonus feat, using his technician level as his occultist level. The esotechnic may not trade feats earned from advancing in level for binder secrets. This ability alters the technician's list of bonus feats.

**Occult Lore Master (Ex):** At 7th level, an esotechnic may take 10 on skill checks made with any of the following Knowledge skills if he has ranks in that skill: Knowledge (arcana), Knowledge (history), Knowledge (planes), or Knowledge (religion). An esotechnician can choose not to take 10 and can instead roll normally. In addition, once per day the esotechnician can take 20 on any of these Knowledge skills as a standard action. He can use this ability one additional time per day for every 6 levels he possesses beyond 7th, to a maximum of three times per day at 19th level. This ability replaces lore master.

## Grenadier

Explosive weapons are among the most frequently-used by the soldier trade in world-wide conflicts that become all-too common as the discovery of electrotechnology makes the world a





smaller place. Grenadiers are masters of explosive weapons and use them to their full destructive potential in combat.

**Trade:** A grenadier must select the soldier trade as his trade at 1st level. In addition, a grenadier receives Throw Anything as a bonus feat and adds his Intelligence bonus (if any) on damage rolls made with splash weapons, including splash damage if any. This damage is already included in the bomb class feature and does not stack with an alchemist's Throw Anything ability. This ability replaces the soldier trade's 1st-level ability.

**Admixture Tinkers:** At 2nd level, a grenadier technician adds all bomb admixture formulae from the alchemist's formulae list to his tinker list as a tinker of a the same level. He must add these tinkers to his tinker manual as usual. This ability replaces the technician's 2nd-level innovation.

**Bombs (Su):** At 3rd level, a grenadier gains the bomb ability, as an alchemist of his technician level -2. This ability replaces the soldier trade's 3rd-level ability.

**Innovative Discovery:** Beginning at 4th level, a grenadier can select any alchemist discovery that modifies the bomb ability in place of an innovation, using the grenadier's technician level -2 as his alchemist level when attempting to meet the prerequisites of these discoveries.

**Bomb Expert (Ex):** At 15th level, a grenadier can imbue his mundane splash weapons with the benefits of his discoveries. When he allocates battery points to his gadgets and tinkers, a grenadier may grant one mundane splash weapon of his choice the benefits of one of his alchemist discoveries by paying a number of battery points equal to double the discovery's alchemist level prerequisite. If a discovery does not have an alchemist level prerequisite, it costs 4 battery points to apply its benefits to the splash weapon. Treat the splash weapon's base damage as its bomb damage when determining the benefits of these discoveries. This ability replaces the soldier trade's 15th-level ability.

## Holomaster

Technicians who pursue the field of holographics utilize hypertechnology to confound the senses and disturb the mind with a combination of fantastic magical power and immateria. Technicians and wizards alike accuse holomasters of bastardizing their respective arts, but holomasters see such reactions as a testament to their skill.

**Trade:** A holomaster must select the tinker trade at 1st level.

**Holographic Tinkers (Ex):** A holomaster can create special tinkers that produce holographs; visual images projected by electrotech devices that are designed to trick the senses. The holomaster adds the following spells to his technician tinker list as tinkers of the indicated level:

**1st**—*disguise self, silent image, vanish*

**2nd**—*blur, disguise other, invisibility, ghostly disguise<sup>UM</sup>, minor image, mirror image, phantom trap*

**3rd**—*displacement, major image, vision of Hell<sup>UM</sup>*

**4th**—*greater invisibility, hallucinatory terrain, illusory wall*

**5th**—*persistant image, mass invisibility, mirage arcana*

**6th**—*programmed image, project image, mislead, veil*

Holographic tinkers are a type of hypertechnology (see the sidebar below). This ability replaces the tinker trade's 1st-level ability.

**Eye for Falsehoods (Ex):** At 2nd level, a holomaster's experience in working with holographs makes spotting illusions child's play for him. The holomaster receives a bonus on Will saves made against illusions equal to his Intelligence modifier (if any). This ability replaces the innovation earned at 2nd level.

## Necrotechician

Perhaps the grimmest field of electrotechnology, necrotechnology is unsettling to most folk in name alone. A precursor to the field of electromedicine, necrotechnology was originally imagined as a means to return life to the dead with electrotechnology by combining robotics and symbionics together. When all attempts proved fruitless, most abandoned the field. Those who remain continue to use necrotechnology to animate corpses using robotic components.

**Diminished Battery:** A necrotechician must spend additional immateria in order to keep his undead experiments operational and power his undead domination device. At 1st level, the necrotechician's battery pack possesses 1 fewer battery point than indicated on Table 1-1: Technician. He generates 3 fewer battery points at 4th level, 6 fewer battery points at 7th level, 10 fewer battery points at 10th level, 15 fewer battery points at 13th level, and 21 fewer battery points at 16th level.

**Trade Dabbling:** At 1st level, a necrotechician gains the trade skill bonuses, bonus feat lists, and innovation lists from both the craftsman trade and the symbiont trade. A necrotechician gains the abilities listed below instead of either trade's abilities. This ability replaces the technician's trade.

## Necrotech Undead

Although they are extremely similar to the regular types of undead, a necrotech undead's half-construct nature both bolsters it and hinders it. Undead creatures within the necrotype subtype possess the following traits and features:

» **Undead Traits:** Necrotech undead possess all of the usual traits and features of Undead creatures, as described in the appendix of *PATHFINDER ROLEPLAYING GAME: BESTIARY*.

» **Dual Nature:** Necrotech undead rely on robotics in order to animate them instead of magical energy. As a result, a necrotech undead is treated as both a construct and an undead creature for all effects relating to type. If an ability affects constructs and undead differently, a necrotech undead is always effected in the least beneficial manner.

» **Energy Resistance:** Positive and negative energy is less effective against necrotech undead. Reduce the variable, numerical effects of spells and abilities that utilize positive and negative energy against a necrotech undead by 50%.

**Necrotech Tinkers:** A necrotechnician studies the process of using robotics to animate the dead. The necrotechnician adds the following spells to his technician tinker list as tinkers of the indicated level:

**0-Level**—*disrupt undead*

**1st**—*detect undead, hide from undead*

**2nd**—*command undead*

**3rd**—*animate undead, halt undead*

**6th**—*control undead, create undead*

Undead created by a necrotech tinker possess the half-construct subtypeARG. A necrotechnician cannot use his tinkers to create incorporeal undead or intelligent undead. The GM may likewise rule that some undead are beyond the scope of a necrotechnician's abilities, such as those created via supernatural means or by the grisly demise of a creature. Necrotech tinkers are a type of hypertechnology (see the sidebar below). This ability replaces the technician's 1st-level trade ability.

**Undead Domination Device (Su):** At 3rd level, the necrotechnician gains either Command Undead or Turn Undead as a bonus feat. In addition, he creates an electrotech device that allows him to manipulate undead creatures. He can use this device to channel energy

a number of times per day equal to 3 + his Intelligence modifier, but only to use either Command Undead or Turn Undead.

The necrotechnician can take any feat that adds to his ability to channel energy, such as Extra Channel or Improved Channel. He cannot take feats that alter this ability, such as Alignment Channel or Elemental Channel, except for Command Undead and Turn Undead (whichever he did not receive as a bonus feat). The DC to save against this ability is equal to 10 + 1/2 the necrotechnician's level + his Intelligence modifier. This ability replaces the technician's 3rd-level trade ability.

**Necrotech Companion (Ex):** At 9th level, a necrotechnician can animate a single skeleton or zombie whose Hit Dice do not exceed his technician level. This necrotech companion has the half-construct subtype and follows the necrotechnician's commands without needing to be controlled by him. The necrotechnician cannot have more than one necrotech companion at a time. Creating a necrotech companion requires 8 hours of work. The necrotechnician can dismiss his companion as a standard action, which destroys it. This ability replaces the technician's 9th-level trade ability.

**Improved Companion:** At 15th level a necrotechnician grants his necrotech companion one of the following abilities. He chooses which ability his companion possesses when it is created or after an 8 hour upgrading process. If his necrotech companion is lost or destroyed, he can select a different ability to provide to his new companion. This ability replaces the technician's 15th-level trade ability.

- **Electrifying (Ex):** The necrotech companion's unarmed and natural attacks deal 1d6 additional points of electricity damage. In addition, creatures striking the companion with an unarmed or natural attack suffer 1d6 points of electricity damage.

- **Explosive (Ex):** The necrotech companion explodes when reduced to 0 hit points, causing all opponents adjacent to it to suffer 1d6 points of fire damage and catch on fire. A successful Reflex save (DC 10 + 1/2 the technician's level + his Intelligence modifier) prevents the opponent from catching on fire.

- **Self-Repairing (Su):** The necrotech companion has fast healing 1. In addition, if destroyed the necrotech companion returns to unlife 1 hour later at 1 hit point, allowing its fast healing to resume healing it. Destroying or removing the companion's electrotech components or reducing its corpse to fine ash prevents it from repairing itself.

**Grand Necrotechnician:** At 20th level, a

necrotechnician may choose to grant his necrotech companion an additional ability from the list of improved companion abilities instead of selecting a grand innovation for himself. This ability modifies grand innovation.

## Transmoglomaniac

Of all the branches of electrotechnology, none is more often accused of being 'mad science' than transmogrification. Quite literally the science of changing one creature into another, transmogrification uses symbionts to slowly convert one creature into another by replacing hands with claws, feet with fins, and more.

**Trade:** A transmoglomaniac must select the symbiont trade at 1st level.

**Transmorphic Tinkers (Ex):** A transmoglomaniac use special tinkers to aid in the transmogrification process, often in the form of chemical injections stirred by electric pulses. The transmoglomaniac adds the following spells to his technician tinker list as tinkers of the indicated level:

- 1st**—alter self
- 2nd**—anthropomorphic animal<sup>UM</sup>, beast shape I
- 3rd**—beast shape II, monstrous physique I<sup>UM</sup>, vermin shape I<sup>UM</sup>
- 4th**—beast shape III, monstrous physique II<sup>UM</sup>, vermin shape II<sup>UM</sup>
- 5th**—baleful polymorph, beast shape IV, monstrous physique III<sup>UM</sup>, polymorph (animals, humanoids, and magical beasts only)
- 6th**—form of the dragon I, greater polymorph, monstrous physique IV<sup>UM</sup>

Because they rely upon injection, all transformative tinkers have a range of touch except for personal range tinkers, which remain unchanged. Transmorphic tinkers are a type of hypertechnology (see the sidebar below). This ability replaces the technician's gadget upgrades. Transmoglomaniacs cannot research or create gadget upgrades and they cannot add gadget upgrade schematics to their tinker manuals.

**Mutagen (Su):** A transmoglomaniac gains the mutagen ability, as an alchemist. This ability replaces the technician's 1st-level trade ability.

**Transmorphic Innovations:** Beginning at 2nd level, a transmoglomaniac adds the following innovations to the list of innovations he can choose from whenever he gains a new innovation.

**Heightened Transmutation (Su):** Select 1 of the following transmorphic tinkers: form of the dragon I, monstrous physique I, or vermin shape I. The technician adds all of the abilities granted by those tinkers to the list of abilities he can

choose to grant himself using his transmorphic mutagen. The technician cannot select a tinker whose tinker level is greater than his maximum tinker level with this innovation. The technician adds any subsequent versions of these tinkers (such as vermin shape II) to the list of abilities that he can choose to grant himself using his transmorphic mutagen when his tinker level equals or exceeds the spell's level. This innovation can be selected up to three times. Each time, choose a different transmorphic tinker.

**Shapechange Mutagen (Su):** A technician with this innovation can imbue his mutagen with the transformative properties of his transmorphic tinkers. When he creates a transmorphic mutagen, the technician may double the number of battery points allocated to it in order to create a shapechange mutagen instead. A shapechange mutagen functions identically to a transmorphic mutagen except that the technician transforms into a creature allowed by a single transmorphic tinker in the technician's tinker manual instead of granting its usual effects. The technician has all the abilities of his new form for the duration of the mutagen's effects. The technician must activate the shapechange mutagen by swallowing a handful of catalyst pills as a standard action after ingesting the mutagen. This is a polymorph effect that replaces the usual benefits of the technician's transformative mutagen. The shapechange mutagen's effects last until the mutagen's effects end and cannot be dismissed early.

If the transmorphic mutagen is also an infused mutagen, the battery points allocated to the mutagen continue to count against the maximum number of battery points that the technician can spend until the infused mutagen is imbibed or wasted. A technician must be at least 4th level in order to select this innovation.

**Transmorphic Discoveries:** A technician can select one of the following alchemist discoveries in place of an innovation, using his level as his alchemist level when determining if he meets a discovery's prerequisites: feral mutagen, grand mutagen, greater mutagen, infuse mutagen, tentacle, tumor familiar, and wings.

**Transmorphic Mutagen (Su):** At 4th level, when transmoglomaniac allocates his battery points for the day, he can allocate 3 battery points to his mutagen in order to grant himself two abilities from among those that can be granted by beast shape I when he imbibes it, improving to beast shape II at 8th level, beast shape III at 12th level, and beast shape IV at 16th level. The transmoglomaniac manifests bestial features while the mutagen is imbibed. This ability is a polymorph effect.

If a transmorphic mutagen is transformed into an infused mutagen, the technician reduces the number of battery points that he generates each day by an amount equal to the number of points spent creating the transmorphic mutagen until it is imbibed. This ability replaces the technician's gadget upgrades.

## ELECTROTECH FEATS

The feats presented in this chapter are available for all characters and creatures that qualify. Revolving around the use of electrotechnology, these feats best suited for technicians or characters that study electrotechnology, although any character can take these feats if they can justify such a choice to the GM's satisfaction.

This chapter features the following types of feats. Feats without one of these subtypes are general feats.

### Metatech Feats

As a technician's skill in electrotech grows, some characters learn to build and utilize their tinkers in slightly different ways by preparing their tinkers with metatech feats. Tinkers modified by a metatech feat are treated as tinkers with a higher level than normal, meaning they require additional battery points to use. This does not change the level of the tinker, so the DC of saving throws against it does not go up. In most regards, metatech feats follow the same rules as applying metamagic feats to spells.

When the technician allocates battery points to a tinker, the character chooses which tinkers will be prepared with metatech feats (and thus which ones require more battery points to activate). In all ways, the tinker operates at its original tinker level, even though it is prepared using more battery points. Saving throw modifications are not changed unless stated otherwise in the feat description. The modifications made by metatech feats only apply the tinker used by the feat user.

**Multiple Metatech Feats on a Tinker:** A technician can apply multiple metatech feats onto a single tinker. Changes to its level are cumulative. You cannot apply the same metatech feat more than once to a single tinker.

## FEAT DESCRIPTIONS

The following feats appear in alphabetical order.

### Dazing Tinker (Metatech)

The power of your tinkers dazes opponents.

**Benefit:** Creatures struck by your tinkers are disoriented by their power. When a creature is damaged by a dazing tinker, it becomes dazed for a number of rounds equal to the tinker's original level. If the tinker allows a saving throw, a successful save negates the daze effect. If the tinker does not allow a save, the target can make a Will save to negate the daze effect (DC 10 + the tinker's original level + your Intelligence modifier). If the tinker effect also causes the creature to become dazed, the duration of this metatech effect is added to the duration of the tinker.

Tinkers that do not inflict damage do not benefit from this feat.

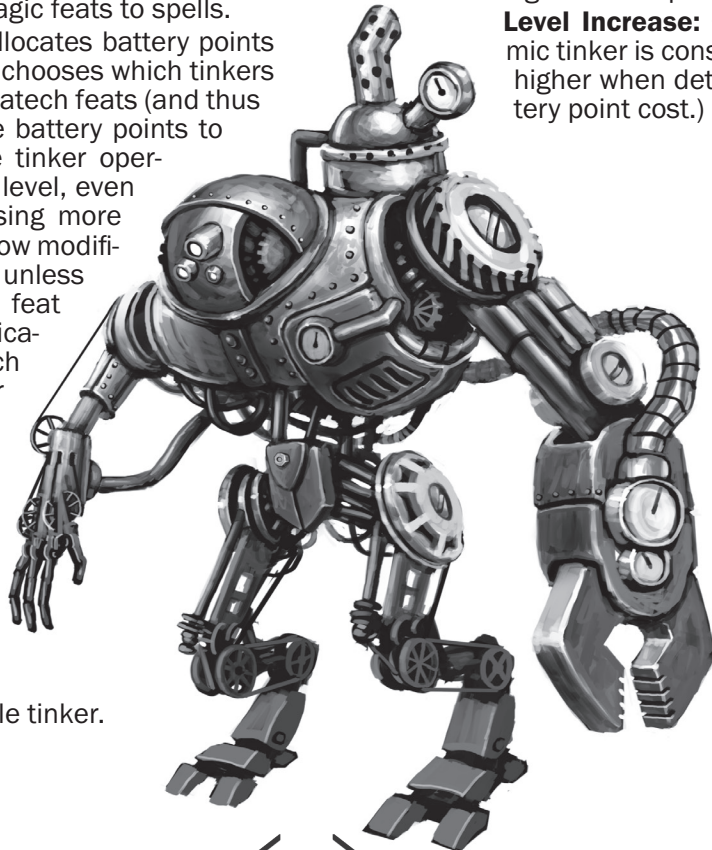
**Level Increase:** +3 (a dazing tinker is considered three levels higher when determining its battery point cost.)

### Ectoplasmic Tinker (Metatech)

Your tinkers interfere with incorporeal foes.

**Benefits:** You design a tinker so that it interferes with the unique ethereal signal of incorporeal entities, allowing you to overcome their defenses. An ectoplasmic tinker has its full effect against incorporeal creatures.

**Level Increase:** +1 (an ectoplasmic tinker is considered one level higher when determining its battery point cost.)



## Electrotech Proficiency

You are able construct electrotech devices.

**Benefits:** You suffer no penalties when attempting to pilot electrotech vehicles, and you can craft and activate electrotech gadgets as though you were a 1st level technician. Each day, you may use your battery pack to generate 1 battery point, which you can allocate to an electrotech gadget as though you possessed the electrotechnology class feature. This battery point is already factored into the total number of battery points that the technician receives as detailed on Table 1-1: Technician. A non-technician does not gain additional battery points for having a high Intelligence score.

**Special:** If electrotech is rare in your campaign setting, you cannot place ranks in Craft (electrotech) without this feat, nor can you utilize the electrotech functions of Disable Device or Knowledge (engineering).

## Elemental Tinker (Metatech)

You can adjust the elemental energies of your tinkers.

**Benefit:** You can alter the elemental type of an elemental tinker. Select 1 of the following elemental types: acid, cold, electricity, or fire. The tinker deals damage of the selected type instead of its original energy type and gains the appropriate elemental descriptor.

When applying this metatech feat to a tinker, you can choose to immediately modify the tinker's energy type or wait until activating the tinker to make this decision. Tinkers that do not inflict acid, cold, electricity, or fire damage do not benefit from this feat.

**Level Increase:** +0 or +1 (an elemental tinker is considered one level higher when determining its battery point cost if its elemental descriptor is not chosen when the tinker is prepared. If the descriptor is chosen when battery points are first allocated to the tinker, do not increase its level.)

## Empower Tinker (Metatech)

Your increase the power of your tinkers.

**Benefit:** Your tinkers are designed to make explosive use of their battery power. All variable, numeric effects of an empowered tinker are increased by half including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are tinkers without random variables.

**Level Increase:** +2 (an empowered tinker is considered two levels higher when determining its battery point cost.)

## Enlarge Tinker (Metatech)

You are able to vastly improve the range on your tinkers.

**Benefit:** You can design a tinker so that it possesses a longer than usual range. Increase the range of an enlarged tinker by 100%. An enlarged tinker with a range of close now has a range of 50 ft. + 5 ft./level, medium-range tinkers now have a range of 200 ft. + 20 ft./level, and long-range tinkers have a range of 800 ft. + 80 ft./level. Tinkers whose ranges are not defined by distance, as well as tinkers whose ranges are not close, medium, or long, do not benefit from this feat.

**Level Increase:** +1 (an enlarged tinker is considered one level higher when determining its battery point cost.)

## Extra Battery

You squeeze additional power from your battery pack.

**Prerequisites:** Ability to use tinkers.

**Benefit:** Add +2 to your Intelligence for the purpose of determining the number of points your battery pack possesses. This feat does not provide you with any of the other benefits of possessing a higher Intelligence score.

## Extra Innovation

You unlock the secrets of an additional innovation.

**Prerequisites:** Innovation class feature.

**Benefit:** You gain one additional innovation. You must meet the prerequisites of the new innovation if it possesses any.

**Special:** You can gain this feat multiple times.

## Extend Tinker (Metatech)

Your tinkers possess an extended battery life.

**Benefit:** You can program a tinker so that it spends its battery points efficiently, resulting in an extended duration. An extended tinker lasts twice as long as normal. Tinkers with a duration of concentration, instantaneous, or permanent are unaffected by this feat.

**Level Increase:** +1 (an extend tinker is considered one level higher when determining its battery point cost.)

## Hands-Free Tinker (Metatech)

Your tinkers recognize your voice and use it as a trigger.

**Benefit:** You can program a tinker to recognize your voice and begin supplying you with its benefits the moment you give a verbal command. A hands-free tinker does not require any

somatic components and does not need to be held in the technician's hand in order to activate it. Instead, the tinker requires a verbal component (your voice, typically in the form of a passcode). Upon speaking the passcode, the tinker activates. This does not reduce the amount of time it takes to use the tinker and a hands-free tinker always targets you. Only tinkers that target creatures or have a range of personal can be made into hands-free tinkers.

**Level Increase:** +2 (a hands-free tinker is considered two levels higher when determining its battery point cost.)

### Heighten Tinker (Metatech)

You make your tinkers harder to resist with more power.

**Benefit:** You can supply a tinker with additional battery power in order to make it harder to resist. A heightened tinker has a higher tinker level than usual (up to 6th level). Unlike most metatech feats, Heighten Tinker actually increases the effective level of the tinker it modifies. All effects dependent on the tinker's level are calculated according to the heightened level except saving throw DC, which is calculated using the heightened level + 2.

**Level Increase:** A heightened tinker has a battery point cost as a tinker of its effective level.

### Intensified Tinker (Metatech)

Your tinkers break the boundaries of normal tinkers.

**Benefit:** Your tinkers are overclocked and possess a higher potential for devastation than most. An intensified tinker increases the maximum number of damage dice by 5 levels. You must actually have sufficient technician levels to surpass the maximum in order to benefit from this feat. No other variables of the tinker are affected, and tinkers that inflict damage that are not modified by caster level are not affected by this feat.

**Level Increase:** +1 (an intensified tinker is considered one level higher when determining its battery point cost.)

### Maximize Tinker (Metatech)

Your tinkers have the maximum possible effect.

**Benefit:** You route the tinker's power into maximizing its effectiveness. All variable, numeric effects of a tinker modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are tinkers without random variables.

An empowered, maximized tinker gains the separate benefits of each feat: the maximum

result plus half the normally rolled result.

**Level Increase:** +3 (a maximized tinker is considered two levels higher when determining its battery point cost.)

### Merciful Tinker (Metatech)

Your tinkers are designed to subdue rather than kill.

**Benefit:** You can alter tinkers that inflict damage to inflict nonlethal damage instead. Tinkers that inflict damage of a particular type (such as fire) inflict nonlethal damage of that same type.

**Benefit:** +0 (a merciful tinker requires the same number of battery points to activate as the base tinker.)

### Reach Tinker (Metatech)

Your tinkers possess a better range than normal.

**Benefit:** You can redesign a tinker so that it travels farther than usual. This feat allows you to alter the range of a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long.

Tinkers that require melee touch attacks that are modified by this feat require ranged touch attacks instead. Tinkers that do not have a range of touch, close, or medium do not benefit from this feat.

**Level Increase:** Special. (a reach tinker is treated as being one level higher than the tinker's actual level for each increase in range category when determining its battery point cost. For example, a spell with a range of touch increased to long range is considered three levels higher when determining its battery point cost.)

### Selective Tinker (Metatech)

You design your tinkers to be mindful of your allies.

**Prerequisites:** Knowledge (engineering) 10 ranks.

**Benefit:** You can design your tinkers to recognize friend from foe and discriminate between them. When using a selective tinker with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to your Intelligence modifier. These targets are excluded from the effects of your tinker.

Tinkers that do not have an area of effect or a duration of instantaneous do not benefit from this feat.

**Level Increase:** +1 (a selective tinker is considered one level higher when determining its battery point cost.)

## PART 2: A ROCK AND A HARD PLACE

"Get your mitts off of me!" Aldan growled as the Baron's goons manhandled him out of the Rosewode Estate, their beefy arms wrapped under his armpits. Aldan's captives were silent and took special care to make the trip as painful as possible; both men pinched, jabbed, and kicked Aldan as they dragged him along and the lackey carrying Quillard swung the poor nashi back and forth, bouncing his body against whatever solid surface they happened to pass.

It wasn't until they were pushed out of a back door that Aldan's suspicions were confirmed: he and Quillard weren't going to be bounced off the premise peacefully. The room they had entered was cramped, empty, and dark. The goon carrying Quillard stopped to flick the chamber lamps on, revealing a black electric carriage with no license plate.

"Like the carriage?" the goon restraining him asked as his partner ducked back out into the hallway, his toothy grin sparkling like a gold piece. "Baron's asked us to take you and your little friend for a ride. Don't worry, ain't gonna take long. We'll be back before the Baron cuts the cake."

"You're going to bump us off for trying to get our stuff back?" Aldan replied, ignoring his captor's question.

"Naw, you've got it all wrong, see. We're just going for a harmless drive." The goon quickly spun Aldan around and rammed him face-first into the wall. Blood burst from his nose and trickled down his face.

"And just what do you think you're doing, rat?" Quillard's captor asked as he slammed him into the wall, causing the nashi to drop a small gun-shaped device. "Packin' heat at the Baron's private party? Mebbe we oughta pinch'em. Get our names in the rag." Quillard's captor grinned as he stomped the gadget into the pavement.

"What'cha blabbering about? We ain't gonna live to see tomorra's rag if we stick it to the Baron's orders!" the other goon chastised his comrade in annoyance.

"Well, t'eh be fair, that ship sailed when ye nabbed me friends." The baron's lackeys whirled around; Edna stood in the doorway clenching her axe.

"Who the hell are you, you pug-ugly-." The thug never finished his sentence; Edna swung her axe around and slammed it into his side. Spinning with her ancient weapon's inertia, Edna dsug the axe's blade directly into the second thug's shoulder, toppling him to the floor.

"Oh thank the gods," Quillard spat as he rolled off of Aldan's back and onto his face. His attitude quickly soured when his gaze met the smashed remains of his trinket.

"Horsefeathers!" Quillard cursed loudly. "That was my flame blaster! It'll take days to repair it!"

"Ye got yer life, ain't that enough?" Edna asked as she helped Aldan to his feet and tossed him a potion.

"My tech is my life, thanks." Quillard muttered.

"We don't have time fer a grouser, Quillard. We got teh get our engine back so we can leave this gods forsaken city. How can we find it?"

"Same way we tracked it here," Quillard replied, pulling out a small device the size of a tart. "My tracking beacon'll show us all the electrotech in Ellencourt in a one-mile radius. The engine'll light up like a firecracker on its readings."

"I hate to interrupt, but does anyone else hear that?" Aldan interjected. Edna and Quillard stopped talking and listening; a low rumbling echoed through the manor's halls and through the open door. Quillard's face dropped.

"That's the sound of an Ergon security drone," he whimpered.

"So what?" Aldan asked, pulling out his musket. "It's one drone. We can take it."

"Of course we can! That's not the prob-," but Aldan didn't wait for his friend to finish. Grabbing his shotgun, he whipped the weapon's barrel around the door's corner and fired. The slug tore through the drone as it rounded the corner, leaving a fist-sized hole in its chest. It collapsed immediately.

"You were saying?" Aldan grinned at Quillard, but his jest was short-lived. Alarms immediately started blaring as the chamber lamps lighting the carriage bay started pulsing with red light.

"I was saying that they're directly interfaced with the manor's security system," Quillard hollered over the blaring screech that echoed through the halls. "Because of your goopy bloodlust, we're about to get mobbed by a swarm of drones!"

"There's got teh be a way outta here, Quillard." Edna grunted. A second drone whirled by the door and she slammed her axe into its side, destroying it with a single stroke. Its head bleeped several times before shutting down.

"Um," Quillard muttered while rubbing the bridge of his nose with his forefingers. "Wherever they're keeping the engine is bound to have sewage access. You need decent drainage incase of oil spills or the like. Ellencourt Manors often have large sewage ducts; they were used as impromptu bomb shelters during the Great War when Ellencourt was under siege. And this model of drone isn't waterproof; they wouldn't be able to follow us into the sewers. Even if we couldn't find the engine, we could likely get off the property using the sewer system. Hotfooting there is our best chance."

"Well, let's get a move on!" Aldan cried as a third drone rumbled through the hallway. This one moved faster, it's lifeless optic sensors emotionlessly glaring into Aldan's eyes as he unleashed another payload of slugs into its body.

# CHAPTER TWO

## ELECTROTECH

### GEAR



**A**mazing devices and wondrous technology is the hallmark of the Age of Electrotech. As use of immateria spreads, electrotech devices quickly revolutionize the world, from household conveniences to job-enhancing machines. Amazing vehicles whirl across the land, over and under the sea, and through the sky itself while the world shrinks in size as news of events spreads quickly across vast distances by way of carriage, train, and even invisible radio broadcasts.

But for all the good that has come of the Age of Electrotech, mastery over immateria has birthed countless horrors into mortal hands. Devastating weapons ravage the battlefield, including destructive explosives, firearms that unleash gouts of fire, and silent, odorless gases that flay victims alive with chemical burns. Machines of incomprehensible power loom in the laboratories of their inventors, wonders born from madmen who dream of bringing entire nations to their knees. And despite the scars these terrible devices have inflicted upon the world, electrotech's march of innovation only accelerates onward towards a desolate future. Within Chapter 2, you will find the following:

**Weapons & Armor:** Chapter 2 begins with an array of electrotech weapons and armor, some mirroring the products of modern warfare while others available only in a world as rich in mysticism as the Age of Electrotech.

**Goods:** Next, an array of goods are presented with which characters living in the Age of Electrotech may use to pamper themselves with the conveniences of the modern age. Included are an array of electrotech furnishings, tools, and other devices born from innovative minds.

**Wonders of Madness:** The most powerful devices born from the Age of Electrotech are seldom available for mass purchase. Rather, they are the children of the mad and wonders of immateria.

**Vehicles:** Finally, Chapter 2 concludes with a number of new vehicles common during the Age of Electrotech.



## ELECTROTECH AVAILABILITY

Electrotech's availability in a campaign setting is the deciding factor when determining how difficult it is to purchase a given device. Consult Table: Electrotech Availability when determining if an item is available in a settlement for purchase, comparing its cost to the settlement's purchase limit, which differs depending upon how available electrotech is in the settlement. The GM might decide that changes in electrotech's availability can be as broad as continent by continent or as fine as settlement by settlement.

This limit typically applies to all electrotech items found in Chapter 2 except for wonders of madness, as they are left for the GM to decide where (and if) they appear. This limit also applies to purchasing gadget and tinker schematics; see Chapter 3 for more information regarding the purchase of such schematics.

## WEAPONS

The forces of immateria are wondrous and govern many of the natural occurrences in the world. From preventing forest fires to curing previously misunderstood diseases, electrotechnology has done many good things for the world. But for every wonder and miracle, electrotech has caused an equal amount of devastation and ruin, primarily through the use of electrotech weaponry. From automated blades of whirling steel and boomsticks that spray flurries of bullets, electrotech weapons are extremely dangerous and vastly alter the nature of warfare following their creation.

That said, it is only in the most highly advanced of worlds that electrotech weapons truly outpace the weapons of old. Unlike a steel sword, blades forged from immateria can malfunction with cataclysmic results and a thompson typewriter is just as likely to misfire as a revolver. For this reason, electrotech weaponry is for the foolhardy and desperate as much as it is for the innovative and cunning.

### Special Features

The following special features that are not covered in *PATHFINDER ROLEPLAYING GAME ULTIMATE EQUIPMENT* are described here.

**Automatic:** A firearm with the automatic weapon quality fires a burst of bullets with a single pull of the trigger, attacking all creatures in a line. This line starts from any corner of your space

**Table 2-1: Electrotech Availability**

Size	Item Purchase Limit		
	Rare <sup>1</sup>	Emerging <sup>2</sup>	Common-place <sup>3</sup>
Thorp	—	250 gp	500 gp
Hamlet	—	500 gp	1,000 gp
Village	25 gp	1,250 gp	2,500 gp
Small Town	50 gp	2,500 gp	5,000 gp
Large Town	125 gp	5,000 gp	10,000 gp
Small City	250 gp	12,500 gp	25,000 gp
Large City	500 gp	25,000 gp	50,000 gp
Metropolis	2,500 gp	50,000 gp	100,000 gp

<sup>1</sup> Increase the cost of all electrotech items by 25%.

<sup>2</sup> This is the default assumption for the prices provided in *AGE OF ELECTROTECH*.

<sup>3</sup> Reduce the cost of all electrotech items to 25% of their purchase cost (except wonders of madness).

and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When an automatic weapon attacks all creatures in a line, it makes a separate attack roll against each creature in the line. Each creature in the line can only be attacked with one bullet per burst. Each attack roll takes a -2 penalty to account for recoil and its attack damage cannot be modified by precision damage or damage-increasing feats such as *Vital Strike*. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells do not foil an automatic weapon's line attack. If any of the attack rolls threaten a critical hit, confirm the critical for that attack roll alone. An automatic weapon misfires only if all of the attack rolls made misfire. A single attack with an automatic weapon fires 10 bullets. An automatic weapon cannot fire single bullets that target one creature. When taking a full-attack action with an automatic weapon, you can fire as many bursts in a round as you have attacks.

**Double-Barrel:** A weapon with the double-barrel weapon quality can be used to fight as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. If you are two-weapon fighting with two double-barrel weapons, you may only designate one of your four barrels as your off-hand weapon, but it is always treated as a light weapon regardless of the weapon's actual type. Double-barrel weapons are enhanced with enhancement bonuses

and special weapon abilities as double weapons are; each barrel is treated as a separate “end” of the weapon.

## Weapon Descriptions

Weapons found on Table 2-2: Electrotech Weapons (melee) and Table 2-3: Electrotech Weapons (ranged) are described below.

**Bergmann boomstick:** This firearm is a smaller version of the thomson typewriter. Because of its small size, it is not collapsible but no less deadly for enemies caught within its wake.

**Blazing bonnie:** Instead of bullets, this infamous firearm unleashes a spray of flames using electrotechnology to create instant fire. When using a blazing bonnie, the wielder projects a 60-foot line of fire and attempts a separate attack roll with a -2 penalty against each opponent within the line. Damage caused by a blazing bonnie cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Concealment, such as from fog, smoke, *blur*, or *invisibility*, offers no protection from a blazing bonnie’s attack and if any roll threatens a critical hit, the wielder confirms the critical hit for that opponent alone.

In addition to the weapon’s damage, the stream of fire sets combustible materials ablaze, forcing damaged opponents to succeed at a DC 20 Reflex save or catch fire, suffering an additional 2d6 points of fire damage each round until the flames are extinguished.

A blazing bonnie’s tanks and fuel-filled backpack are awkward, causing the wielder to suffer a -4 armor check penalty in addition to any penalties suffered from wearing armor. The tanks have hardness 10 and 5 hit points, and if the tank is ruptured in the presence of any adjacent flame (including the device’s own gas igniter), the wielder takes 6d6 points of fire damage and all creatures within a 20-foot radius suffer 3d6 points of fire damage as a fiery conflagration erupts from the weapon. Creatures within the 20-foot radius (except the wielder) can attempt a DC 20 Reflex save to reduce this damage by half, and any creature damaged in this explosion must attempt a DC 20 Reflex save or catch fire.

**Banshee grenade:** This egg-shaped thrown weapon explodes after its pin is removed while the safety is pressed. The weapon’s pin is removed as part of the action used to throw it. During the next round after the grenade’s pin is pulled, it explodes in a concussive burst, damaging all creatures within a 20-foot radius. A successful Reflex save (DC 15) reduces the damage by half.

**Buzzer:** This insidious device is an upgraded version of a simple children’s toy that can cause

## Fighter Weapon Groups

The new weapons presented in this chapter belong to the following fighter weapon groups.

Group	New Weapons
Blades, heavy	chainglaive, chainsaw, force blade*, light sawridge shield
Blades, light	force blade*, light sawridge shield
Electrotech	buzzer, double-barrelled nucleonic pistol, double-barrelled nucleonic rifle, force blade*, nucleonic pistol, nucleonic rifle, stock prode, taser
Firearms	bergmann boomstick, blazing bonnie, double-barrelled nucleonic pistol, double-barrelled nucleonic rifle, dragoon rifle, imperial leon, madsen mauler, maxim assaulter, nucleonic pistol, nucleonic rifle, thomson typewriter
Polearms	chainglaive
Thrown	banshee grenade, chemkill grenade, splinterhail grenade,

\*Force blades belong to the same blade weapon group(s) as the base weapon.

actual harm to an unsuspecting victim. A buzzer consists of a small, palm-sized device that shocks a creature by using the victim’s body to complete an electric circuit. A buzzer deals non-lethal electricity damage and attacks made with a buzzer resolve against the victim’s touch AC. Because of its small size, a buzzer provides a +4 circumstance bonus on Sleight of Hand checks made to conceal it.

**Chainglaive:** This somewhat impractical weapon consists of the deadly combination of a chainsaw blade mounted onto a polearm.

**Chainsaw:** This two-handed device is a combat-ready conversion of a somewhat common electrotech construction tool that functions by spinning a blade-gilded chain on a track.

**Chemkill grenade:** This cylinder-shaped explosive is designed to release a cloud of toxic gas upon detonation. A chemkill grenade functions as a banshee grenade except instead of exploding and dealing damage, the grenade spews forth a sickening yellow gas called devil’s breath in a 20-foot radius. The cloud disperses naturally after 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round.

**Devil’s brandy:** This large canister resembles a massive chemkill grenade and has similar effects. When triggered, a gas cylinder releases

**Table 2-2: Electrotech Weapons (melee)**

Exotic Weapons <sup>1</sup>	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Light Melee Weapons								
Buzzer	1,000 gp	1d4	1d4	x2	—	1 lb.	electricity	nonlethal
Sawridge shield, light	+400 gp	1d4	1d6	x4	—	8 lbs.	S	sunder
One-Handed Melee Weapons								
Sawridge shield, heavy	+400 gp	1d6	1d8	x4	—	8 lbs.	S	sunder
Stock prod	1,000 gp	1d4	1d6	x4	—	1 lb.	electricity	nonlethal
Two-Handed Melee Weapons								
Chainglaive	4,250 gp	1d8	1d10	x4	—	14 lbs.	S	reach, sunder
Chainsaw	4,000 gp	1d10	1d12	x4	—	16 lbs.	S	sunder
Extras								
Force blade	+4,000 gp	—	—	—	—	1 lb.	—	—

**Table 2-3: Electrotech Weapons (ranged)**

Exotic Weapons <sup>1</sup>	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Ranged Weapons										
Banshee grenade	50 gp	2d6	3d6	x2	20 ft.	—	—	1 lb.	B	see text
Chemkill grenade	100 gp	see text	see text	—	20 ft.	—	—	2 lbs.	acid	see text
Electrotech bomb	10 gp	1d4	1d6	x2	10 ft.	—	—	1 lb.	B and P	—
Splinterhail grenade	75 gp	3d6	4d6	x2	20 ft.	—	—	1 lb.	B, S, P	see text
Taser		1d6	1d8	x2	10 ft.	—	—	1 lb.	electricity	nonlethal
One-Handed Firearms (Advanced)										
Bergmann boomstick		1d6	1d8	x4	10 ft.	1–2	6	10 lbs.	B and P	automatic
Double-barreled nucleonic pistol		1d4	1d6	x3	80 ft.	1–3	100	18 lbs.	special	double-barrel
Imperial leon	400 gp	1d6	1d8	x4	80 ft.	1	7	4 lbs.	B and P	—
Nucleonic pistol		1d4	1d6	x3	80 ft.	1–3	50	12 lbs.	special	—
Two-Handed Firearms (Advanced)										
Blazing bonnie	800 gp	3d6	4d6	—	—	—	6	20 lbs.	fire	—
Double-barrelled nucleonic rifle	2,250 gp	1d10	1d12	x2	100 ft.	1–4	100	35 lbs.	special	double-barrel
Dragoon rifle	500 gp	1d8	1d10	x4	80 ft.	1	5	9 lbs.	B and P	—
Madsen mauler	1,000 gp	1d10	2d6	x4	100 ft.	1–2	40	20 lbs.	B and P	automatic
Maxim load	1,500 gp	2d6	2d8	x4	120 ft.	1–2	250	120 lbs.	B and P	automatic
Nucleonic rifle	1,750 gp	1d10	1d12	x3	100 ft.	1–3	50	25 lbs.	special	—
Thompson type-writer	750 gp	1d8	1d10	x4	20 ft.	1–2	6	12 lbs.	B and P	automatic
Ammunition										
Blazing bonnie fuel tank	50 gp	—	—	—	—	—	—	9 lbs.	—	ammo
Devil's brandy*	450 gp	—	—	—	—	—	—	50 lbs.	—	see text
Nucleonic cartridge*		—	—	—	—	—	—	—	—	ammo

\* See ammunition's description.

a cloud of sickening yellow gas called devil's breath in a 15-foot cone. On the following two rounds, the cloud extends by an additional 15-foot square, based upon the direction that the wind is blowing, forming a 15-foot wide, 45-foot long cloud after 3 rounds. (You can determine the wind's direction randomly by rolling a d4: 1 is north, 2 is east, 3 is south, and 4 is west.) The cloud continues to move with the wind, rolling along the surface of the ground and dispersing after 10 rounds. A strong wind (21+ mph) disperses the cloud in 4 rounds and a severe wind (31+ mph) disperses it in 1 round.

**Double-barrelled nucleonic pistol:** This illegal firearm is a safety hazard because of its unstable dual-electrotech batteries. Despite being an advanced firearm, a double-barrelled nucleonic rifle explodes as though it were an early firearm if a misfire is rolled while it has the broken condition. Unlike an early firearm, this explosion never destroys the nucleonic pistol although the same cannot be said for those nearby.

**Double-barrelled nucleonic rifle:** Sold exclusively through illegitimate sources, this deadly weapon is prone to disastrous explosions. Despite being an advanced firearm, a double-barrelled nucleonic rifle explodes as though it were an early firearm if a misfire is rolled while it has the broken condition. Unlike an early firearm, this explosion never destroys the nucleonic rifle, although the same cannot be said for those nearby.

**Dragoon rifle:** This firearm bears many similarities to the standard rifle, except it possesses a loading system that features stripper clips.

**Electrotech bomb:** An electrotech bomb is a simple explosive that is often used by grenadiers. Despite being a thrown splash weapon, an electrotech bomb is treated as ammunition for the purpose of drawing them, crafting masterwork or otherwise special versions of them. Unlike ammunition, an electrotech bomb is always destroyed when it is thrown.

**Force blade:** A force blade uses a special electrotech battery to produce a continual beam of force energy that can be used to cleanly slice through most material. Any melee slashing weapon can be transformed into a force blade by adding the force blade's cost to that of the weapon's. A force blade is automatically masterwork and cannot be made from special materials such as adamantine or cold iron. A force blade cannot deal bleeding damage, but it ignores 5 points of hardness when damaging objects, counts as dealing bludgeoning and piercing damage when attempting to overcome damage reduction, and deals half damage to incorporeal creatures or full damage if the force blade is also magical.

**Imperial lion:** This more sophisticated version

## Déjà Vu?

The statistics of some of some weapons that have been presented in this chapter may seem familiar to well-read players and GMs. Electrotech has basis in real-world technology, and as a result many modern firearms first presented in other products have been reprinted here under another name. GMs should decide the naming conventions for these firearms, and a list of those weapons that have had their names altered is provided below.

Modern Name	Electrotech Name
Gas cylinder	Devil's brandy
Lawrence 1917 flamethrower	Blazing bonnie
M1914 grenade (concussion)	Banshee grenade
M1914 grenade (fragmentation)	Splinterhail grenade
M1917 chemical grenade	Chemkill grenade
Madsen light machine gun	Madsen mauler
Maxim M1910 machine gun	Maxim assaulter
Mosin-Nagant M1891 rifle	Dragoon rifle
Nagant M1895 revolver	Imperial lion

of the revolver has space for an additional bullet, but otherwise operates in the same manner.

**Maxim assaulter:** This massive firearm typically has a two-person crew, a gunner and a loader. As a full-round action, a loader can use the aid another action to grant the maxim assaulter's gunner a +2 bonus on the weapon's next attack roll. A maxim assaulter is typically mounted on wheels with a gun shield that provides the gunner cover when firing the maxim assaulter while prone or is placed on the back of a horse-drawn wagon. If a gunner is able to lift the weapon, a maxim that is not mounted in one of these two fashions suffers a -4 penalty on attack rolls and knocks the wielder prone each time it is fired.

**Madsen mauler:** This imposing automatic firearm is light enough to be carried and wielded by a single user. It utilizes a recoil-operated locking system to quickly dispense a volley of bullets.

**Nucleonic cartridges:** These explosive cartridges are essentially electrotech batteries that

have are overclocked with immateria in order to pack an explosive punch when the energy is channeled and released through a nucleonic firearm. When a nucleonic cartridge is created, its crafter selects 1 of the following energy types: electricity, force, or sonic. All attacks made with a nucleonic firearm deal energy damage based on the energy type of the weapon's nucleonic cartridge. In addition, each energy type has a special property that it bestows upon all attacks made with the nucleonic firearm, as noted below:

» *Electricity*: The firearm can be set to stun its victims instead of dealing lethal damage. Damage done by the firearm is treated as nonlethal damage instead of lethal damage. It is still considered electricity damage as well, so effects that reduce or prevent electricity damage or nonlethal damage affect the firearm's attacks when it is set to stun.

» *Force*: The firearm deals half damage to incorporeal creatures, or full damage if the firearm is also magical.

» *Sonic*: The firearm ignores hardness equal to 5 + its enhancement bonus.

**Nucleonic pistol:** This hand-held firearm is roughly the same size as an ordinary pistol, except it uses unstable nucleonic cartridges to fire bursts of energy. Because they are dangerously unstable, nucleonic pistols are usually privately owned and are seldom used by military institutions.

**Nucleonic rifle:** A larger version of the nucleonic pistol, a nucleonic rifle is designed for long range combat but is no less dangerous to wield.

**Sawridge shield, heavy:** This shield consists of a sturdy, circular metal plate with a powerful electrotech motor built into its center. When a shield bash is made with the shield, the engine activates, spinning dozens of razor-sharp blades around the shield's edges that slice through enemies. A character need not be proficient in the sawridge shield's use in order to use it as a shield, but the character must possess Exotic Weapon Proficiency (sawridge shields) in order to shield bash with a sawridge shield without incurring a -4 penalty on attack rolls for lacking proficiency with the weapon.

**Sawridge shield, light:** This light-weight version of the sawridge shield is particularly effective for smaller and physically weaker combatants. A character need not be proficient in the sawridge shield's use in order to use it as a shield, but the character must possess Exotic Weapon Proficiency (sawridge shields) in order to shield bash with a sawridge shield without incurring a -4 penalty on attack rolls for lacking proficiency with the weapon.

**Splinterhail grenade:** A splinterhail grenade functions identically to a banshee grenade,

## Devil's Breath

Named for its sulfurous odor, this dangerous, yellow gas is a potent chemical weapon that causes intense itching and skin irritation which quickly escalates into large chemically-burned blisters filled with yellow fluid wherever the gas contacted the victim's body.

A cloud of devil's breath obscures vision like fog cloud and looks like a bank of fog, except its vapors are yellowish brown. Living creatures within a cloud of devil's brandy take 3d6 points of acid damage when first exposed to the gas and must succeed at a DC 18 Fortitude save each round or become nauseated and blinded for as long as they are in the cloud and for 1d4+1 rounds after leaving it. Creatures that succeed on their save but remain in the cloud must continue to save each round on their turn. This is a poison effect.

Devil's brandy is heavier than air and sinks to the lowest level of the land, pouring down into holes and trenches. A gas mask protects the wearer from the nausea and blindness effects of devil's brandy but holding one's breath does not.

except that it is filled with a shrapnel sleeve, reducing its radius to 15-feet but increasing its damage and causes it to deal bludgeoning, piercing, and slashing damage simultaneously.

**Stock prod:** A stock prod is a larger, significantly less compact version of a buzzer and is often used for 'motivation,' especially with livestock and slaves. A character using a taser gains a +2 circumstance bonus on Intimidate checks made to demoralize opponents without electricity resistance or immunity while wielding it.

**Taser:** This weapon consists of a small box with several dials and a button used to launch small electrodes at an opponent, sending a stream of electricity through it. A taser has only one range increment (maximum 10 feet) and attacks made with a raser resolve against the target's touch AC. Like a buzzer, a taser deals nonlethal electricity damage.

**Thomson typewriter:** This deadly automatic firearm is named because of its ability to become disassembled and easily hidden within a small box such as a typewriter or violin case. While stowed within such a container, the thomson typewriter grants a +20 circumstance bonus on Sleight of Hand checks made to conceal it. Disassembling or reassembling a thomson typewriter is a full-round action that provokes attacks of opportunity.

Table 2-4: Electrotech Armor

Armor	Cost	Armor/ Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight <sup>1</sup>
						30 ft.	20 ft.	
<b>Light Armors</b>								
Biohazard suit	250 gp	+1	+5	-2	5%	30 ft.	20 ft.	15 lbs.
Body suit, light	2,100 gp	+3	+5	-3	15%	30 ft.	20 ft.	15 lbs.
<b>Medium Armors</b>								
Body suit, medium	2,400 gp	+5	+3	-5	20%	20 ft.	15 ft.	25 lbs.
<b>Heavy Armors</b>								
Body suit, heavy	2,750 gp	+7	+0	-7	35%	20 ft.	15 ft. <sup>2</sup>	50 lbs.
<b>Shields</b>								
Riot shield <sup>3</sup>	2,500 gp	+4	+3	-6	35%	—	—	30 lbs.

<sup>1</sup> Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

<sup>2</sup> When running in heavy armor, you move only triple your speed, not quadruple.

<sup>3</sup> A riot shield can instead grant you cover, see the rules for using a tower shield to grant cover in Chapter 5 of *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*.

## ARMOR

Development of electrotech armor is a reactionary process; no one dreamed of protecting against anything like a nucleonic rifle until the weapon itself was created. For this reason, developers of electrotech armor find themselves in an endless arms race where electrotech armor must be constantly researched and refined to meet the offensive demands of the latest in electrotech weaponry. To say that electrotech armor is ineffective would be a mistake. Advances in electrotechnology have created some of the most potent defenses against modern fighting techniques ever imagined, from lightweight armor that can protect its wearer from a spray of bullets to heavy battlesuits able to repel even the most devastating of nucleonic assaults. Electrotech armor can be designed to protect against the hazards of biological warfare and the dangers of an angry crowd alike. In an age of untold danger, electrotech is the best defense.

### Armor Descriptions

Armor found on Table 2-4: Electrotech Armor are described below.

**Biohazard suit:** This lightweight, air-tight suit protects against harmful environment effects. A biohazard suit grants immunity to inhaled poisons and other non-magical airborne attacks that require you to breathe them as well as a +4 bonus on saving throws against the harmful

effects of radiation. In addition, the suit provides a +2 bonus on saving throws against magical cloud or magical gas attacks, such as *stinking cloud*. While wearing a biohazard suit, you suffer a -2 penalty on hearing- and sight-based Perception checks. You can add the bonuses of a biohazard suit to any suit of armor by increasing its cost by 1,000 gp.

**Body suit, heavy:** The most sturdy suit of body armor available, this body suit incorporates several layers of bullet-resistant fabric that has been treated with the strongest metals and lined with small metallic plates. A body suit adds its full armor bonus to your touch AC against attacks made with firearms. Because body suits are bulky and easy to spot, apply its armor check penalty on any Bluff, Disguise, or Stealth check that you make that involves concealing the fact that you are wearing armor.

**Body suit, light:** Spun from a highly durable fabric and gilded with metal, this body suit is designed to stave off gunfire. A body suit adds its full armor bonus to your touch AC against attacks made with firearms. Because body suits are bulky and easy to spot, apply its armor check penalty on any Bluff, Disguise, or Stealth check that you make that involves concealing the fact that you are wearing armor.

**Body suit, medium:** Combining multiple layers of highly durable fabric with small, strategically placed sheets of metal, this body suit is designed to protect its wearer from gunfire. A

body suit adds its full armor bonus to your touch AC against attacks made with firearms. Because a body suit is bulky and easy to spot, apply its armor check penalty on any Bluff, Disguise, or Stealth check that you make that involves concealing the fact that you are wearing armor.

**Riot shield:** This lightweight tower shield is constructed from durable steel and fitted with bullet-resistant fibers. A translucent section, crafted from shatter-resistant plastic, allows a degree of visibility while ducking behind the riot shield. A riot shield adds its full shield bonus to your touch AC against firearm attacks. A character must be proficient with tower shields in order to use a riot shield without penalty.

## GOODS

Of all the types of electrotech devices introduced in this chapter, electrotech tools are the most commonly recognized and wide-spread, from a doctor's trusty annubis to the handy cooker unit that can be found in virtually any moderately successful person's home. Electrotech tools comes in a wide array of services.

### Household Furnishings

These electrotech items are designed to be used around the home and provide for comfortable living.

**Air Stabilizer:** This electrotech device filters harmful agents out of the air and regulates the air pressure of the room (or vessel) in which it belongs. Airborn agents such as inhaled poison and *cloudkill* with a chamber equipped with an air stabilizer are filtered as though there was a strong wind (31+ mph) in the room and the there is always breathable air in the room or vessel so long as the walls maintain their integrity.

**Broadcaster:** This electrotech device is able to send signals through the air that can be relayed by a radio. A civilian broadcaster has a range of 1 mile while a professional broadcaster has a range of 10 miles, and broadcast towers can send signals even farther.

**Chamber Lamp:** A revolution in illumination, a chamber lamp appears identically to an oil lamp except it utilizes the power of immateria to generate light. A chamber lamp pro-

vides light as a torch. As furnishings, a chamber lamp is usually mounted upon a wall or placed on an end table, but chamber lamps can also be designed for for use as street lamps.

**Cooker:** A cooker is a small, heated device that speeds food preparation. Several cookers are usually mounted upon a stove as a single electrotech device, but on its own a cooker is small enough to travel with.

**Cooler:** This electrotech device uses chemical compounds to produce frigid air. When installed as part of a room's furnishings, a cooler can reduce the room's temperature by anywhere from 0° F to 40° F. and removes humidity. When installed in an especially designed container or chamber, a cooler can keep the temperature as low as absolute zero if the room or container is designed for such extreme temperatures. Containers designed to house objects at temperatures below 0° F are exceptionally rare and have the cooler's base cost multiplied by the lowest temperature obtainable by the cooler squared.

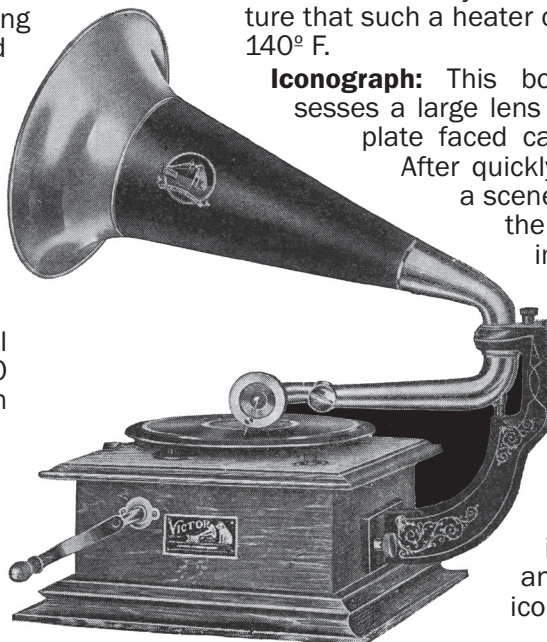
**Daguerreo disc:** This silver-faced copper disc is roughly the size of a small dinner plate and are used by iconographs in order to capture images.

**Heater:** This electrotech device uses chemical compounds to produce heated air. When installed as part of a room's furnishings, a heater can increase the room's temperature by anywhere from 0° F to 40° F and removes humidity. When installed into an especially designed container or chamber, a heater can be insulated to keep the temperature within it at a point where heated objects do not cool off without expending excess power. This use of a heater is favored by restaurants and scientists and the container can be built to any size. The maximum temperature that such a heater can typically maintain is 140° F.

**Iconograph:** This box-shaped device possesses a large lens that contains a copper plate faced called a daguerreo disc.

After quickly exposing the plate to a scene, mercury fumes within the iconograph form an image of the subject.

Common iconographs require 10 minutes of exposure in order to inscribe an image onto one of these plates and as such are only suitable for capturing still life images. Incredibly rare and prized masterwork iconographs, however, are



so sensitive to light that they only require a single round of exposure to capture an image, allowing them to capture the image of virtually any properly illuminated subject.

**Phonograph:** This snazzy device is shaped like a cube with dimensions of roughly a two and a half feet connected to a large, brass megaphone (see tools and skill kits) and a crank. A phonograph plays recordings etched onto large, shellac discs. Cranking a phonograph for 1 minute allows the device to play for 30 minutes without interruption.

**Radio:** This revolutionary device picks up invisible signals sent by broadcasting towers, typically to play music or deliver news reports.

**Shellac disc:** Stored in a paper sleeve, these discs are colloqually called “records” and are made from the excrements of exotic insects. Possessing a radius of roughly 12 inches, a shellac disc is etched with grooves that allow it to store sound data that can be read and broadcast by a phonograph. A typical shellac disc can hold 2 to 6 minutes of sound depending on its speed.

## Tools and Skill Kits

These electrotech items are particularly useful to characters with certain skills and class abilities.

**Anubis:** Owing its name to a entity representing death in an ancient culture, this device consists of two comfortable pads that slide over the user’s ears that are connected to a pad via a long, tube-like wire. Touching this pad over a living creature’s heart allows the user to hear its beating and causes a crimson light to blink in harmony with this sound. Likewise, when placed on a living creature’s temple an azure light blinks in harmony with the creature’s brain waves, although no sound is heard. Ultimately, this knowledge grants a character using an anubis a +2 circumstance bonus on Heal checks made on the creature. This bonus stacks with the bonus provided by a healer’s kit, but not with other circumstance bonuses.

**Calculator:** The savior of poor mathematicians the world over, this rectangular device possesses a keypad, screen, and a roll of paper that is fed into a small printer. Using a calculator grants a character a +2 circumstance bonus on any Appraise, Craft, Knowledge, or Profession check that requires mathematical computation. This bonus stacks with the bonus provided by other tools except for other devices that improve a character’s ability to compute mathematical equations, such as an abacus or additional calculators.

**Cardwright:** This heavy box-shaped

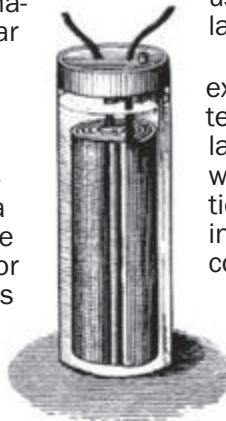
device is designed to create and print identification cards that are roughly 3 inches by 5 inches. Each card holds up to 20 data entries of the designer’s choice. Common choices are date, number, name, race, gender, and address. Creating or printing a card takes 1 minute of work.

**Flash lamp:** This device consists of a tube that is roughly the same length as a dagger equipped with a bulb and lens. A flash lamp provides light in a 20-foot cone and it possesses special chemical cells that recharge the battery simply by walking around with the device, meaning typical usage will never leave a user wanting for energy. As a swift action, a switch can be flicked that increases the radius of this cone to 30-ft. for up to 10 minutes. These minutes do not need to be used consecutively, but each minute of use deals 1 point of damage to the flash lamp until it gains the broken condition. A broken flash lamp provides light in a 5-foot cone and suffers 1 damage each minute it is used until it breaks, burning out permanently. One or more flash lamps can be mounted on a vehicle as headlights and massive versions of this device are used in lighthouses.

**Ghost loom:** This aptly-named device appears to weave cloth of its own accord thanks to advanced electrotech machinery. A ghost loom has two settings: manual and automatic. If set to manual, a character is able to use the ghost loom to quickly create cloth goods. Using a ghost loom in this manner grants a character a +2 circumstance bonus to Craft checks made to create cloth goods and Profession (tailor) checks. If set to automatic, the ghost loom can create any cloth item that requires a DC 10 Craft check or less to create. The loom does not perform this task faster than manual labor could and the ghost loom cannot create magic items, but the device requires no supervision when set to automatic. In addition to the usual benefits, a masterwork ghost loom can automatically create cloth items that that require a DC 20 Craft check or less to create. This device can be used and repaired by otherwise unskilled laborers and children.

**Hand lamp:** A hand lamp looks almost exactly like a chamber lamp (see electrotech furnishings), except it rests upon a large battery and its chamber is replaced with an electrotech bulb. This item functions as a flash lamp except it provides light in a 20-foot radius as a torch instead of a cone.

**Megaphone:** This conical device uses electrotech to enhance the user’s voice, allowing it to travel much farther than it normally would. Using a megaphone grants a character a +2 circumstance





bonus on Charisma checks and Charisma-based skill checks to influence a group of people, such as a crowd or a union of laborers. A megaphone only provides this bonus for Charisma checks and skill checks that rely on verbal components and does not apply on Bluff checks made to feint an opponent. A megaphone typically quadruples the distance that the user's voice can be clearly heard, but this does not improve the range of magic-based effects that rely on verbal components, such as bardic performances.

**Multimeter:** This round device is roughly half an inch thick and displays useful information about the current environment. A multimeter comes equipped with altimeter (measures altitude), barometer (measures air pressure), chronometer (measures time), compass (discerns magnetic north), and thermostat (measures temperature). Using a multimeter grants a +2 circumstance bonus on Survival checks made to get along in the wild, keep from getting lost or avoid natural hazards, or predict the weather. In addition, you can use a multimeter to immediately discern which direction is north even if you are not trained in Survival.

**Scanning wand:** This brick-sized electrotech device fits in the palm of a Medium creature's hand with ease. Possessing a reading screen and an input bar laced with rare crystals, a scanning wand can note the composite of virtually any substance it is scanned over. All scanning wands can detect earth, flesh, fluid, metal, and plant and provide a percentage of each. A scanning wand notes a substance that is not registered within its memory as, 'other.' The average human male is 60% fluid, 38% flesh, and 2% other while the average human female is 55% fluid, 43% flesh, and 2% other. The average child is 65% fluid, 33% flesh, and 2% other.

A scanning wand cannot scan through 1 inch of common metal, half an inch of lead, or 6 inches of any other material. A masterwork scanning wand can be programmed to identify specific objects or substances with 1 week of work and a DC 20 Knowledge (engineering) check or specific people with a DC 25 Knowledge (engineering) check. A masterwork scanning rod typically has the memory for up to 25 additional entries.

**Talking doll:** This child's toy is made of cloth and is roughly a foot and a half tall. A talking doll is designed to look like a member of a specific race and comes

equipped with a voice box that plays back one of five randomized messages, no more than 5 words long, in a specific language when a trigger is met.

Triggers can include pressing a button on the back, squeezing a limb, and similar actions. A masterwork talking doll's messages can be up to 20 words long and a ruby ruse is a masterwork talking doll with a splash weapon built inside of it that explodes when its trigger is activated. A masterwork talking doll is often made of finer cloth, possess multiple layers, and may be plush if the model race possesses fur.

**Technician's Outfit:** This practical outfit is designed to allow a technician ease of access. It comes equipped with a sturdy apron, dirt-and-grease resistant clothing, protective eyewear, and a bandolier designed to hold the technician's tinkers for quick retrieval.

**Theremin:** Also called an aetherphone, this instrument uses delicate sensors placed on the performer's hands in order to correlate the performer's somatic gestures with musical melodies. One hand controls the volume while the other controls frequency and the movements of both hands' fingers produce musical cords. This device is considered a keyboard instrument.

**Tool, Masterwork:** Any electrotech tool listed here can be upgraded into a masterwork item by increasing the item's base cost by 150 gp. This cost is not reduced based on the ability of electrotech; quality always costs a little extra. A masterwork tool's circumstance bonuses is increased to +4 or provides a different bonus depending upon the tool upgraded. If a tool does not provide a circumstance bonus and does not have a special masterwork entry, it cannot be upgraded into a masterwork tool.

**Typewriter:** This bulky device possesses several dozen keys for typing important letters and documents. When the end of a line is reached, the typewriter must be manually reset to the margin of origin.



**Table 2-5: Electrotech Goods and Services***Household Furnishings*

Item	Cost	Weight
Air stabilizer	975 gp	450 lbs.
Broadcaster		
Civilian	600 gp	45 gp.
Professional	6,000 gp	450 gp.
Chamber lamp	10 gp	4 lbs.
Cooker		
Full-Size	350 gp	250 lbs
Portable	50 gp	15 lbs.
Cooler		
Full-Size	700 gp	375 lbs.
Portable	115 gp	10 lbs.
Daguerreo disc	3 gp	4 lbs.
Heater	450 gp	75 lbs.
Iconograph	75 gp	15 lbs.
Phonograph	150 gp	35 lbs.
Radio	100 gp	15 lbs.
Shellac disc		
Poor (2 minutes)	5 sp	1 lb.
Average (4 minutes)	2 gp	1 lb.
Good (6 minutes)	10 gp	1 lb.

*Tools and Skill Kits*

Item	Cost	Weight
Anubis	1,000 gp	1 lb.
Calculator	750 gp	9 lbs.
Cardwright	350 gp	45 lbs.
Flash lamp	3 gp	4 lbs
Ghost loom	2,500 gp	1 T.
Hand lamp	2 gp	8 lbs.
Megaphone	15 gp	6 lbs.
Multimeter	5 gp	1 lb.
Scanning wand	175 gp	5 lbs.
Talking doll	3 gp	5 lbs.
Technician's Outfit	5 gp	15 lbs.
Tool, Masterwork	+150 gp	—
Typewriter	6 gp	15 lbs.

## WONDERS OF MADNESS

These potent electrotech items are either powerful, unconventional weapons or produce bizarre effects ranging its potency and rarity from a chair that shocks its user to death to an entire chamber that makes its user's wishes reality. Unlike all other electrotech devices in this chapter, these special electrotech devices never have their cost reduced based upon the availability of electrotech because they represent wholly weird or fantastic devices that cannot be mass produced by unskilled laborers.

Unlike standard electrotech devices, a given settlement is not assured to possess wonders of madness; the availability of these devices is left entirely to the GM.

### Cosmitron

This pearly device resembles an egg and is designed to hold a Large or smaller humanoid. The cositron is opened vertically and its interior is coated with a gel-like substance that contorts to the shape of its user. The cosmitron's user is unable to access the cosmitron's control pad while inside the machine; a trained team of attendants run the machine for the cosmitron's user.

After laying down naked within the cosmitron the attendants close and activate it, causing the gel to vibrate. This typically lulls the cosmitron's user to sleep in 1d10 minutes. Once the user has fallen asleep, the attendants use the cosmitron to change the physical appearance of its user by stimulating alchemical substances with electric currents sent through the vibrating gel. A change in one of the following can be made each hour: age, gender, pigmentation, or race. Each type of change is described below:

» **Age:** One hour spent within the cosmitron allows the attendants to alter the user's age by up to 2d4 years. The attendant can specify how much the user's age is modified by. Multiple uses of this treatment stack. If this device changes the user's age category, modify only the user's Strength, Dexterity, and Constitution. The user also receives a +10 bonus on Disguise checks to appear as its new age. A cosmitron cannot make its user younger than the minimum age of its race's Youth age category, nor can it make its user older than the maximum age of its race's Old age category.

» **Gender:** Two hours spent within the cosmitron allows the attendants to alter the user's gender to any other gender its race possesses. A single hour spent within the cosmitron leaves the user genderless.

» **Pigmentation:** One hour spent within the cosmitron allows the attendants to alter the color of the user's eyes, hair, or skin. This includes colors unnatural to members of the user's race. This change is not cosmetic; if altered, the user's hair will grow in with the new color, their skin will heal with the new color, and so forth.

» **Race:** 24 hours spent within the cosmitron allows the attendants to change the user's race to any Small or Medium humanoid race. This change is both physical and psychological, causing the user to exchange all of its previous racial traits for those of its new race.

The gender, pigmentation, and race changes caused by a cosmitron are permanent unless undone by a future treatment while age changes last for  $6 + 2d4$  months, after which the user returns to its true age at a rate of 1 age category per week. Few folk actually own a cosmitron; it is far more common for wealthy individuals to pay for its use. The GM has the final decision for how much access to a cosmitron might cost a PC, but most cosmitron owners charge upwards of 1,000 gp per hour spent within the device.

### Chrysalis Pod

This tubular device possesses a padded, snug interior and is usually designed for humanoids, although especially designed chrysalis pods are known. The cost for designing chrysalis pods of different sizes is given on Table 2-6: Wonders of Madness. When placed inside of a chrysalis pod, the user is lulled into a state of suspended animation by manipulating its brain waves. Most living creatures are rendered unconscious after spending 1d4 rounds within the chrysalis pod as the device drains electricity from the user's brain in order to keep its batteries charged. While in suspended animation, the user's metabolism drops significantly so that 100 years only affects the creature's body as though 1 day had passed and the progression of poison, diseases, the dying condition, and similar effects that are active on the user are halted.

Prolonged use of a chrysalis pod runs the risk of physical and mental degeneration. The pod's user can survive within the pod without risk of degeneration for 100 years per point of Constitution (for physical degeneration) or Wisdom (for mental degeneration). Every century spent within the pod beyond this limit forces the user to make an ability check; a Constitution check to prevent physical degeneration or a Wisdom check to prevent mental degeneration. The DC is  $10 +$  the number of centuries beyond the user's maximum that it has remained in suspended animation. Failing this check causes 1d4 points of ability drain to

Constitution for physical degeneration or Wisdom for mental degeneration.

### Electric Chair

This simple, wooden chair is covered in wires and equipped with two sets of manacles with an average lock and a metallic helmet covered with electrodes and wires that is attached to the head of the chair. When a user is locked into an electric chair and an executioner turns the power on, the chair deals 4d6 points of electricity damage to its user each round until the power is turned off. No saving throw is allowed to resist this damage and most electric chairs are used until the victim has died. The electric chair's locks can be upgraded by paying the difference in cost.

### Electro-Stimulant Helm

This device resembles a metallic caulander covered with barbs, bulbs, wires, and flashing lights. When placed upon the crown of its user's head and activated, an electro-stimulant helm sends jolts of electricity through its user's brain in one of two settings: stimulate or inhibit. The standard electro-stimulant helm is sized for Medium or smaller creatures, though larger ones can be constructed to accommodate creatures of different sizes. The cost for purchasing zealtrons of different sizes is given on Table 2-6: Wonders of Madness.

The user can take no actions while being stimulated or inhibited; it is helpless as the device bombards its brain with electricity. For this reason, an attendant often oversees use of this helm. An electro-stimulant helm produces different effects when used to stimulate or inhibit, as described below.

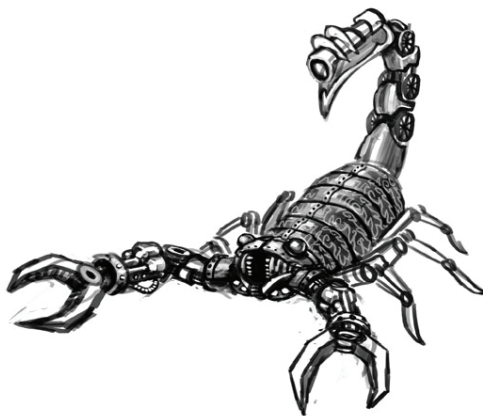
» **Stimulate:** When stimulating its user, a switch is flicked and one of the following ability scores is chosen for the helm to stimulate: Dexterity, Intelligence, Wisdom, or Charisma. After it is worn for 10 consecutive minutes, the user rolls 1d6 and adds the result as an insight bonus to all ability checks and skill checks based on the selected ability score for 24 hours. The user cannot receive this bonus on multiple ability scores.

» **Inhibit:** When inhibiting its user, a button is pressed and one of the following ability scores is chosen for the helm to inhibit: Dexterity, Intelligence, Wisdom, or Charisma. After it is worn for 10 consecutive minutes, the user rolls 2d6 and applies the result as a penalty on all ability checks and skill checks based on the selected ability score for 24 hours. Multiple inhibitions stack and through consecutive uses of an electro-stimulant helm it is possible to penalize all

**Table 2-6: Wonders of Madness**

Item Name	Cost	Weight
Cosmitron	25,000 gp	1 T.
Chrysalis pod		
Medium	64,000 gp	4 T.
Large	96,000 gp	16 T.
Huge	128,000 gp	64 T.
Gargantuan	150,000 gp	256 T.
Colossal	182,000 gp	1,024 T.
Electric chair		
Medium	3,550 gp	200 lbs.
Large	7,200 gp	800 lbs.
Electro-stimulant helm		
Medium	56,000 gp	10 lbs.
Large	70,000 gp	40 lbs.
Huge	84,000 gp	160 lbs.
Gargantuan	98,000 gp	640 lbs.
Colossal	112,000 gp	2.5 T.
Hypnogogue		
Medium	10,000 gp	10 lbs.
Large	18,000 gp	40 lbs.
Huge	32,000 gp	160 lbs.
Gargantuan	50,000 gp	640 lbs.
Colossal	72,000 gp	2.5 T.
Mesmatron	50,000 gp	45 lbs.
Nucleonic bomb	250,000 gp	9 T.
Phoretitron	5,000 gp	525 lbs.
Phrenologist's cap		
Medium	20,000 gp	10 lbs.
Large	25,000 gp	40 lbs.
Huge	30,000 gp	160 lbs.
Gargantuan	35,000 gp	640 lbs.
Colossal	40,000 gp	2.5 T.
Pleasure orb	2,500 gp	1 lb.

Item Name	Cost	Weight
Cronosync extension	+182,000 gp	—
Gensplice extension	+72,000 gp	—
Mutamorph extension	+72,000 gp	—
Psychic fulcrum	14,000 gp	10 lbs.
Psychic reach chair		
Medium	185,000 gp	1 T.
Large	231,250 gp	4 T.
Huge	277,500 gp	16 T.
Gargantuan	323,750 gp	32 T.
Colossal	370,000 gp	128 T.
Psychodrome		
Medium	115,500 gp	1 T.
Large	144,375 gp	4 T.
Huge	173,250 gp	16 T.
Gargantuan	202,125 gp	32 T.
Colossal	231,000 gp	128 T.
Reanimation Lab	224,000 gp	2 T.
Röntgen photobooth		
Medium	8,000 gp	1 T.
Large	12,000 gp	4 T.
Huge	16,000 gp	16 T.
Gargantuan	20,000 gp	64 T.
Colossal	24,000 gp	256 T.
Technocrat	124,000 gp	500 lbs.
Zealotron		
Medium	25,000 gp	600 lbs.
Large	37,000 gp	900 lbs.
Huge	50,000 gp	1.2 T.
Gargantuan	75,000 gp	1.5 T.
Colossal	12,500 gp	1.8 T.



of the listed ability scores simultaneously. If this penalty equals or exceeds the user's corresponding ability score, continued inhibitions to the selected ability score begin to damage the user's nervous system. Every 10 minutes thereafter, the user must succeed on a saving throw or suffer 1d4 points of ability damage to the selected ability score; a Fortitude save is made to resist Dexterity damage while a Will save is made to resist Intelligence, Wisdom, or Charisma damage. The DC equals 10 + the number of attempts to deal this ability damage that the electro-stimulant helm has made against the user, regardless of whether the user saved or failed against the attempt.

### Hypnogogue

This verdant helmet is forged from a single piece of living steel, its blinking bulbs pulsing with a soothing, rhythmic radiance. While placed upon the crown of its user's head and activated, a hypnogogue attempts to lull its user into a suggestive state. If the user fails a DC 18 Will save, it suffers a -5 penalty on Sense Motive checks while wearing the device and another creature can attempt to implant its thoughts or ideas into the user's mind. The next creature to make a Bluff or Diplomacy check against the user treats any requests made of the user as though the user was under the influence of a *suggestion* spell, using the creature's ranks in Bluff or Diplomacy as the spell's caster level. Instead of an action, the user can be implanted with an idea or emotion with this effect, unreasonable ideas or emotions or suggestions are ignored. The user can oppose this Bluff or Diplomacy check with Sense Motive, preventing the *suggestion* if its Sense Motive skill check is successful.

A hypnogogue attempts to affect a creature that has not succumbed to its influences every 1d4 rounds, after which the user must attempt a new Will save to avoid being lulled into a suggestive state. Once in this state, the user is suggestible for 1 minute before the trance wears off and when the trance ends, the user does not recall having been put into a trance. A creature can be given one *suggestion* every 24 hours and creatures immune to sleep effects cannot be influenced by a hypnogogue. A typical hypnogogue is designed for use by Small or Medium creatures although larger or smaller ones can be constructed. The cost for designing hypnogogues of different sizes is given on Table 2-6: Wonders of Madness.

### Mesmatron

This cylindrical device is roughly the size of a fire hydrant and features a glass cleric casing that protects a crystalline core that includes seven different types of crystal. A keypad and an antenna are attached to the mesmatron's body and after spending 10 minutes activating the device, it broadcasts inaudible harmonics that subconsciously alter the emotions of listeners within 100 feet. Creatures within this area must succeed on a DC 25 Will save each round that they remain within the mesmatron's area or have their emotions altered while within 100 feet of the device and for 1 hour afterwards. After this hour has ended, the creature can attempt a new Will save to end the mesmatron's influence; failure indicates that the creature remains affected for 24 hours as it is slowly released from the mesmatron's grasp. If a creature spends 1 hour within a mesmatron's affected area, it must begin making Will saves each round that it remains within the mesmatron's affected area at the same DC to avoid suffering a more severe effect from the mesmatron's influence.

When the mesmatron is activated, its user selects one of several emotions in order to affect nearby creatures with. Each emotion correlates to one of the seven colored crystals within the mesmatron's casing. Once this choice has been made, it cannot be changed until the mesmatron is turned off and allowed 1 hour to cool down before reactivating the device. A mesmatron produces a sonic-based effect that includes additional descriptors based on which crystal is active. A mesmatron cannot affect a deafened creature and stopping one's ears with wax grants immunity to a mesmatron's effects at the cost of deafening the creature. Plugging one's ears with cloth, cotton, fingers, or a similar material grants a +4 bonus on Will saves against a mesmatron's effects at the cost of a -4 penalty on Perception checks.

The types of crystal and the emotions they produce are detailed below.

» **Aggressive (Orange):** Creatures that fail their Will save against the mesmatron become violent and agitated, gaining the effects of *rage*. A creature that remains within the mesmatron's area of effect for 1 hour must succeed on a second Will save or be forced to act as though it had animal intelligence (Intelligence 2). This crystal produces a mind-affecting emotion effect.

» **Apathetic (Green):** Creatures that fail their Will save against the mesmatron become apathetic and emotionless, negating all morale bonuses that they receive. A creature that remains within the mesmatron's area of effect for 1 hour suffers a -10 penalty on ability checks,

attack rolls, initiative checks, saving throws, skill checks, and Will saves and will often refuse to take actions that require such checks because of a self-imagined sense of worthlessness. This crystal produces a mind-affecting emotion effect.

» **Drowsy (Black):** Creatures that fail their Will save against the mesmatron become drowsy, suffering a -4 penalty on Perception checks as well as saving throws against sleep effects. A creature that remains within the mesmatron's area of effect for 1 hour must succeed on a second Will save or fall asleep for as long as they remain within the mesmatron's area of effect. This crystal produces a mind-affecting sleep effect.

» **Intimate (Yellow):** Creatures that fail their Will save against the mesmatron become friendly and intimate, acting towards all other creatures with a starting attitude of helpful. A creature that remains within the mesmatron's area of effect for 1 hour must succeed on a second Will save or become sexually aroused, typically seeking to gratify these urges with any creature to whom the creature possesses a helpful attitude towards.

» **Intoxicated (Red):** Creatures that fail their Will save against the mesmatron become stimulated with euphoria as though they had drunken a sizable amount of alcohol, granting them the sickened condition. A creature that remains within the mesmatron's area of effect for 1 hour must succeed on a second Will save or gain the nauseated condition instead.

» **Pleasure (Purple):** Creatures that fail their Will save against the mesmatron become overwhelmed with pleasure, gaining the staggered condition. A creature that remains within the mesmatron's area of effect for 1 hour must succeed on a second Will save or become stunned instead. This crystal produces a mind-affecting emotion effect.

» **Suggestible (Blue):** When using the blue crystal, its user may record one action, idea, or emotion that is no longer than 25 words to be broadcast along with the mesmatron's harmonics. Creatures that fail their Will save against the mesmatron become entranced by its inaudible song, gaining the fascinated condition. A creature that remains within the mesmatron's area of effect for 1 hour must succeed on a second Will save or become suggestible to the pre-recorded action, emotion, or idea as though they had failed a Will save against *suggestion*. This crystal produces a mind-affecting compulsion effect.

## Nucleonic Bomb

Perhaps the most destructive weapon ever imagined, the dreaded nucleonic bomb consists of a warhead that is 10 feet long and 10 feet

wide. When a remoted detonator is triggered, a nucleonic bomb explodes, causing catastrophic damage. This detonator can be triggered from up to 10 miles away or it can be set on a timer. Three primary effects occur in the aftermath of a nucleonic bomb's explosion: the fireball, the blast, and the ashstorm, as described below. These effects stack.

**Fireball:** Immediately after detonating, the bomb explodes into a deadly gout of fire that causes creatures and objects within 1,200 ft. of the bomb's point of impact to suffer 40d6 points of fire damage. Flammable objects struck by the fireball catch on fire and rampant firestorms are common in the aftermath of a nucleonic bomb.

**Blast:** Simultaneous with the creation of the bomb's fireball, a nucleonic bomb also unleashes a powerful blast of sonic energy that is capable of crushing entire settlements. All creatures and objects within 1 mile of the bomb's point of impact suffer 20d6 points of damage; half of this damage is sonic damage and the rest is bludgeoning damage. This damage ignores up to 10 points of hardness.

**Ashstorm:** 1d12 minutes after the fireball and blast occurs a black ash descends upon the landscape within 1.5 miles of the bomb's point of impact, blocking all line of sight as a rainstorm for 1d4 minutes and causing the ground in the area to become difficult terrain until the end of the next kingdom turn. Furthermore, the landscape affected by this ash becomes a fall-out zone, as described in Chapter 4 in the catastrophic meltdown sidebar.

## Phoretitron

This device possesses two parts; a table-like surface and a vertical structure that functions as the phoretitron's computing tower. The table is roughly ten feet long and seven feet wide and is designed to be accommodating for most Medium-sized creatures to lay upon it. The tower includes an input tray where its user can insert samples as well as a syringe that is attached to several clear tubes.

Designed to force alien substances from a willing or unconscious subject, a sample of the substance that is to be purged must be placed within the phoretitron's input tray before the device can be activated. Once the sample is in place, the user inserts the syringe into the subject and turns the device on, after which the phoretitron spends 10 minutes scanning the subject's body before attempting to remove all trace of the sample from the subject, disposing of it within a glass jar stored within the computing tower that can be removed or changed.

Safely using a phoretitron requires a DC 12 Heal check made by the user. Failure indicates that the process has gone awry as the phoretitron mistakes parts of its subject's body as foreign agents, dealing 1d4 points of Constitution drain to the subject each round with no saving throw allowed to prevent the ability drain. Although safely disconnecting a subject from a phoretitron requires 10 minutes of work and monitoring, the syringe can be yanked out of the subject as a full-round action, causing the subject to suffer 2d4 points of Constitution damage from the shock as well as a 25% chance that the subject will become infected with a random, nonmagical disease. An unethical user can knowingly contaminate a phoretitron's sample, using it to inflict Constitution drain to the subject. Typically, a subject receives a Sense Motive skill check opposed by the user's Bluff in order to notice the user's dark intentions in such a scenario.

### Phrenologist's Cap

This metallic cap is covered with electrodes and is wired to a polygraphic machine. The standard phrenologist's cap is sized for Medium or smaller creatures, though larger ones can be constructed to accommodate creatures of different sizes. The cost for purchasing zealtrons of different sizes is given on Table 2-6: Wonders of Madness.

When placed upon the crown of a willing or helpless user and activated, the machine monitors its user's brain and records the results on a large piece of parchment paper using an inkwell pen. An attendant, who is typically an interrogator, asks a series of yes/no questions to the user while monitoring the machine, allowing the interrogator to oppose the user's Bluff skill checks with Knowledge (engineering). Failing to overcome the user's Bluff skill check with this device does not rule out the subject may be lying, but it does raise the question of other factors that might have set off the machine, such as stress, which translates into the interrogator's lack of certainty.

### Pleasure Orb

This spherical glass orb appears cloudy from a milky liquid and has a diameter of 8.5 inches. Hidden at its core is a complex device that is able to draw static electricity out from living creatures who hold the orb. The device is activated when a user places his palm upon the pleasure orb and turns it clockwise as a standard action; deactivating the orb requires a counterclockwise turn. Despite its mystic appearance, the device

## Pleasure Haze

*This addictive drug is stored in liquid form within glass vials. To use the drug, the vial is heated until its contents boil and evaporate into a pallid mist which is inhaled for a euphoric high. Using a pleasure orb, a dose of pleasure haze can be severely agitated, causing the gas to bleed through its vial where it is absorbed through the skin and into the bloodstream. For more information on drugs and addiction, see *PATHFINDER ROLEPLAYING GAME: GAMEDASTERY GUIDE*.*

**Type** contact or inhaled; **Addiction** major, Will DC 20

**Price** 100 gp

**Effects** 1 hour; +4 alchemical bonus on saves against pain effects, stunned for 1 round

**Damage** 1d4 Wis

hidden at the orb's core is merely designed to heat the liquid surrounding it, which is actually a highly addictive drug called pleasure haze (see the sidebar). When heated by a pleasure orb, the drug becomes so agitated that it is able to pass through the orb's glassy casing where it is absorbed into the user's bloodstream through his skin. A single pleasure orb typically holds 110 doses of pleasure haze; this is included in the pleasure orb's cost. Refilling a pleasure orb requires 1 hour of work and access to an alchemical lab.

Although owning and operating a pleasure orb is dubious, truly nefarious individuals have designed special pleasure orbs that synthesize the drug so it alters the user's body chemistry. Only one extension can be added to a pleasure orb at once and including an extension increases the pleasure orb's cost, as noted on Table 2-6: Wonders of Madness. Because of the delicate nature of synthesized pleasure haze, the drug has no effects if taken by any means save through a pleasure orb.

» **Cronosync Extension:** This extension transforms the pleasure haze stored within into cronosync haze, which alters the age of anyone who makes contact with the drug or inhales it. The extension is keyed to either progression (older) or regression (younger) when it is created. In addition to the standard effects of a dose of pleasure haze, the user's age is altered by 1d4 years every hour that the drug remains within the user's system. This shift in age can change the user's age category; only alter the user's physical ability scores. Each time a dose of cronosync

haze is taken, the user must succeed on a Fortitude save or any changes in age wrought by that dose are permanent; the DC is 10 + the number of doses of cronosync haze within the user's system. On a successful save, the changes only last for as long as the drug is within the user's system and for d% hours afterwards.

» **Gensplice Extension:** This extension transforms the pleasure haze stored within into gensplice haze, which alters the gender of anyone who makes contact with the drug or inhales it. In addition to the standard effects of a dose of pleasure haze, the user's gender is altered one step closer to its opposite (male to asexual to female). Each time a dose of gensplice haze is taken, the user must succeed on a Fortitude save or have its gender permanently altered; the DC is 10 + the number of doses of gensplice haze within the user's system. On a successful save, the changes only last for as long as the drug is within the user's system and for d% hours afterwards.

» **Mutamorph Extension:** This extension transforms the pleasure haze stored within into mutamorph haze, which mutates anyone who makes contact with the drug or inhales it into an animal hybrid called a mutamorph. In addition to the standard effects of a dose of pleasure haze, part of the user's body is altered to resemble a hybrid between the user's natural race and specific animal, randomly determined the first time that the user takes the drug. Subsequent doses of mutamorph will always transform the user into this same animal. Every hour that the drug remains in the user's system, it gains 1 ability granted by *beast shape II* that this animal possesses. Alternatively, the user can alter his size category so that it is one step closer to the animal's size, gain a +1 natural armor bonus, or receive a +2 alchemical bonus to the animal's highest physical ability score instead of an ability. Each time a dose of mutamorph haze is taken, the user must succeed on a Fortitude save or permanently have its race changed to mutamorph (see Chapter 4); the DC is 10 + the number of doses of mutamorph haze within the user's system. On a successful save, the changes last for as long as the drug is within the user's system and for d% days afterwards.

## Psychic Fulcrum

This large device, normally the size of a nine year-old human, appears similarly to a wizard's staff. A rod typically made from wood or steel is crowned with metallic case that contains a clouded quartz crystal that is attached to an amplifier.

As an immediate action, the user can flip a

switch on the psychic fulcrum in order to activate it, unleashing an inaudible pulse of sonic energy that weakens the potency of mental assaults against the user, granting a +2 insight bonus on Will saves. Alternatively, flipping the switch in the opposite causes all creatures within 100 feet (except the user) to suffer a -2 penalty on Will saves. This effect lasts for 1 round. A psychic fulcrum comes equipped with a battery that possesses 10 charges; activating either ability drains one charge from the psychic fulcrum. Replacing the battery requires 1 hour of work and costs 25% of the psychic fulcrum's cost.

## Psychic Reach Chair

A complex series of electrotech contraptions and wires lies hidden within this massive steel chair, all connecting to an array of crystals plucked from the far corners of the Material Plane and beyond. A psychic reach chair can be constructed of virtually any size using the price value described on Table 2-6: Wonders of Madness. The value of the devices lies within its crystals and not its mundane components.

A psychic reach chair must be attuned to its user as part of a 10 minute process that requires a peaceful meditation. Once attuned, the user can use a psychic reach chair to enter a deep trance; while in this state, the user is helpless except it retains the ability to use any mind-affecting or divination spells, spell-like abilities, and supernatural abilities as though it weren't helpless. The psychic reach chair boosts the range of these abilities to 1 mile per caster level; if the ability affects multiple targets, the psychic reach chair allows it to affect all creatures within this area instead. Line of sight and line of effect do not affect an ability that has been amplified by a psychic reach chair, but 1 inch of lead, 2 feet of metal, 5 feet of stone, or 10 feet of any other material blocks abilities amplified by a psychic reach chair.

Exiting this trance takes 10 minutes, after which the user is no longer attuned to the psychic reach chair. Forcibly ending this trance (such as by pulling out one of the device's crystals) deals 4d4 points of Intelligence damage to the user. A user whose Intelligence is reduced to 0 in this manner cannot have this damage healed by any means short of miracle, wish, or by entering the Plane of Dreams and rescuing the user's mind from Leng.

## Psychodrome

This massive conglomeration of electrotech machines encompasses an entire chamber that



ominously hums off of walls coated with light-reflecting panels. The heart of this electrotech masterpiece is a raised chair that is designed to accommodate a creature of its user's size. The cost listed on Table 2-6: Wonders of Madness is the cost of the device's central chair; and a 300-ft. by 300-ft. room to contain it. The typical psychodrome is sized for a Small or Medium creature, but larger ones can be constructed for an additional cost as noted on Table 2-6: Wonders of Madness. Regardless of its size, a psychodrome possesses a battery that contains 50 points; the psychodrome's user can spend these points in order to utilize the psychodrome's wondrous powers. A psychodrome can have multiple batteries attached to it at once and the chamber; a single battery costs 3,000 gp and requires 1 hour of work to install. Any number of batteries may be installed at once, however.

Before using a psychodrome, a would-be user must attune to the device as part of a 10-hour process during which he enters a dream-like trance. When the trance ends, the user may manifest his imagination within the psychodrome by sitting in the device's chair and vividly picturing the thing he wishes to manifest. Effectively, the psychodrome allows the user to cast illusion spell from the sorcerer/wizard spell list at will by spending a number of points from the psychodrome's battery equal to the spell's level. All illusions created by a psychodrome possess no material components and the device itself is treated as the spell's foci. Illusions that leave the device immediately end as if they were dispelled by *mage's disjunction*. The user can manifest these illusions at any point within the psychodrome regardless of the spell's range and the saving throw DC against all illusions created by a psychodrome is equal to 20 + the user's highest mental ability modifier. If the psychodrome's chair is also made into a psychic reach chair at the usual cost, the DC to disbelieve all illusions created by the psychodrome increases by +5 and the user gains a constant *detect thoughts* ability that affects all creatures within the psychodrome.

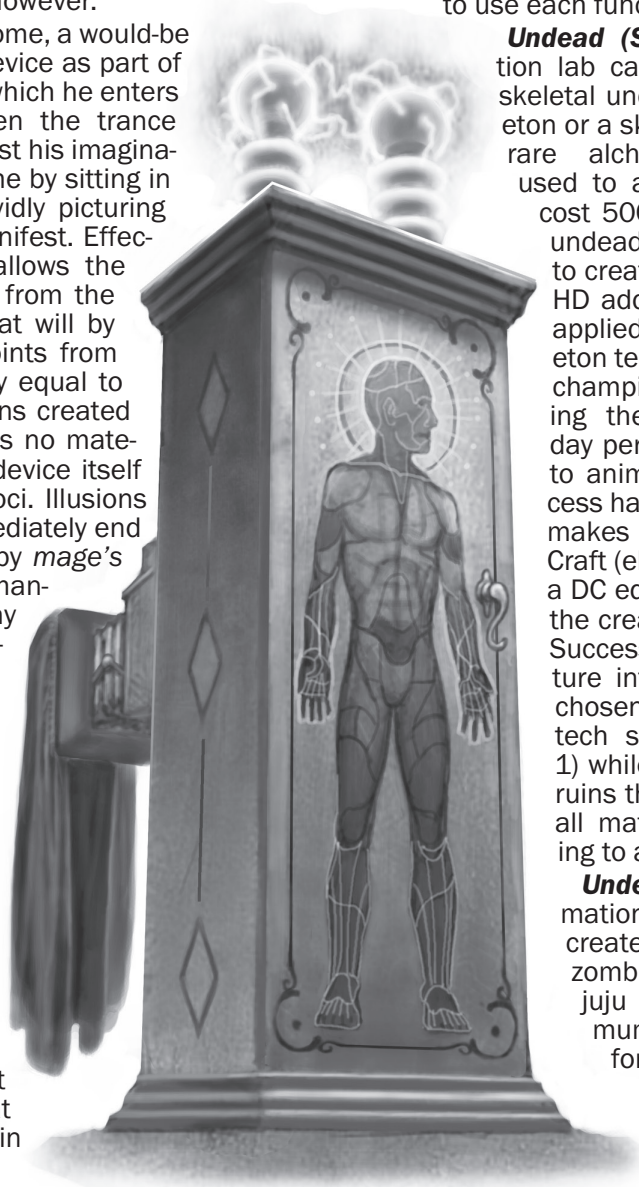
## Reanimation Lab

This electrotech device includes several key components: a massive, pivoting table with sturdy leather straps, a control console, and medicinal dispensary. In order to function, a reanimation lab must be placed within an alchemy lab that encompasses at least 32 squares (see Chapter 2 of *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*). When used by a skilled alchemist or technician, a reanimation allows one to conquer death itself through the power of science and innovation.

A reanimation lab can be used to create necrotech undead, constructs, or to bring dead creatures back to life. Constructs or undead that require a magical foci in order to create (such as a lich's phylactery) cannot be animated using a reanimation lab. The following entries detail how to use each function.

**Undead (Skeletal):** A reanimation lab can be used to create skeletal undead, such as a skeleton or a skeletal champion. The rare alchemical components used to animate the creature cost 500 gp x the HD of the undead that the user wishes to create, including the extra HD added by any templates applied (such as the skeleton template or the skeletal champion template). Animating the corpse requires 1 day per 1,000 gp of the cost to animate it. After the process has completed, the user makes a Craft (alchemy) or Craft (electrotech) check with a DC equal to 15 + the HD of the creature to be animated. Success animates the creature into an undead of the chosen type with the necrotech subtype (see Chapter 1) while failing by 5 or more ruins the corpse and wastes all materials used attempting to animate it.

**Undead (Zombie):** A reanimation lab can be used to create zombies, including zombies with templates, juju zombies, and even mummies. The process for creating this type of undead is identical to creating a skeletal undead except the corpse



cannot be older than 1 year unless it is well preserved (such as by *gentle repose*). If creating a juju zombie, the 'corpse' is a living creature and it does not receive the necrotech subtype. If creating an undead with supernatural abilities (such as a mummy) increase the cost to 750 gp x the creature's HD.

**Golems:** A reanimation lab can be used to reduce the time required to create constructs by half if the user possesses the Craft Construct feat. Only constructs forged from alchemical materials, bone, flesh, or machinery are affected by this reduction. This includes (but is not limited to) alchemical golems, bone golems, carrion golems, flesh golems, and most clockwork constructs. A craftsman technician with Craft Construct can create constructs of these types even though they aren't clockwork constructs or robots.

**Raise Dead:** A reanimation lab can be used to attempt to return a dead creature to life. This device cannot return a creature to life whose corpse is older than 1 month unless its body has been preserved (such as by *gentle repose*). The rare alchemical components used to return the creature to life cost 1,000 gp x the number of HD that creature possesses and returning the creature to life requires 1 hour of work. After the process is completed, the user makes a Heal check (DC 25 + the creature's Hit Dice). Success returns the creature to life while failing by 5 or more ruins the corpse and wastes all materials used attempting to restore it to life. Rolling a natural 1 animates the creature into a juju zombie<sup>B2</sup> instead. Upon returning to life, the creature receives 2 permanent negative levels, or reduces its Constitution by 2 if doing so would make its negative levels equal or exceed its HD. Like raise dead, the user must possess the creature's entire corpse in order to return it to life.

## Röntgen Photobooth

This electrotech device resembles an armorie except a sturdy masterwork iconograph is mounted to its outside along with a number of electrotech dials and panels. The photobooth is designed to accommodate any human-shaped creature of Medium or Small size, though larger ones can be constructed to accommodate creatures of different sizes. The cost for purchasing Röntgen photobooths of different sizes is given on Table 2-6: Wonders of Madness.

A Röntgen photobooth is operated by an attendant who directs the user inside of the device; this is a snug fit as most creatures who are deemed appropriately sized for a Röntgen photobooth stand shoulder to shoulder within it. The user is stripped of its possessions before enter-

ing a Röntgen photobooth, including its clothing, and sometimes the user must be shaved in order for the device to take accurate readings. Once the user is secured, the attendant spends 10 minutes adjusting the device before sending a mild electric current through the user and activating the device's iconograph, causing it to rotate around the user for 10 minutes as it takes pictures that quickly develop into one of several types of special daguerreo discs depending upon the setting that is used, as described below. Each setting produces a type of disc that can be studied for 10 minutes in order to provide the person studying the disc with a circumstance bonus for 24 hours.

» **Bloodscan:** When set to bloodscan, the Röntgen photobooth prints daguerreo discs that reveal all foreign agents within the user, such as poisons or drugs. Multiple sets of discs are printed with each agent limited to a single set of daguerreo discs as not to obscure the readings. Studying these discs provides a +10 circumstance bonus on Heal checks made to treat any poisons or drug addictions that the user possesses.

» **Bonesight:** When set to bonesight, the Röntgen photobooth prints daguerreo discs that see under the user's skin, revealing physical damage such as broken bones, internal bleeding, and any foreign objects within the user. Multiple sets of discs are printed with each condition limited to a single set of daguerreo discs as not to obscure the readings. Studying these discs provides a +10 circumstance bonus on Heal checks made to provide the user with long-term care or to remove any foreign agents within the user.

» **Close Up:** When set to close up, the Röntgen photobooth prints daguerreo discs that are highly detailed photos of every each of the user's body. Studying these discs provides a +10 circumstance bonus on Perception checks opposed by Disguise checks that the user makes.

» **Mystiprint:** When set to mystiprint, the Röntgen photobooth prints daguerreo discs that reveal any auras, eldritch markings, and the presence of any other types of magic that are active on the user. Spell effects captured via mystiprint are color-coded, with each effect printed on a separate disc. Studying these discs provides a +10 circumstance bonus on Spellcraft checks to identify any spell effects active on the user.

## Technocrat

This massive, 5-foot wide machine is shaped like an ice box and possesses a massive humanoid face built from metal that is surrounded by a control panel with over 600 buttons. Each but-

ton is clearly labelled and sorted either alphabetically or by topic and when pressed, a technocrat plays up to 12 minutes of recordings on the selected topic to its user. The recording is played using the recorder's voice and can provide a number of benefits to anyone who listens to the entire recording, including (but not limited to) the following:

» The user can make an untrained skill check for a skill that normally requires training if the skill relates to the topic of the lecture.

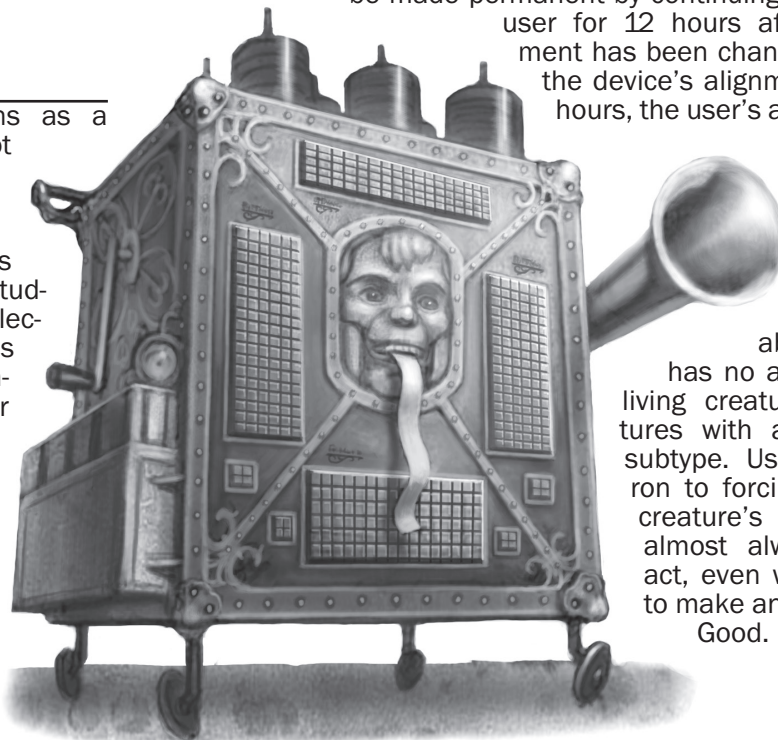
» The user can receive up to a +5 circumstance bonus on skill checks relating to the topic of the lecture.

» If a technocrat's lecture is dedicated to spellcasting, alchemy, or tinkers, the user can add alchemist formulae to his formulae book, wizard or magus spells to his spellbook, tinkers to his tinker manual, or witch spells to his familiar.

A technocrat gives all of its instruction in one language, usually its constructor's native tongue, and provides no benefits to a user who cannot understand this language. Multiple users may benefit from a technocrat's lectures simultaneously and if loaded with a spool of paper or parchment, most technocrats are able to print a script of its lectures by pressing a special key before playing the lecture, which causes the technocrat to print out its lecture as a script as it plays it for you. Reading a script provides none of the aforementioned benefits; the lecture must be listened to in order for a user to gain any benefit. At the GM's decision, a technocrat's information may be false or out of date.

## Zealotron

This device functions as a 10-foot long and 3-foot high examining table that is equipped with straps ideal for securing an unwilling user as well as a metallic cap studded with needles and electrodes. Such a zealtron is appropriate for restraining Medium or smaller creatures, though larger ones can be constructed to accommodate creatures of different sizes. The cost for purchasing zealtrons of different sizes is given on Table 2-6: Wonders of Madness.



## Crafting Madness

Wonders of madness vary wildly in terms of how difficult they are to craft. Some are manageable by experienced technicians while others are virtually impossible without entire teams of individuals working together to make them a reality. All wonders of madness are crafted using Craft (electrotech) and possess a Craft DC equal to 15 + 1 for every 1,000 gp in the device's purchase price. This means that some devices have Craft DCs of 200 or more; the most common way this is accomplished is using an army of assistants making aid another checks to assist the crafter. Wonders of madness cannot be created using any spell lesser than *wish*, but doing so is a dangerous use of this spell as noted in its description.

When the subject is secured and the cap placed upon its head, the zealotron's attendants can activate it as a full-round action which includes imputing a specific alignment (Neutral Good, Lawful Evil, etc.). Each minute, the user must succeed on a Will save or have its alignment forcibly altered one step towards the imputed alignment; the DC equals 10 + the number of hours the creature has been subjected to the zealotron. These changes persist for 24 hours, though alterations to a creature's alignment can be made permanent by continuing to shock the user for 12 hours after its alignment has been changed to match the device's alignment. After 12 hours, the user's alignment permanently

changes if it fails a DC 25 Will save. This is a mind-affecting ability that has no affect on non-living creatures or creatures with an alignment subtype. Using a zealotron to forcibly change a creature's alignment is almost always an Evil act, even when using it to make an Evil creature Good.

## VEHICLES

The largest and often most well-known electrotech devices are the massive colossi of copper, steel, rubber, and wire that rumble across the roads of the most advanced cities. These machines ease the burden of labor, allow for quick transportation, and are symbols of status and prestige among the rich. That said, the defensive and offensive abilities of these devices are apparent even to a child, and technicians were quick to strap firearms to a propellomobile and design their zeppelins to drop explosives onto unsuspecting soldiers.

This section refers to the vehicle rules first presented in Chapter 4 of that same product. The vehicles are arranged alphabetically by type (air, land, or sea vehicles).

**Electrotech:** Most electrotech vehicles include one or more electrotech devices drawn from throughout this chapter. These devices are part of the vehicles and cannot be salvaged from the vehicle. Attempting to remove such a device from the vehicle results in the device's destruction unless noted otherwise.

**'Obsolete' Vehicles:** In a campaign setting where electrotech is emerging, a GM may wish to reduce the price of all non-electrotech vehicles as low as 25% of the cost listed in *PATHFINDER ROLE-PLAYING GAME ULTIMATE COMBAT* if one of the vehicles listed here would make it obsolete.

## AIR VEHICLES

The following vehicles travel through the air using powerful alchemical engines enhanced by electrotechnology.

### Flying Saucer

Colossal air vehicle

**Squares** 36 (30 ft. by 30 ft.); **Cost** 180,000 gp

DEFENSE

**AC** 2; **Hardness** 10

**hp** 720 (360)

**Base Save** +0

OFFENSE

**Maximum Speed** 120 ft.; **Acceleration** 30 ft.

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

DESCRIPTION

This disc-shaped flying device is typically created using metal and glass. The two-man driver's cabin is connected to a spare cabin that

possesses four fold-out seats suitable for passengers. This space is suitable for 1,500 lbs of cargo when all four seats are retracted or 750 lbs. when two of the seats are retracted. A flying saucer possesses three landing prongs and a ramp for entry, although an emergency access panel on the roof can also be used to abandon this craft. A flying saucer can fly at an altitude of up to 20,000 ft., while any higher presents a danger to the crew and the aircraft itself.

**Propulsion** alchemical (10 squares of alchemical engines; hardness 8, hp 200)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +10 to the DC

**Forward Facing** the flying saucer's forward

**Driving Device** steering wheel and throttle

**Driving Space** 10-ft. space that functions as the ship's cockpit.

**Crew** 2

**Decks** 1

**Electrotech** 1 air stabilizer, 1 broadcaster, 2 chamber lamps (one per cabin), 1 cooler, 3 flash lamps (exterior, activated from driving space), 1 heater, 1 multimeter, 1 radio.

**Weapons** 1 Large nucleonic rifle (3d6 electricity damage); can be fired as a weapon with the automatic property by expending 5 charges from the weapon's nucleonic cartridge.

### Moon Pod

Large air vehicle

**Squares** 4 (10 ft. by 10 ft.); **Cost** 75,000 gp

DEFENSE

**AC** 9; **Hardness** 10

**hp** 80 (40)

**Base Save** +0

OFFENSE

**Maximum Speed** 90 ft.; **Acceleration** 30 ft.

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

DESCRIPTION

A moon pod is often just shy of being 10 feet wide in diameter and is made from metal and glass. A moon pod only has room for its driver and while it lacks many of the comforts of larger aircraft, it is ideal as an escape vessel for an experienced pilot. Three 1 foot-long prods act as the moon pod's landing mechanisms and a glass hatch located on the moon pod's roof acts as the primary entry point. A moon pod can fly at an altitude of up to 20,000 ft., while any higher presents a danger to the crew and the aircraft itself.

**Propulsion** alchemical (1 square of alchemical

engines, hardness 8, hp 20)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +10 to the DC

**Forward Facing** the mood pod's forward

**Driving Device** throttle

**Driving Space** 1 5-ft. square within the center of the pod

**Crew** 1

**Decks** 1

**Electrotech** 1 air stabilizer, 1 broadcaster, 1 chamber lamp, 1 cooler, 3 flash lamps (exterior, activated from driving space), 1 heater, 1 multimeter, 1 radio.

## Rocket Ship

Colossal air vehicle

**Squares** 85 (25 ft. by 85 ft.); **Cost** 250,000 gp

DEFENSE

**AC** X; **Hardness** 10

**hp** 1,700 (850)

**Base Save** +0

OFFENSE

**Maximum Speed** 400 ft.; **Acceleration** 30 ft.

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

DESCRIPTION

This massive aircraft is a marvel of electro-technology and ingenuity, weighing over 20 tons and capable of impossibly fast speeds over fast distances. Able to pierce into the inky void of the Dark Beyond, the rocket ship is the only true extraterrestrial vehicle, but even at its listed speed it is not well-suited for long distance travel through the void. A rocket ship's cabin possesses adequate room for both its drivers and its storage space can hold up to 1,500 lbs. of cargo, up to eight passengers, or any combination of cargo and passengers in between. Unlike most electrotech vehicles, rocket ships are extremely rare and almost completely unknown. They are electrotech wonders in their own right, even in a world where electrotech is everywhere.

**Propulsion** alchemical (20 squares of nucleonic engines, hardness 8, hp 400)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC

**Forward Facing** the rocket ship's front

**Driving Device** steering wheel and throttle

**Driving Space** 25 foot. space at the front/top of the rocket ship.

**Crew** 2

**Decks** 2

**Electrotech** 1 air stabilizer, 1 broadcaster, 2 chamber lamps (one per cabin), 1 cooler, 1 cooker, 1 heater, 1 multimeter, 1 radio.

**Weapons** 1 Large nucleonic rifle (3d6 electricity damage); can be fired as a weapon with the automatic property by expending 5 charges from the weapon's nucleonic cartridge.

## LAND VEHICLES

The following vehicles rumble across the land, powered by alchemical engines enhanced with electrotech.

### Electric Carriage (Aria)

Large land vehicle

**Squares** 4. (10 ft. by 10 ft.); **Cost** 20,000 gp

DEFENSE

**AC** 9; **Hardness** 10

**hp** 80 (40)

**Base Save** +0

OFFENSE

**Maximum Speed** 150 ft.; **Acceleration** 30 ft.

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

DESCRIPTION

The aria model of the electric carriage is much larger than the standard-issue ekka and is able to comfortably sit up to three passengers alongside its driver. Unlike the ekka and vetturi, the driver's cabin is not kept separate from those of the passengers and this vehicle is designed primarily for military and scientific use, featuring a climate-controllable cabin. The aria's door is located in the rear and folds downward like a ramp.

**Propulsion** alchemical (driving space includes an alchemical engine, hardness 8, hp 20)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC

**Forward Facing** carriage's front

**Driving Device** steering wheel and throttle

**Driving Space** one 5-ft. square at the vehicle's front

**Crew** 1

**Decks** 1

**Devices** 1 air stabilizer, 1 chamber lamp, 1 cooler, 2 flash lamps (exterior, activated from driving space), 1 heater, 1 multimeter.

## Electric Carriage (Ekka)

Large land vehicle

**Squares** 2 (10 ft. by 5 ft.); **Cost** 5,000 gp

### DEFENSE

**AC** 9; **Hardness** 10

**hp** 40 (20)

**Base Save** +0

### OFFENSE

**Maximum Speed** 150 ft.; **Acceleration** 30 ft.

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

### DESCRIPTION

The ekka model of the electric carriage is the smallest and most affordable, able to seat one person alongside its driver. The driver's cabin is separated from the passenger's cabin by a metal sheet that possesses a glass window that can be opened or closed for conversing. The ekka possesses one entry door, located in the driving space, that includes a folding set of stairs.

**Propulsion** alchemical (driving space is also an alchemical engine, hardness 8, hp 20)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC.

**Forward Facing** the carriage's front

**Driving Device** steering wheel and throttle

**Driving Space** 5-ft. square at carriage's front

**Crew** 1

**Decks** 1

**Devices** 2 flash lamps (exterior, activated from driving space), 1 multimeter (compass, thermometer, and chronometer only).

## Electric Carriage (Quadrigo)

Huge land vehicle

**Squares** 8 (20 ft. by 10 ft.); **Cost** 25,000 gp

### DEFENSE

**AC** 8; **Hardness** 10

**hp** 160 (80)

**Base Save** +0

### OFFENSE

**Maximum Speed** 150 ft.; **Acceleration** 30 ft.

**CMB** +2; **CMD** 12

**Ramming Damage** 2d8

### DESCRIPTION

The quadrigo is the largest available model of electric carriage, able to seat up to 10 passengers in addition to its driver. The driver's cabin is divided from the passenger's cabin by a sturdy

metal wall that includes a glass panel that can be raised or lowered. This model is extremely versatile and is used by different organizations for many different purposes. When it is constructed, select if the quadrigo is an ambulance, police van, military vehicle, perishable transporter, or simply a civilian vehicle. Civilian vehicles are 5,000 gp cheaper than the listed price.

**Propulsion** alchemical (driving space includes an alchemical engine, hardness 8, hp 20)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC.

**Forward Facing** the carriage's front

**Driving Device** steering wheel and throttle

**Driving Space** one 5-ft. square at the carriage's front

**Crew** 1

**Decks** 1

**Devices (All)** 1 chamber lamp (interior), 2 flash lamps (exterior, activated from driving space), 1 heater, 1 cooler.

**Devices (Ambulance)** 4 healer's kits, 1 phoreticon

**Devices (Police Van)** 1 electric fence (used as a cage for criminal passengers), 1 stong lock (part of the cage)

**Devices (Perishable Transporter)** 1 cooler (used to chill perishable materials that are stored as cargo)

**Weapons (Military Vehicle)** 1 Large zap gun (3d6 electricity damage).

## Electric Carriage (Vetturi)

Large land vehicle

**Squares** 6 (15 ft. by 10 ft.); **Cost** 10,000 gp

### DEFENSE

**AC** 9; **Hardness** 10

**hp** 120 (60)

**Base Save** +0

### OFFENSE

**Maximum Speed** 150 ft.; **Acceleration** 30 ft.

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

### DESCRIPTION

A larger, more luxurious version of the ekka model, the vetturi electrical carriage is a civilian vehicle designed for large groups and families. Extremely similar in build and design to the ekka, only the vetturi's increased passenger capacity truly sets it apart from smaller models. The vetturi's passenger cabin is large enough to hold four passengers, and a fifth passenger can be seated

in the driver's cabin.

**Propulsion** alchemical (driving space includes an alchemical engine, hardness 8, hp 20)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC.

**Forward Facing** one 5-ft. square at the carriage's front

**Driving Device** steering wheel and throttle

**Driving Space** one 5-ft. square at the vehicle's front

**Crew** 1

**Decks** 1

**Electrotech** 2 flash lamps (exterior, activated from driving space), 1 multimeter (compass, thermometer, and chronometer only).

### Hover Boat

Huge air vehicle

**Squares** 12 (30 ft. by 10 ft.); **Cost** 20,000 gp

#### DEFENSE

**AC** 8; **Hardness** 10

**hp** 240 (120)

**Base Save** +0

#### OFFENSE

**Maximum Speed** 90 ft.; **Acceleration** 30 ft.

**CMB** +2; **CMD** 12

**Ramming Damage** 1d8

#### DESCRIPTION

This long, metallic barge is designed to float across relatively flat terrain and is best suited for plains, deserts, ice, and snow. A hover boat's cabin can seat the driver and one passenger and an adjacent, open air deck can seat up to 8 additional passengers or up to 2 tons of cargo (250 lbs. per person omitted). A hover boat floats using a radical electrotech engine that funnels immateria through special crystals, compressing the air underneath the hover boat in order to keep it suspended above the ground. A hover boat possesses three landing prongs, several ladders along the sides of the outer deck, and a fold-down ladder for loading or unloading cargo.

**Propulsion** alchemical (driving space includes an alchemical engine, hardness 8, hp 20)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC

**Forward Facing** the hover boat's front

**Driving Device** steering wheel

**Driving Space** two 5 foot spaces at the front of the hover boat.

**Crew** 1

**Decks** 1

**Electrotech** 1 chamber lamp, 1 flash lamp (exterior, activated from driving space), 1 multimeter.

### Merkel Speeder

Large land vehicle

**Squares** 2 (10 ft. by 5 ft.); **Cost** 10,000 gp

#### DEFENSE

**AC** 9; **Hardness** 10

**hp** 40 (20)

**Base Save** +0

#### OFFENSE

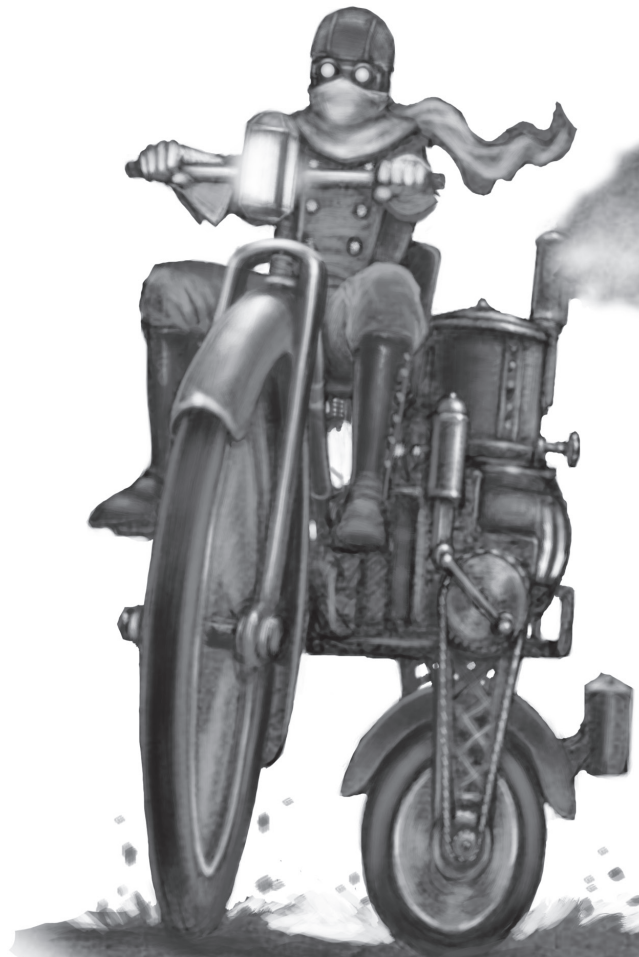
**Maximum Speed** 90 ft.; **Acceleration** 30 ft.

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

#### DESCRIPTION

An electrotech engine powers this bicycle. The engine creates an air compressing resonance by sending electricity through special crystals located on the bottom of the speeder. As a result,



a merkel speeder hovers roughly 1 foot off of the ground when powered and it possesses three kickstands to support it when powered down. A merkel speeder is unable to remain airborne and the crystals stop functioning at altitudes of 12,000 feet or more. The vehicle can function over any mostly flat, smooth surface such as deserts, plains, ice, snow, and paved roads.

**Propulsion** alchemical (driving space includes an alchemical engine, hardness 8, hp 20)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC

**Forward Facing** the merkel speeder's front

**Driving Device** steering leader and throttle

**Driving Space** two 5-ft. squares (entire vehicle)

**Crew** 1

**Decks** 1

**Electrotech** 1 multimeter, 1 flash lamp (exterior, activated from driving space).

## Mobile Habitat

Colossal land vehicle

**Squares** 32 (20 ft. by 20 ft.); **Cost** 60,000 gp

DEFENSE

**AC** 2; **Hardness** 10

**hp** 640 (320)

**Base Save** +0

OFFENSE

**Maximum Speed** 10 ft.; **Acceleration** 5 ft.

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

DESCRIPTION

This technological marvel is designed to allow comfortable living conditions on the move. A mobile habitat possesses suitable accommodations to afford comfortable living for up to six passengers, including its driver. Radiation cannot pierce into a mobile habitat and although slow, it is able to traverse most types of terrain safely. The mobile habitat's upper deck possesses small, private rooms for up to six passengers and the lower chamber possesses a common room as well as the necessary supplies to support six Medium humanoids for up to six months, including food and water.

**Propulsion** alchemical (driving space includes an alchemical engine, hardness 8, hp 20)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC.

**Forward Facing** the mobile habitat's front

**Driving Device** steering wheel and throttle

**Driving Space** one 5 ft. square on the upper deck.

**Crew** 1

**Decks** 2

**Electrotech** 1 air stabilizer, 1 broadcaster, 6 chamber lamps (one per cabin), 1 cooler, 1 cooker, 3 flash lamps (exterior, activated from driving space), 1 heater, 1 multimeter.

## Monorail Engine

Colossal land vehicle

**Squares** 24 (60 ft. by 10 ft.); **Cost** 30,000 gp

DEFENSE

**AC** 2; **Hardness** 10

**hp** 480 (240)

**Base Save** +0

OFFENSE

**Maximum Speed** 260 ft.; **Acceleration** 30 ft.

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

DESCRIPTION

This massive iron machine is designed to haul cargo and passengers across large distances. Although undeniably faster than an electric carriage, monorails are bound to expensive metal tracks that must be laid and constructed before the engine can travel to a destination. Monorail engines are powered using massive electrotech batteries that must be charged at power plants in order for the machine to make its journeys. The entry here describes a typical engine, which can pull 10 fully loaded cargo or passenger cars, or 20 empty ones. A single car can carry 50 tons, 50 people sitting, or 100 people standing and cost 1,000 gp for a cargo car, 2,500 gp for a coach car, or 5,000 gp for a luxury car.

**Propulsion** alchemical (driving space includes six squares of electric batteries, hardness 8, hp 120)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC.

**Forward Facing** the monorail engine's front

**Driving Device** throttle

**Driving Space** twelve 5 ft. squares at the vehicle's front

**Crew** 3

**Decks** 1

**Electrotech** 1 broadcaster, 1 chamber lamp (interior), 3 flash lamps (exterior, activated from driving space), 1 multimeter, 1 radio.



## Propellomobile

Large land vehicle

**Squares** 2 (10 ft. by 5 ft.); **Cost** 45,000 gp

### DEFENSE

**AC** 9; **Hardness** 10

**hp** 40 (20)

**Base Save** +0

### OFFENSE

**Maximum Speed** X ft.; **Acceleration** 30 ft.

**CMB** +1; **CMD** 11

**Ramming Damage** 1d8

### DESCRIPTION

This high-speed version of the ekka electric carriage is often sported for racing events and possesses bright coloration. It appears identically to the ekka, except for the massive propeller on its front. Because of this feature, goggles are required to successfully drive a propellomobile.

**Propulsion** alchemical (driving space is also an alchemical engine, hardness 8, hp 20)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC.

**Forward Facing** the propellomobile's front

**Driving Device** steering wheel and throttle

**Driving Space** one 5 foot square in the vehicle's rear

**Crew** 1

**Decks** 1

**Electrotech** 2 flash lamps (exterior, activated from driving space), 1 multimeter (compass, thermometer, and chronometer only).

## Tank

Huge land vehicle

**Squares** 8 (20 ft. by 10 ft.); **Cost** 50,000 gp

### DEFENSE

**AC** 8; **Hardness** 20

**hp** 160 (80)

**Base Save** +0

### OFFENSE

**Maximum Speed** 80 ft.; **Acceleration** 30 ft.

**CMB** +2; **CMD** 12

**Ramming Damage** 2d8

### DESCRIPTION

A tank is a completely militarized version of an electric carriage, designed to wade into battle and dominate opposition with its massive firearms. A tank is designed to carry up to eight passengers

alongside its driver, although the passengers are held in a separate cabin with equipped with a rear access door. A tank is designed to withstand punishment from the horrors of warfare and typically sees little to no civilian use. Because of this, a tank and its engine have higher than standard hardness for their type (x2).

**Propulsion** alchemical (driving space includes an alchemical engine, hardness 16, hp 20)

**Driving Check** Profession (driver), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC.

**Forward Facing** the tank's front

**Driving Device** steering wheel and throttle

**Driving Space** two five-foot squares at the tank's front

**Crew** 1

**Decks** 1

**Devices** 1 air stabilizer, 1 broadcaster, 2 chamber lamps (one per cabin), 1 cooler, 2 flash lamps (exterior, activated from driving space), 1 heater, 1 radio.

**Weapons** 1 Large nucleonic rifle (3d6 electricity damage), 2 Medium bergmann boomsticks (1d8 piercing and bludgeoning damage).

## WATER VEHICLES

Water vehicles move across bodies of water, whether as small as a river or as large as an ocean. These vessels are typically powered by alchemical or electrotech engines, but most are versatile enough that they can be strung with a sail during a crisis.

### Jetson Jetcraft

Gargantuan water vehicle

**Squares** 18 (30 ft. by 15 ft.); **Cost** 25,000 gp

### DEFENSE

**AC** 6; **Hardness** 10

**hp** 360 (180)

**Base Save** +0

### OFFENSE

**Maximum Speed** 30 ft. (current only), 60 ft. (alchemical), 90 ft. (current and alchemical); **Acceleration** 30 ft.

**CMB** +4; **CMD** 14

**Ramming Damage** 4d8

### DESCRIPTION

This small watercraft is designed to hold three passengers in addition to its driver and is noteworthy for its lack of sails. A jetson jetcraft utilizes an electrotech engine that spins a propel-

ler kept in the water, which pushes the jetcraft further. A jetcraft is not suitable for long-distance travelling and is typically used for recreational activity by the wealthy.

**Propulsion** current (water) or alchemical (driving space includes an alchemical engine, hardness 16, hp 20)

**Driving Check** Profession (driver or sailor), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC.

**Forward Facing** the jetson jetcraft's front

**Driving Device** rudder and throttle

**Driving Space** one 5 ft. space at the vehicle's rear

**Crew** 1

**Decks** 1

**Electrotech** 1 broadcaster, 1 flash lamp (exterior, activated from driving space), 1 radio.

## Wilson Steamship

Wilson Steamship Colossal water vehicle

**Squares** 60 (20 ft. by 75 ft.); **Cost** 75,000 gp

### DEFENSE

**AC** 2; **Hardness** 10

**hp** 1,200 (600)

**Base Save** +0

### OFFENSE

**Maximum Speed** 180 ft. (current), 180 ft. (alchemical), 240 ft. (current and alchemical); **Acceleration** 40 ft.

**CMB** +8; **CMD** 18

**Ramming Damage** 8d8

### DESCRIPTION

This massive ship is the pinnacle of electrotech watercrafts, utilizing massive steam engines to propel the ship through the waves. A wilson steamship comes in two varieties, one for carrying cargo and one for carrying passengers. Unlike the jetson jetcraft, a steamship is able to sail across vast

oceans. A steamship is able to carry nearly 50 passengers in addition to its crew, or 250 lbs of cargo per potential passenger (125 tons).

**Propulsion** current (water) or alchemical (driving space includes an alchemical engine, hardness 16, hp 20)

**Driving Check** Profession (driver or sailor), Knowledge (engineering), or Craft (alchemy or electrotech) +20 to the DC.

**Forward Facing** the wilson steamship's front

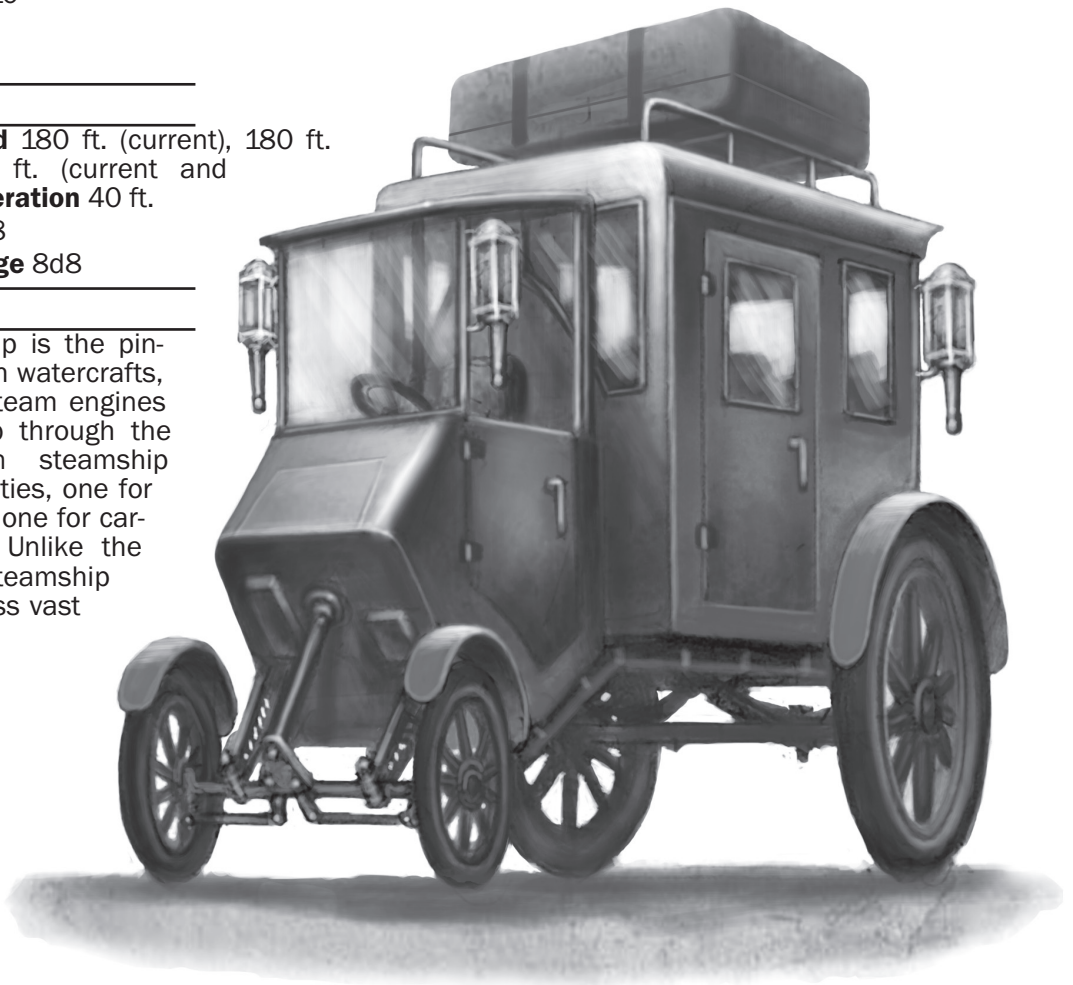
**Driving Device** rudder and throttle

**Driving Space** four 5 ft. space at the vehicle's front

**Crew** 10

**Decks** 3

**Electrotech** 1 air stabilizer, 1 broadcaster, 5 chamber lamps, 3 coolers, 4 cookers, 3 flash lamps (exterior, activated from driving space), 3 heaters, 1 radio.



## PART 3: ALWAYS A PROBLEM

"They're on high-alert," Quillard explained as he hopped over to the chamber's sewer access. "You better grab cover; this panel is sealed up tighter than a Mrs. Grundy."

"Sealed up ... Quillard, don't ye have yer spanner witcha?" Edna demanded as she smashed another drone to pieces.

"What? Yeah. I'm using it now," Quillard gasped between tugs at the bolts holding the sewer access door in place.

"What? It's made of adamantine ye schmuck! Give 'er 'ere!" Not waiting for Quillard to comply, Edna ran over to the nashi and yanked his spanner from his hand. With all her might, Edna slammed the tool into the panel, tearing through it like butter. She grabbed Quillard and tumbled through the shaft into the sewer with Aldan close behind her.

With his superior vocabulary, Quillard could think of many different words that he might normally use to describe the sewer system beneath Baron Rosewode's estate. Some that immediately came to mind included disgusting, raunchy, unpleasant, and upchuck-worthy. However, Quillard didn't dare voice any of his objections. At a lofty 5' 11", Aldan waded through the murk with ease and even Edna stood at least four feet tall, plenty high enough to keep her nose well above the two feet of sewage that the three found themselves traversing through. Quillard never cursed the gods for being born a nashi of average build, but he was considering it now that his 30-inch body was 24 inches deep in sewage.

Having the viscosity of molasses, every step through the sewage was a physical, mental, and emotional struggle for Quillard, and he personally thought that it was a testament to his own endurance that he managed to travel with Adain and Edna for nearly twenty minutes before collapsing face-first into the sludge with fatigue. Ready to drown in the excrement of society, Quillard almost didn't care when a large hand reached down and pulled him back into the breathing world. Quillard knew that he looked absolutely pathetic. Reeking of the worse products of humanity with his wet fur smeared across his lithe frame, frayed beyond recognition.

"Eck, Quillard. I'm second guessing on whether or not your mother would want to be in the same room as you."

Still, Aldain didn't have to be an ass about it. Quillard shot Aldain a death glare. He laughed.

"If you needed a lift, you could have asked." Aldain tucked Quillard underneath his arm like a

sack of mulch. Although it was admittedly easier than walking, Quillard's face turned hot as he debated internally on whether or not drowning himself was the more humane option.

"Don't worry, Quill. I'm sure not all is lost for you yet. There's bound to be an otyugh down here who'd think you look positively sheik right now."

"I hate you so much." Quillard steamed. Bad choice. Dribble from the sewer mixed with his saliva and trickled down his esophagus, vibrating from his vocalized protests. At least he managed to vomit all over Aldain's leg.

"Can ye stop tormentin' each other fer a second? I'm tryin' t'eh figure out where we be headin'." Edna snapped. They quieted down, listening to the sound of churning sewage and Edna murmuring directions. Occasionally she'd point down a tunnel and command Aldain to carry Quillard that way and he'd oblige. After all, it was easy to hear the sounds of the sentinels roll throughout the halls above them.

"They can't find us down here, can they?" Aldain asked nervously.

"Of course not," Quillard replied. "There's at least an inch of metal pipe between us and them, likely some wood and maybe a bit of concrete too. Technicians haven't invented a scanning wand powerful enough to scan through that much material.

"Well, that's certainly convenient."

"No, its science!"

"Convenient science."

"Well ye two please stop talkin'! I'm tryin' t'eh figure out where we are!" Edna snapped again. "This stonework be all wrong. Look'ere, the passage gets wider."

"But why? There should only be some drainage pipes here," Quillard noted.

"Exactly. And I don't know about you lads, but some'thin fishy like dis seems like tha perfect place to find our engine."

"Sounds fun," Aldan replied, a little too excitedly for Quillard's tastes. "Count me in." Edna nodded and led the way down the passage, which broadened as it sloped down into the earth until finally, no more than two minutes in, they came across a massive drop; a waterfall of sewage that spun a massive wheel covered in wires and bulbs. Quillard followed those wires with his eyes, and they led to a massive steel dome, connected to a broadcasting tower.

"Well," Quillard whispered. "That looks bad."

# CHAPTER THREE

## GADGETS & SYMBIONTS



Rather than limit themselves to the ‘mundane’ works described in Chapter 2, technicians are able to create marvels far beyond such devices. The electrotechnology utilized by a technician is so fantastic that it blurs the line between what is magical and what is not. A technician can soar through the air using a jet pack gadget, gain infrared vision by harvesting a set of aberrant eyes from a fallen foe and growing them into a symbiont, or create a device capable of unleashing gouts of fire or acid at foes.

This chapter introduces the primary types of devices favored by technicians—gadgets and symbionts. Each device receives its own section in this chapter that explores the processes required to research and craft each device as well as a list of commonly available devices.

Each section is briefly described below:

**Gadgets:** These special devices are the pinnacle of technical design and are worn on a technician’s body in order to provide the wearer with a number of benefits. Although highly technician, technicians who master the art of crafting gadgets use these wondrous machines to perform tasks that would otherwise be impossible without magic.

**Symbionts:** Grown via alchemy and implants into a host’s body, symbionts are small organisms that are grafted onto a living creature and coaxed into forming a symbiotic relationship with the host creature. Unlike the other types of devices described in this chapter, being a technician is not required to benefit from a symbiont, but the risks involved with implantation are severe enough that few find the surgery tempting.

## GADGET BASICS

Electrotech gadgets are fantastic devices that are able to replicate a number of powerful, spell-like effects. Despite any similarities between end results, all effects created by electrotech gadgets are extraordinary abilities unless noted otherwise. That said, gadgets are subjected to spell resistance and their effects can be countered if they duplicate a spell that can be specifically countered by another spell. For example, a gadget that creates an *enlarge person* effect can be countered by *reduce person* as if it were a spell.

In order to utilize a gadget, it must be equipped onto one of four specific regions on the technician's body. These regions are referred to as gadget slots and the four gadget slots are thusly named: body, chest, feet, and hands. Gadget slots are not mutually exclusive with magic item slots; a technician can equip a set of electrotech footwear in his feet gadget slot alongside a set of magical boots in his feet magic item slot. Equipping or removing a gadget is a full-round action that provokes attacks of opportunity.

Because the construction of electrotech gadgets is not standardized, a character is unable to equip an electrotech gadget that he did not personally construct unless that gadget is designed for civilian use, represented by the public gadget innovation (see Chapter 1). As a result, a technician is forced to either purchase a gadget's schematic from a more experienced technician or discover the gadget's secrets for himself. Once he possesses the gadget's schematics, the technician may craft the device at his leisure and power it using his daily allotment of battery points.

### Researching Schematics

A schematic provides a technician with detailed instructions on how to properly (and safely) construct a gadget or gadget upgrade. The technician class possesses a gadget schematic list from which all possible schematics are drawn, which is detailed later in this chapter. A technician does not begin play knowing any gadget schematics. If using the downtime system, acquiring a gadget's schematic is a downtime activity, whether by research or by purchase. For more information on the downtime system, refer to Chapter 2 of *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*.

**Research:** Performing the research needed to design a gadget's schematic is a time-consuming process. In order to research a base gadget's schematic you must possess the electrotechnology class feature. In order to research a gadget upgrade you must possess the appropriate

upgrade class feature. Designing and researching a gadget schematic requires 1 week for a base gadget or a number of weeks equal to the gadget's battery point modifier for gadget upgrades. The time and gp cost values for researching standard gadget schematics and gadget upgrade schematics are given on Table: Gadget Schematics.

**Experienced Research:** A technician who attempts to research a schematic of a gadget he has already crafted (including a gadget that he has successfully jury-rigged) reduces the amount of time he needs to create the gadget's schematic from weeks of work to days of work. For example, a technician who has successfully jury-rigged a 5th-level gadget upgrade can research that upgrade's schematic in 5 days instead of the usual 5 weeks. This experience does not reduce the gp cost to research the schematic, however.

**Purchase:** Most technicians acquire gadget schematics by purchasing them from other technicians. A technician can typically acquire a gadget schematic in 1 day, but gadget schematics are considered electrotech items and are subjected to the availability rules noted on Table 2-1: Electrotech Availability. The gp cost for purchasing gadget schematics and gadget upgrade schematics are given on Table 3-1: Gadget Schematics.

**Completion:** Upon creating or obtaining a gadget schematic, the technician adds the schematic to his tinker manual. A base gadget's schematic fills 1 page in the technician's tinker manual while a gadget upgrade fills a number of pages equal to its battery point modifier.

### Constructing Gadgets

A technician must physically acquire a gadget through construction or by purchasing it before he can use it. As with researching a gadget's schematic, constructing a gadget is a downtime activity.

**Construction:** Crafting an electrotech gadget functions identically to constructing any other electrotech item using the Craft (electrotech) skill, except that a character must possess the Electrotech Proficiency feat in order to craft base gadgets. Likewise, only a technician with the appropriate upgrade class feature can craft gadget upgrades. To determine how much time and money it takes to make a gadget, follow these steps.

1. Find the gadget's price in silver pieces (1 gp = 10 sp).
2. Calculate the gadget's Craft DC (DC equals  $15 + (2 \times \text{battery point modifier})$ ).
3. Pay 1/3 of the gadget's price for the raw material cost.
4. Make an appropriate Craft check representing one week's worth of work. If the check suc-

ceeds, multiply the result by the gadget's Craft DC. (If the result equals double or triple the price in silver pieces, then the gadget has been completed in one-half or one-third of the time. Other multipliers reduce the time in the same manner.) If the result x the DC doesn't equal the price, then it represents the progress made for that week of work. Record the result and make a new Craft check for the next week. Each week more progress is made on the gadget until the total equals the price of the gadget in silver pieces.

Failing the check by 4 or less negates all progress for the week. Failing the check by 5 or more ruins half of the raw materials used to create the gadget, which must be purchased again in order to continue crafting the gadget.

**Progress by the Day:** A technician can make Craft checks to create his gadgets by the day instead of by the week. In this case, his progress (check result x DC) should be divided by the number of days in the technician's week.

**Accelerated Crafting:** As with any other use of the Craft skill, a technician can voluntarily add +10 to the check DC. This allows the technician to create a gadget more quickly (since he'll be multiplying this higher DC by his Craft check result to determine progress). The technician must decide whether to increase the DC before making each weekly or daily check.

**Schematics and Gadget Construction:** A technician does not require a schematic in order to craft a gadget. If he does possess the schematic of a gadget that he is crafting, however, the technician can make Craft checks to create his gadgets by the day without dividing his progress by the number of days in the week.

**Jury-Rig:** A technician doesn't always have the time necessary to craft a perfectly functioning gadget; he may instead choose to jury-rig a gadget instead. If he possesses a gadget's schematic, the technician can spend 1 hour crafting the gadget from spare parts. At the end of the hour, the technician must succeed on a Craft (electrotech) check against a DC 15 + (2 x the total battery point modifier of all upgrades that the jury-rigged gadget possesses). If the technician succeeds, he creates a functional gadget that can be allocated battery points and activated like any other gadget. A jury-rigged gadget has the broken condition, cannot be healed above half its total hit points, and collapses into worthless scrap parts after 1d4 hours. A technician can jury-rig a gadget upgrade onto an existing gadget using the same rules noted above. An upgrade that collapses provides no further penalty to a gadget aside from the loss of the upgrade's benefits to the wearer.

A technician does not need to expend any gp

**Table 3-1: Gadget Schematics**

Type	Research Time <sup>1</sup>	Research Cost <sup>2</sup>	Purchase Cost <sup>2</sup>
Base Gadget	1 week	5 gp	20 gp
Upgrade (2)	2 weeks	40 gp	160 gp
Upgrade (3)	3 weeks	120 gp	480 gp
Upgrade (4)	4 weeks	240 gp	960 gp
Upgrade (5)	5 weeks	400 gp	1,600 gp

<sup>1</sup> You can attempt to research a gadget upgrade schematic alongside its base gadget or another gadget upgrade that belongs to the same gadget. Doing so reduces the total amount of research time needed to research the schematics by 1 week per gadget (or gadget upgrade) being researched. For example, researching a base gadget plus its 2-point and 3-point upgrades would normally take 6 weeks, but doing them alongside one another reduces this process to 3 weeks.

<sup>2</sup> These prices are modified by electrotech's availability, as noted in the introduction. The lists prices assume that electrotech is emerging.

**Table 3-2: Gadget Construction**

Type	Craft DC	Construction Cost <sup>1</sup>	Purchase Cost <sup>1</sup>
Base Gadget	17	20 gp	200 gp
Upgrade (2)	19	160 gp	1,400 gp
Upgrade (3)	21	480 gp	3,200 gp
Upgrade (4)	23	960 gp	4,800 gp
Upgrade (5)	25	1,600 gp	6,400 gp

<sup>1</sup> The cost listed is only for the base gadget or gadget upgrade, as appropriate. When crafting a gadget, each upgrade must be crafted separately. When purchasing a gadget, add the base price to the price for each upgrade purchased to determine the gadget's final cost.

in raw materials to jury-rig a gadget, nor does he require access to an alchemy lab. If a technician does not have access to an alchemy lab when he creates his jury-rigged gadget, he suffers a -2 penalty on his Craft check. This penalty stacks with any penalties he suffers for improvising his tools. If a technician pays for raw materials for his jury-rig equal to 1/3 of the gadget's (or upgrade's) gp cost, the jury rig lasts for 1d8+2 hours before collapsing into worthless scrap.

**Purchase:** Though few technicians trust gadgets built by rival technicians, a technician can outright purchase a fully operational gadget from another technician. A technician can typically acquire a constructed gadget in 1 day, but gadgets are considered electrotech items and are subject to the availability rules noted on Table 2-1: Electrotech Availability. The gp cost for purchasing a gadget is given on Table 3-2: Gadget Construction.

## Using Gadgets

A gadget cannot be used until battery points have been allocated to it. Refer to the battery pack section of the technician's electrotechnology class feature for more information on using battery packs.

**Base Battery Point Cost:** A base gadget has a base battery point cost of 1. This means that one battery point must be allocated to the gadget in order to activate it. After upgrading the gadget, also add the upgrade's battery point modifier (which is listed in parenthesis before the upgrade's benefits) to this base cost in order to determine the gadget's total battery point cost. Multiple upgrades on the same gadget stack their modifiers when determining a gadget's total battery point cost. For example, a gadget with a 2-point upgrade and a 5-point upgrade has a total battery point cost of 8.

**Activation:** Once it has been allocated enough battery points, the gadget exchanges its battery points for an action pool that is used to provide the gadget's benefits to its wearer. The wearer must have Electrotech Proficiency in order to activate a gadget. Activating a gadget requires the following steps.

1. The technician allocates his battery points to the gadget as described by the electrotechnology ability. A gadget requires a number of battery points equal to its total battery point cost in order to be activated. A gadget's total battery point cost equals its base cost (typically 1) + any upgrade modifiers from gadget upgrades that the gadget possesses.

2. The gadget exchanges its battery points for a pool of action units. The number of action units per battery point in the gadget's pool is based upon the gadget's type, as noted in its description. When determining the number of action units in this pool, use the allocator's level

as the gadget's technician level, not the level of the gadget's creator.

3. Once a gadget possesses one or more action units, the gadget's wearer can activate the gadget as noted in its description. When he activates the gadget, the wearer may spend any number of action units from the gadget's action pool in order to gain the gadget's benefits for an equivalent duration. A gadget uses the level of the technician who allocated its battery points to it when determining its benefits. During his turn, the wearer can spend any unspent action units within the gadget to increase its duration as a free action. If the gadget runs out of action units, it deactivates when its duration expires and the wearer must reactivate it using the action noted in its description.

**Activating and Gadget Upgrades:** Although most gadget upgrades provide their benefits whenever the gadget is active, some upgrades must be activated separately by spending action units from the gadget. Regardless of the benefit it provides, a gadget upgrade provides no benefits to its wearer when the gadget is inactive. Activating a gadget upgrade with a specific activation action is identical to activating a base gadget and expends action units as noted in the upgrade's entry (if any).

**Multiple Increments:** When allocating battery points to a gadget, you can allocate battery points in excess of the gadget's total battery point cost in order to grant it additional action units. Paying twice the gadget's total battery point cost doubles the number of action units generated by the gadget while playing triple the gadget's total battery point cost triples the number of action units generated. You may allocate as many battery points to a gadget in this manner as you wish.

**Degradation:** Battery points stored within an electrotech gadget count against the total daily maximum that a technician can allocate each day, even if the gadget is no longer in the technician's possession. This is a safety measure built within the technician's battery pack to prevent it from overexerting itself, which would produce a catastrophic meltdown. A gadget can retain its unspent battery points for up to 1 month, after which these battery points simply vanish as their immaterial energy finally dies out.

**Broken Gadgets:** A gadget typically possesses a number of hit points equal to double its total battery point cost and has hardness 10. When a gadget gains the broken condition, its wearer suffers a -2 penalty on attack rolls and skill checks per broken gadget until the broken gadgets are taken off. Furthermore, when the gadget is activated it has a 50% chance to fail, causing it to expend its action units without producing any effect other than an electronic hum or a puff of smoke.



## GADGET DESCRIPTIONS

The following is a description of the various statistics and features of electrotech gadgets categorized by the order in which they appear in a gadget's entry.

### Name

The gadget's common name. A technician may choose to alter the name of his gadgets based on its functionality. For example, a vehicle specialist who develops a cheetah gadget by combining a combustion engine with sturdy wheels might call his device a *'turbo rollers gadget'* while a symbi-ont specialist who augments her legs with electrotech gadgetry might call his device a *'lightning soles gadget.'* Despite differences in name, both gadgets function identically.

### Type & Weight

A gadget's type entry denotes which gadget slot the device occupies while its weight entry denotes how heavy the gadget is. A gadget counts against its wearer's carrying capacity as does any other piece of equipment.

### Activation

This entry notes the action required to activate it. When a technician activates a gadget, he must expend a minimum of 1 unit from the gadget's action pool in order to gain the gadget's benefits. If the gadget possesses no action units, it cannot be activated. A technician can spend as many action units from a gadget as he wishes when activating it and he can spend additional action units from a gadget as a free action during his turn to increase the duration of its benefits.

### Range

A gadget's range entry indicates the maximum distance that the gadget's effects can remain effective. Gadgets utilize the same range categories as spells, as described in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*.

The majority of gadgets are personal range and provide their benefits exclusively to the technician wearing them.

### Targeting a Gadget

A gadget's target entry denotes the number and type of targets that the gadget can effect. As most gadgets are personal range, most gadgets target the technician wearing them with their effects, noted with an entry of 'you.'

If a gadget targets another creature or an area, it uses the same rules for targeting as spells, as

described in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*.

### Action Units

A gadget's action unit entry denotes the number and type of action units that its action pool possesses. A typical entry includes three sections; number of units, type of units, and a note of whether or not the gadget's action units are upgradable.

**Number of Units:** Most gadgets possess an action pool with one unit per technician level, denoted as 1/level. Larger, common denotations include 5/level (5 units per technician level) and 10/level (10 units per technician level.)

**Type of Units:** The type of action unit that the gadget uses is noted in parenthesis next to the number of units it possesses. This entry notes how long the technician receives the gadget's benefits for when an action unit is spent. The most common types of units are 1 round, 1 minute, 1 hour, and 1 attack.

**Rounds, Minutes, and Hours:** Action units that denote time (typically rounds, minutes, and hours) allow a gadget to provide its benefits for an amount of time that equals the number of action units spent powering the gadget. For example, spending 5 action units of the minute type allows a gadget to function for 5 minutes. This time must be consecutive, although you are not required to spend action units consecutively. When this duration has expired, the gadget deactivates until more action units are spent activating it once more. Activating a deactivated gadget requires a specific action, as noted under the gadget's activation entry, while feeding additional action units into an already active gadget is a free action that you may take at any point during your turn.

**Attacks:** The other type of action units denotes uses, typically in the form of attacks. Gadgets with this type of action unit do not typically provide passive benefits to their users; instead, a specific action must be taken to utilize the gadget's benefits. That specific action required to utilize such a gadget is referred to as an attack. Most gadgets that use this type function as weapons and require the technician to attack with this weapon in order to gain the gadget's benefits. Weapon-like gadgets can be enhanced into magic items using the normal rules for crafting magic items and armor.

Some gadgets that utilize this type of action unit do not require literal attacks, but spending an action to use the gadget is considered an attack for the purpose of using its action units. Such gadgets only provide their benefits until the end of the turn unless noted otherwise; for example, if you activate a flare gadget as swift action



to treat a crossbow bolt, the treatment lasts until the end of your turn and is wasted if the bolt is not used to make an attack before then.

**Upgradable:** If one of the gadget's upgrades modify its action units entry, the entry notes this with a 'U.'

## Saving Throw

Gadgets that allow saving throws to lessen or negate their effects possess a saving throw entry in their description. As most gadgets are personal effects that target their user, few gadgets possess this entry. The saving throw DC against a gadget's effects is equal to 10 + the technician's level + the technician's Intelligence modifier.

## Descriptive Text

This section of the gadget's description details what the gadget does and how it works. If one of the previous entries to the description includes "see text," this is where the explanation is found.

## Upgrades

Every gadget possesses four upgrades, numbered from two to five. The listed number is the upgrade's battery point modifier; when determining a gadget's total battery point cost, add up the battery point modifiers of all of the gadget's upgrades together and increase this result by 1.

A technician must research (or purchase) an upgrade's schematic and construct it before it can be used. Alternatively, a technician can purchase an upgraded gadget from an experienced technician, adding the cost of any upgrades that you wish for your gadget to possess to the purchase cost of a standard gadget to determine its final cost. Researching and constructing a gadget upgrade follows the same as researching or constructing a standard gadget except you cannot research a gadget upgrade's schematics if you do not possess the standard gadget's schematics and you cannot construct a gadget upgrade if you do not possess a completed standard gadget to apply the upgrade. The costs involved for each of these activities are listed on Table: Gadget Schematic Cost and Table: Gadget Construction Cost.

# TECHNICIAN GADGET LIST

The following is a list of gadgets that are available to the technician class. Each gadget also possesses four upgrades that are listed under the gadget's entry. The gadgets are organized alphabetically by type.

## Chest

**Adaptation:** Allows the technician to endure hot and cold environments; can be upgraded to further protect against the elements.

**Ant:** Greatly increases the amount of weight the technician can carry; can be upgraded to ease the burden of using weapons and armor.

**Armor:** Grants you a +4 armor bonus to your AC; can be enhanced or improved into a deflection bonus and can prevent damage dealt to the technician.

**Aviator:** Slows a technician's descent while falling; can be upgraded to allow him to soar through the skies.

**Chameleon:** Alters light and sound waves around the technician, making him disappear; can be upgraded for increased duration and aiding allies.

**Distortion:** Interferes with optical senses in order to making it more difficult to strike the technician; can be upgraded to a higher miss chance.

## Feet

**Cheetah:** Enhances a technician's running speed; can be upgraded to allow the technician to take special actions while moving.

**Cricket:** Enhances a technician's jumping ability; can upgrade the gadget to allow flying kicks and multiple attacks following a charge.

**Hyper-Action:** Enhances a technician's reaction time; can be upgraded to make it nearly impossible to catch the technician unaware.

**Otter:** Grants the technician a swim speed and enhances their aquatic durability; can be upgraded for increased speed and maneuverability in the water.

**Poised Step:** Protects the technician from the perils of dangerous terrain; can be upgraded to protect the technician opportunistic attacks and movement penalties.

**Sure Step:** Eases the burden of climbing and sliding across narrow surfaces for the technician; can be upgraded to allow the technician to walk in otherwise impossible conditions.

## Hands

**Blaster:** Provides the technician with an on-demand pistol that deals force damage; can be upgraded with different types of energy, increased damage, and area attacks.

**Flare:** Allows the technician to launch explosive flairs at his foes to dazzle them; can be upgraded to provide illumination in the affected area and make locating affected creatures easier.

**Glue Gout:** Fires a gout of slippery grease that opponents may stumble across; can be upgraded

with adhesiveness to increase an enemy's frustration in moving across it.

**Grappling Hook:** Fires a net that can entangle foes from a distance; upgrades to allow the technician to reel himself and his opponent closer together.

**Kinetic:** Creates a force construct that the technician controls with his hands; can be upgraded to manipulate heavier objects or attack the technician's foes.

**Shield:** Creates a shield of force that grants you a +2 bonus to your AC; can be upgraded to make shield bash attempts and provide other defenses.

## Head

**Dungeoneer:** Allows the technician to detect minor hazardous and traps; can be upgraded to notice hazards from afar.

**Life Scan:** Scans creatures for the technician in order to help him identify his opponents; can be upgraded to quickly supply information to the technician and give him additional benefits against identified creatures.

**Magic Detector:** Allows you to use detect magic at will; can be upgraded to further identify magic items and magic auras.

**Magnifying:** Enhances your vision, allowing you to see more clearly in dim light; can be upgraded allow you to see in the dark, see invisible creatures, and even see through illusion.

**Personal Translator:** Automatically translates unknown languages for the technician; can be upgraded to translate the technician's speech for foreigners, throw the technician's voice, and disguise it.

**Wound Analyzer:** Allows you to assess how near-death a creature is; can be upgraded to allow a technician to monitor the status of another creature from afar.

## TECHNICIAN GADGETS

The following gadgets appear in alphabetical order.

### Adaptation Gadget

**Type:** Chest    **Weight:** 8 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 1/level (10 minutes) (U)

An adaption gadget is designed to protect its wearer from the wrath of the elements. While an

adaption gadget is active, you can exist comfortable in hot or cold conditions ranging between  $-50^{\circ}$  and  $140^{\circ}$  Fahrenheit ( $-45$  and  $60$  degrees Celsius) without having to make Fortitude saves. Your equipment is likewise protected.

An adaption gadget offers no protection from fire or cold damage, nor does it protect against environmental hazards unrelated to temperature, such as smoke, lack of air, and so on.

**UPGRADE (2):** While the adaptation gadget is active, you gain resistance against either cold or fire damage equal to  $5 +$  your technician level (your choice).

**UPGRADE (3):** The adaptation gadget's action units improve to  $6/\text{level}$  (10 minutes).

**UPGRADE (4):** You receive the benefits of the evasion class feature, as a rogue, while the adaptation gadget is active. This evasion only applies against effects that deal cold or fire damage or that include the cold or fire descriptor. This upgrade requires the adaptation gadget's 2-point upgrade.

**UPGRADE (5):** While the adaptation gadget is active, you are surrounded with a moveable 1-inch shell of tolerable living conditions. This shell enables you to breathe freely at all times (even while underwater or in a vacuum) and makes you immune to harmful gases and vapors. This includes inhaled diseases, poisons, and even spells like *cloudkill* and *stinking cloud*.

### Ant Gadget

**Type:** Chest    **Weight:** —

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 1/level (1 hour)

An ant gadget enhances your natural strength by using immateria to push against the weight of objects you carry. While an ant gadget is active, your carrying capacity is tripled.

**UPGRADE (2):** While the ant gadget is active, subtract half of your technician level from your armor check penalty. This includes any penalties incurred for wearing armor or carrying a shield, but not penalties incurred for carrying a medium or heavy load.

**UPGRADE (3):** While the ant gadget is active, medium and heavy armor do not limit your movement speed. Any other restrictions apply normally, such as maximum Dexterity or armor check penalties incurred by the armor.

**UPGRADE (4):** While the ant gadget is active, your armor is treated as though it were one category lighter for the purpose of movement and similar

limitations. Treat heavy armor as medium armor, medium armor as light armor, and light armor as light armor. This benefit stacks with the benefits of wearing mithral armor.

**UPGRADE (5):** While the ant gadget is active, reduce the attack roll penalties associated with using a weapon too larger for your size by half of your technician level.

## Armor Gadget

**Type:** Chest    **Weight:** 12 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 1/level (1 hour)

An armor gadget emits a powerful barrier of immateria to protect its wearer from enemy attacks, granting you a +4 armor bonus to your AC.

**UPGRADE (2):** Increase the armor bonus provided by the armor gadget to +6. Alternatively, you can replace the armor bonus with a +4 deflection bonus to your AC. This choice must be made when you construct this upgrade, and once made it cannot be altered short of reconstructing the upgrade at its full cost.

**UPGRADE (3):** As a standard action, you can spend 1 action unit from the armor gadget in order to gain DR 5/- for 1 hour or until 60 points of damage has been prevented.

**UPGRADE (4):** Improve the DR granted by the armor gadget to DR 10/- and increase the amount of damage it can prevent before ending to 120 points. This upgrade requires the armor gadget's 3-point upgrade.

**UPGRADE (5):** Activating the armor gadget's DR is a swift action instead of a standard action. This upgrade requires the armor gadget's 3-point upgrade.

## Aviator Gadget

**Type:** Chest    **Weight:** 12 lbs.

**Activation:** 1 immediate action

**Range:** personal

**Target:** you

**Action Units:** 1/level (1 round) (U)

An aviator gadget uses immateria to temporarily defy the forces of gravity. While the gadget is active, you fall slowly at a rate of 60 feet per round, the equivalent to the end of a fall from a few feet and you take no damage upon landing while the gadget is active. Your normal rate of

falling resumes if the gadget deactivates before you reach the ground.

**UPGRADE (2):** The aviator gadget's action units improve to 1/level (1 minute). In addition, while the gadget is active you may move 5 feet in any horizontal direction while falling for every 1 foot that you fall, to a maximum of 60 feet each round. This movement cannot grant vertical height unless you are subjected to a strong, uplifting wind or similar effect. Such a condition allows you to soar upwards 5 feet for every 10 feet of the wind's speed, to a maximum of 40 feet of vertical height each round. Strong winds also increase the horizontal distance travelled per foot that you fall to 10 feet per round if the wind is advantageous or decrease it to 5 feet per two rounds if the wind is disadvantageous.

**UPGRADE (3):** While the aviator gadget is active, you gain a fly speed of 60 feet with average maneuverability. If you are wearing medium or heavy armor or carrying a medium or heavy load, reduce this fly speed to 40 feet. This upgrade requires the aviator gadget's 2-point upgrade.

**UPGRADE (4):** While using the aviator gadget's fly speed, you do not suffer nonlethal damage while hustling. This upgrade requires the aviator gadget's 3-point upgrade.

**UPGRADE (5):** The aviator gadget's action units improve to 6/level (10 minutes). This upgrade requires the aviator gadget's 2-point upgrade.

## Blaster Gadget

**Type:** Hand    **Weight:** 6 lbs.

**Activation:** 1 swift action

**Range:** personal

**Target:** you

**Action Units:** 1/level (25 attacks)

A blaster gadget is a nucleonic pistol (see Weapons in Chapter 2) that is fueled using a battery pack instead of nucleonic cartridge. When the gadget is first activated, select the type of damage that the blaster gadget deals as though your battery pack were a nucleonic cartridge. Once this choice is made, it cannot be changed until the next time the gadget is powered.

**UPGRADE (2):** By spending 1 action unit (5 attacks) from the blaster gadget as a swift action, you may change the type of energy damage that the gadget deals, chosen from among those allowed by a nucleonic cartridge.

**UPGRADE (3):** Increase the damage dealt by the blaster gadget's nucleonic pistol to 1d10 for Medium technicians or 1d8 for Small technicians.

**UPGRADE (4):** By spending 1 action unit (5

attacks) from the blaster gadget as a swift action, you may treat the pistol as though it possessed the automatic quality or the scatter quality (see Chapter 1 in *PATHFINDER ROLEPLAYING GAME: ULTIMATE EQUIPMENT*) until the end of the round.

**UPGRADE (5):** Increase the damage dealt by the blaster gadget's nucleonic pistol to 2d6 for Medium technicians or 1d10 for Small technicians. This upgrade requires the blaster gadget's 3-point upgrade.

## Chameleon Gadget

**Type:** Chest    **Weight:** 15 lbs.

**Activation:** 1 standard action

**Range:** 1 standard

**Target:** you

**Action Units:** 1/level (1 round; see text) (U)

A chameleon gadget manipulates light waves in order to create the illusion of its wearer vanishing into thin air. While the gadget is active, you are invisible. This invisibility immediately ends if you perform any hostile actions, as outlined by the *invisibility* spell.

**UPGRADE (2):** The chameleon gadget's action units improve to 1/level (1 minute).

**UPGRADE (3):** The chameleon gadget's action units improve to 10/level (1 minute). This upgrade requires the chameleon gadget's 2-point upgrade.

**UPGRADE (4):** As a swift action, you can spend 1 action unit from the chameleon gadget in order to project a 20-foot sphere of invisibility that is centered on you for 1 round. All creatures within the sphere are invisible to all other creatures except to others within the sphere. This effect ends if any creature within the sphere performs a hostile action, as outlined by the *invisibility* spell.

**UPGRADE (5):** Taking hostile actions no longer ends the chameleon gadget's effects for you. If the gadget's 4-point upgrade is active, any hostile actions taken ends this invisibility for all creatures within the sphere except for you.

## Cheetah Gadget

**Type:** Feet    **Weight:** 8 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 1/level (1 minute) (U)

A cheetah gadget optimizes the inertia created by your body, increasing your speed and reaction time. While the gadget is active, you gain a +30

ft. enhancement bonus to your speed.

**UPGRADE (2):** As a standard action, you can spend 1 action unit from the cheetah gadget in order to move up to your speed. You may make a single melee or ranged attack at any point during this movement.

**UPGRADE (3):** The cheetah gadget's action units improve to 10/level (1 minute).

**UPGRADE (4):** As a swift action, you can spend 10 action units from the cheetah gadget in order to stand up without provoking attacks of opportunity.

**UPGRADE (5):** When using the cheetah gadget's 2-point upgrade, you may make a single melee or ranged attack against every creature whose threatened area you move through at any point during the movement granted by the gadget. This upgrade requires the cheetah gadget's 2-point upgrade.

## Cricket Gadget

**Type:** Feet    **Weight:** 4 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 1/level (1 minute) (U)

A cricket gadget allows you to jump great distances by amplifying the inertia in your leg muscles. While the gadget is active, you gain a +20 competence bonus on Acrobatics checks made to jump.

**UPGRADE (2):** The cricket gadget's action units improve to 10/level (1 minute). In addition, you are always considered to have a running start when making Acrobatics checks to jump.

**UPGRADE (3):** As a swift action, you can spend 1 action unit from the cricket gadget when you make a charge attack in order to attempt a flying kick charge. This attack must be made with an unarmed strike and if you hit, your unarmed strike deals an additional 1d6 points of damage per 10 feet that you moved during the charge. This damage is considered falling damage and you may only deal this damage once per turn, even if you possess the ability to make multiple attacks at the end of a charge. You must move in a straight line when charging in this manner.

**UPGRADE (4):** As a swift action, you can spend 10 action units from the cricket gadget when you make a charge attack in order to attempt to pounce your foe. Make an Acrobatics skill check against your target's CMD. If you succeed, you may make a full attack against the target of your charge. If you fail, you suffer a -2 penalty on attack rolls made as part of the charge instead

of the usual bonus for charging.

**UPGRADE (5):** Select the cricket gadget's 3-point upgrade or its 4-point upgrade; you can use that upgrade as a free action instead of a swift action. This upgrade requires the cricket gadget's 3-point upgrade and 4-point upgrade.

## Distortion Gadget

**Type:** Chest    **Weight:** 20 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 1/level (1 round) (U)

A distortion gadget bends and refracts light around you, creating a series of after images of your body. While the gadget is active, melee and ranged attacks made against you suffer a 20% miss chance. This miss chance does not provide concealment, does not allow you to use the Stealth skill, does not stack with other miss changes, and is thwarted by any effects that foils *blur* or *displacement*.

**UPGRADE (2):** The distortion gadget's action units improve to 10/level (1 round).

**UPGRADE (3):** As a swift action, you can spend 10 action units from the distortion gadget as a swift action in order to increase the miss chance it provides to 50% until the start of your next turn.

**UPGRADE (4):** As a free action, you can spend 10 action units from the distortion gadget when an attacking creature successfully hits you to force it to reroll its miss chance for that attack.

**UPGRADE (5):** Using the distortion gadget's 3-point upgrade does not cost action units. Furthermore, you do not need to spend an action to gain the 3-point gadget's benefits. This upgrade requires the distortion gadget's 3-point upgrade.

## Dungeoneer Gadget

**Type:** Head    **Weight:** 5 lbs.

**Activation:** 1 standard action

**Range:** 30 feet (see text)

**Area:** cone-shaped emanation (see text)

**Action Units:** 1/level (1 minute)

A dungeoneer gadget allows you to detect the unforeseen perils and hazards typically associated with dungeon delving. A dungeoneer gadget is equipped with a hand lamp that functions as long as the gadget possesses at least one action unit. Furthermore, you can use the gadget to gain information about an area, functioning as either *detect secret doors* or *detect snares and traps*,

chosen by you. You must choose which benefit to receive when the dungeoneer gadget is first powered; switching the benefit is a full-round action that provokes attacks of opportunity.

**UPGRADE (2):** As a standard action, you can spend 2 action units from the dungeoneer gadget in order to gain the benefits of *detect secret doors* and *detect snares and pits* simultaneously. Furthermore, you can shine the gadget's hand lamp in a 15-foot radius around you or a 30-foot cone in front of you at your leisure, switching between these options as a standard action.

**UPGRADE (3):** While the dungeoneer gadget is active, you gain a competence bonus on Perception checks equal to half your technician level.

**UPGRADE (4):** While the dungeoneer gadget is active, you can make Disable Device skill checks to disarm traps untrained. If you possess at least one rank in Disable Device, you gain a competence bonus on Disable Device checks equal to half your technician level as well as a +1 insight bonus to your AC and on Reflex saves against attacks made by traps. This insight bonus improves by +1 for every 3 ranks in Disable Device that you possess.

**UPGRADE (5):** While the dungeoneering gadget is active, you gain blindsense out to 30 feet.

## Flare Gadget

**Type:** Hand    **Weight:** 4 lbs.

**Activation:** 1 swift action

**Range:** 100 feet

**Target:** one creature (see text)

**Action Units:** 1/level (5 attacks)

**Saving Throw:** Fortitude partial (U)

A flare gadget is a heavy crossbow that can treat its bolts with a special substance that causes its bolts to explode with dazzling light on contact. Unlike other weapon-like gadgets, you do not need to spend action units in order to utilize a flare gadget as weapon. While loaded with a crossbow bolt, you can press a special button on the gadget's side as a free action in order to treat the bolt to explode with dazzling light. A flare gadget can treat 5 crossbow bolts per action unit it possesses in this way. When the bolt is fired, it explodes with light, causing the struck target and all creatures within 10 feet of it to become dazzled for 1 minute. A successful Fortitude save prevents the dazzled condition. If the attack misses, the bolt explodes in a random space as though you had missed with a splash weapon.

**UPGRADE (2):** After a bolt fired by a flare gadget explodes, smoldering embers from the flare linger

in the affected area for 1 minute, increasing the illumination area within 10 feet of the creature, object, or space struck by the bolt by one step.

**UPGRADE (3):** In addition to the Fortitude save required to prevent the dazzled condition, creatures within 10 feet of a creature, object, or space struck by a flare gadget's bolt must succeed on a Reflex save or suffer a -40 penalty on Stealth checks for 1 minute and nullifying any miss chance due to invisibility that the creature possessed. A creature can remove this penalty by fully submerging itself in a body of water or by spending a full-round action removing the debris. Removing the debris provokes attacks of opportunity. This upgrade requires the distortion gadget's 2-point upgrade.

**UPGRADE (4):** If a struck creature fails its Fortitude save against the flare gadget's bolt, it becomes blinded for 1 round per technician level and dazzled for 1 minute afterwards. A creature blinded in this manner can attempt a new Fortitude save each round after the first as a move action to end the condition. Even if the creature succeeds on its Fortitude save, it is dazzled for 1 round.

**UPGRADE (5):** The flare gadget's 4-point upgrade applies to all creatures within 10 feet of a creature, object, or space struck by a flare gadget's bolt. This upgrade requires the distortion gadget's 4-point upgrade.

### Glue Gout Gadget

**Type:** Hand    **Weight:** 6 lbs.

**Activation:** 1 standard action

**Range:** 30 feet

**Target:** one creature or object or one 10-ft. square (U)

**Action Units:** 1/level (1 attack)

**Saving Throw:** Reflex partial; see text

A glue gout gadget creates and launches an adhesive substance that functions as *entangle* except it has a duration of 1 minute and does not require nor utilize plant life. The adhesive glue created by the gadget is extremely flammable and setting it ablaze causes creatures within the area to immediately suffer 2d6 points of fire damage. The inferno lasts for 1 round, dealing an additional 1d6 points of fire damage to any creature that ends its turn within the burning adhesive's area. At the start of your next turn, the *entangle* effect ends, burned away by the flames.

**UPGRADE (2):** The glue gout gadget's adhesive does not burn away after 1 round after it is set ablaze; the adhesive remains for its full duration,

dealing fire damage to creatures that end their turn within its area.

**UPGRADE (3):** When using the glue gout gadget to target an area, it targets a 60-foot radius spread instead of a 40-foot radius spread.

**UPGRADE (4):** Attempting to break free from the glue gout gadget's *entangle* effect requires a standard action instead of a move action.

**UPGRADE (5):** You can immediately set the adhesive launched by the glue gout gadget ablaze.

### Grappling Hook Gadget

**Type:** Hand    **Weight:** 8 lbs.

**Activation:** 1 standard action

**Range:** 10 feet (see text)

**Target:** one creature or object

**Action Units:** 1/level (5 attacks)

A grappling hook gadget functions as a net that is attached to your arm via a rope. You gain a bonus on opposed Strength checks made to control the net's rope equal to your technician level. This gadget can grapple an opponent indefinitely after an attack is made, but you can only maintain one net at a time with this gadget.

**UPGRADE (2):** The range increment of your grappling hook gadget's net increases to 20 feet and you can launch these nets up to five range increments, for a total distance of 100 feet. Furthermore, this upgrade includes an iron hook and chain instead of a rope, increasing the net's hp to 10 points, its hardness to 10, and its burst DC to 30.

**UPGRADE (3):** You can attempt reposition combat maneuvers against an opponent who is entangled by your grappling hook gadget without provoking attacks of opportunity. You can only use this maneuver to pull the target towards you in a straight line; any obstacles in your target's way stops its movement. Objects entangled by the net have an effective CMD equal to 10 + its size when determining the CMB check required to pull them towards you.

**UPGRADE (4):** You can use a grappling hook gadget to reel yourself towards a creature or object that is entangled by the gadget's net. Attempt a reposition maneuver against the opponent or object; if you succeed, you move in a straight line towards the target until you are adjacent to it. You must move in a straight line towards the entangled creature or object and your movement provokes attacks of opportunity from creatures whose threatened area you move through. A creature who is entangled by your grappling hook gadget cannot make attacks of opportunity against you when you move in this manner. This

upgrade requires the grappling hook gadget's 3-point upgrade.

**UPGRADE (5):** You gain a competence bonus on combat maneuver checks made to grapple or reposition creatures who are entangled by your grappling hook gadget equal to half your technician level. In addition, the range increment of your grappling hook gadget's net improves to 50 feet and you can launch the grappling hook up to ten range increments. Furthermore, this upgrade includes a reinforced hook and chain, increasing the net's hp to 15 points, its hardness to 20, and its burst DC to 35. This upgrade requires the grappling hook gadget's 2-point upgrade.

### Hyper-Action Gadget

**Type:** Feet      **Weight:** 2 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Duration Units:** 1/level (1 minute) (U)

A hyper-action gadget supercharges your nervous system, increasing your reaction time. While the gadget is active, you gain a competence bonus on initiative checks equal to half your technician level (minimum 1).

**UPGRADE (2):** While the hyper-action gadget is active, you may always act during a surprise round, though you are considered flat-footed until you have acted as normal unless you possess an ability that says otherwise, such as uncanny dodge.

**UPGRADE (3):** While the hyper-action gadget is active, you cannot be caught flat-footed and do not lose your Dexterity bonus to AC against invisible attackers. You lose your Dexterity bonus to AC if immobilized or against opponents who have successfully used the feint action against you.

**UPGRADE (4):** The hyper-action gadget's action units improve to 10/level (1 minute).

**UPGRADE (5):** While the hyper-action gadget is active, you may take a standard action, a move action, and a swift action during a surprise round. This gadget does not allow you to take a full-round action during a surprise round, however. This upgrade requires the hyper-action gadget's 3-point upgrade.

### Kinetic Gadget

**Type:** Hand      **Weight:** 2 lbs.

**Activation:** 1 standard action

**Range:** 30 feet

**Effect:** 1 hand of force that obeys your commands

**Duration Units:** 1/level (1 hour)

A kinetic gadget projects force energy that mirrors the movements of your hand, allowing you to pick up unattended objects that are up to 30 feet away and weigh no more than 30 pounds. This projection cannot make attacks and cannot be used to perform actions that require tactile manipulation, such as Disable Device or Sleight of Hand skill checks.

**UPGRADE (2):** As a standard action, you can spend 1 action unit from the kinetic gadget in order make unarmed strikes with the gadget for up to 1 minute per technician level. While using the kinetic gadget in this manner, you are considered armed while making unarmed strikes and your unarmed strikes deal half of their damage as force damage. Furthermore, you can make unarmed strikes with this gadget against opponents up to 30 feet away. This gadget does not increase the area you threaten and if attacking an opponent who is not within your threatened area, treat the unarmed strike as a ranged attack instead of a melee attack. You cannot use a kinetic gadget to make combat maneuver checks against opponents you do not threaten.

**UPGRADE (3):** While the kinetic gadget is active, you can use it to perform any action that requires tactile manipulation, such as Disable Device and Sleight of Hand skill checks.

**Upgrade (4):** While the kinetic gadget's 2-point upgrade is active, you can use it to make disarm, reposition, steal, and trip combat maneuvers against opponents who are up to 30 feet away. When making such a maneuver against an opponent that you do not threaten, add your Dexterity modifier instead of your Strength modifier to the CMB check. This upgrade requires the kinetic gadget's 2-point upgrade.

**Upgrade (5):** As a free action, you can spend 1 action unit from the kinetic gadget in order to increase the maximum amount of weight it can lift to 25 lbs. per technician level for 1 minute. Furthermore, the range it can manipulate objects from increases to 400 feet for 1 minute. This range increase does not affect the maximum range of unarmed strikes made with the kinetic gadget's 2-point upgrade. If the kinetic gadget's 4-point upgrade is active, this upgrade grants you all of the benefits of *telekinesis* for up to 1 minute instead, using your technician level as the spell's caster level.

## Life Scan Gadget

**Type:** Head    **Weight:** 7 lbs.

**Activation:** 1 standard action

**Range:** 30 feet

**Area:** cone-shaped emanation

**Action Units:** 10/level (1 minute)

A life scan gadget can identify the presence of absence of specific types of creatures within an area. When battery points are allocated to the life scan gadget, select 1 of the following creature types: aberration, animal, dragon, humanoid, magical beast, monstrous humanoid, ooze, outsider, plant, undead, or vermin. The gadget functions in all ways as *detect animals and plants*, except the the gadget only grants you information regarding to creatures of the selected type.

**UPGRADE (2):** As a swift action, you can spend 1 action unit from the life scan gadget in order to reselect which type of creature the gadget can identify and grant you information about.

**UPGRADE (3):** After studying a creature for 3 rounds using a life scan gadget, you can roll twice on damage caused by a critical hit against that creature and use the better result. This benefit lasts for 1 minute or until a critical hit is scored. You cannot use this gadget to roll extra damage dice (such as damage caused by a *flaming* weapon) twice.

**UPGRADE (4):** When battery points are allocated to the life scan gadget, you may select two



creature types instead of one. The life scan gadget can identify and grant you information about creatures of both types simultaneously.

**UPGRADE (5):** When using the life scan gadget to gain information about a creature, you receive 3 rounds of information after 1 round of concentration. This upgrade does not reduce the amount of time needed to use the life scan gadget's 3-point upgrade.

## Magic Detector Gadget

**Type:** Head    **Weight:** 4 lbs.

**Activation:** 1 standard action

**Range:** 60 feet

**Target:** cone-shaped emanation

**Action Units:** 10/level (1 minutes)

A magic detector gadget allows you to see emanations of magical energy from creatures, objects, and locations. The gadget functions in all ways as *detect magic*. In addition, you can make untrained Spellcraft skill checks to identify magic auras while the gadget is active.

**UPGRADE (2):** While the gadget is active, you gain a competence bonus on Spellcraft checks equal to half your technician level.

**UPGRADE (3):** While the magic detector gadget is active, it functions as *arcane sight* instead of *detect magic*.

**UPGRADE (4):** As a free action, you can spend 1 action unit from the magic detector gadget in order to identify all of the properties of one magic item in your possession as if you had succeeded on a Spellcraft skill check to identify its powers and abilities.

**UPGRADE (5):** You receive 3 rounds of information about any magic auras detected with the magic detector gadget after 1 round of concentration.

## Magnifying Gadget

**Type:** Head    **Weight:** 4 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 1/level (1 minute) (U)

A magnifying gadget enhances your vision by honing in on fine details. While the gadget is active, you gain low-light vision and a +2 competence bonus on Perception checks. If you already possess low-light vision, double the distance that you can see in dim light.

**UPGRADE (2):** The magnifying gadget's action units improve to 60/level (1 minute). In addition,



you gain darkvision out 60 feet while the gadget is active. If you already possess darkvision, increase the range of your darkvision by 30 feet.

**UPGRADE (3):** As a free action, you can spend 6 action units from the magnifying gadget in order to gain the ability to see invisible or ethereal creatures as though they were normally visible for 1 minute, functioning as see *invisibility*.

**UPGRADE (4):** While the gadget is active, you gain all-around vision and cannot be flanked.

**UPGRADE (5):** As a swift action, you can spend 60 action units from the magnifying gadget in order to gain the benefits of *true seeing* for 1 round. This upgrade requires the magnifying gadget's 2-point upgrade.

## Otter Gadget

**Type:** Feet      **Weight:** 4 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 1/level (1 minute) (U)

An otter gadget utilizes aquatic locomotive devices in order to help you travel quickly through water. While the gadget is active, you gain a swim speed of 30 feet and all of the benefits of possessing a swim speed, such as a +8 racial bonus on Swim checks. In addition, you can take 10 on Swim checks at all times, even while distracted, and you can use the run action while swimming provided you swim in a straight line.

**UPGRADE (2):** Increase the swim speed granted by this gadget to 50 feet.

**UPGRADE (3):** The otter gadget's action units improve to 10/level (1 minute).

**UPGRADE (4):** While the otter gadget is active, you are no longer limited to swimming in a straight line when using the run action while swimming.

**UPGRADE (5):** The otter gadget's action units improve to 60/level (1 minute). In addition, you do not suffer nonlethal damage while hustling while swimming.

## Personal Translator Gadget

**Type:** Head      **Weight:** 1 lb.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 10/level (1 minute)

**Saving Throw:** see text

A personal translator gadget is designed to help

you translate spoken languages into your native tongue. While the personal translator gadget is active, whenever you encounter a language that you do not speak you can attempt a DC 10 Linguistics check. If you succeed, you understand the language for as long as the personal translator gadget is active, as comprehend language. If the language is extraterrestrial, extraplanar, or the speaker uses an unusual dialect, increase the DC of this check by +5. Multiple increases to this DC stack.

**UPGRADE (2):** While the personal translator gadget is active, you no longer need to make Linguistics checks in order to identify encountered languages.

**UPGRADE (3):** As a standard action, you may spend 1 action unit from the personal translator gadget in order to throw the sound of your voice, functioning as *ventriloquism*. Unlike the spell, this gadget's effect is not an illusion and you may substitute your voice for any sound available to your vocal range. A successful Will save reveals that a machine is making the sound that you threw, although at the GM's decision mindless creatures and creatures of animal Intelligence (Int 1 or 2) cannot tell the difference.

**UPGRADE (4):** As swift action, you can spend 1 action unit from the personal translator gadget in order to alter your voice's sound for 1 minute. You can make your voice high-pitched, husky, or nasal, or change your accent into one that you are familiar with. You can vary your altered voice just as you could your normal voice and if used as part of a disguise, you receive a +10 bonus on your Disguise skill check.

**UPGRADE (5):** While the personal translator gadget is active, it instantly translates your speech into a single language of your choice, functioning as *tongues*. You must choose which language your voice is translated into when first allocating battery points to this gadget; you can reselect which language your voice translates into as a full-round action.

## Poised Step Gadget

**Type:** Foot      **Weight:** 2 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 10/level (1 minute)

A poised step gadget allows you to move across treacherous landscapes with ease. While the gadget is active, you ignore the adverse movement effects of difficult terrain and can take 5-foot steps in difficult terrain.

**UPGRADE (2):** As a swift action, you can spend 1 action unit from the poised step gadget in order to make two 5-foot steps during your turn or both move up to your speed and take a single 5-foot step. You must use this ability before moving during your turn.

**UPGRADE (3):** While the gadget is active, your movement does not provoke attacks of opportunity.

**UPGRADE (4):** While the poised step gadget is active, moving at your full speed across narrow surfaces or uneven ground does not increase the DC of Acrobatics skill checks that you make and you can move up to twice your speed while using Stealth at a -20 penalty.

**UPGRADE (5):** While the poised step gadget is active, you gain the benefits of *freedom of movement*.

## Shield Gadget

**Type:** Hand    **Weight:** 4 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 1/level (1 minute)

A shield gadget is a buckler that functions by projecting a disk of force from the gadget, which is strapped to your arm. Add the shield bonus to AC provided by this gadget to your touch AC.

**UPGRADE (2):** Increase the shield gadget's bonus to your AC to +2. In addition, the gadget becomes a weapon-like gadget and be used to make shield bash attacks as though it were a light shield. You can strike incorporeal creatures with a shield bash made with this gadget as if it were a *ghost touch* weapon. Finally, *magic missiles* that target you are immediately negated while the shield gadget is active, as *shield*.

**UPGRADE (3):** Increase the shield gadget's bonus to your AC to +4. Furthermore, treat the gadget as though it were a heavy shield when making shield bash attacks. This upgrade requires the shield gadget's 3-point upgrade.

**UPGRADE (4):** As an immediate action, you can spend 1 action unit from the shield gadget in order to produce one of two volatile effects. First, you can cause any creature that successfully hits you with a melee attack to suffer 1d6 points of electricity damage. Second, you can gain DR 10/- against all ranged attacks that target you until the end of the turn.

**UPGRADE (5):** As an immediate action, you can spend 1 action unit from the shield gadget in order to gain spell resistance equal to 10 + your technician level until the end of the turn.

## Sure Step Gadget

**Type:** Foot    **Weight:** 4 lbs.

**Activation:** 1 standard action

**Range:** personal

**Target:** you

**Action Units:** 1/level (1 minute) (U)

A sure step gadget grants its wearer the ability to easily trek across all manner of terrain. While the gadget is active, you retain your Dexterity bonus to AC while using the Acrobatics and Climb skills at all times. Other circumstances can cause you to lose your Dexterity bonus as normal, even while using these skills. In addition, you suffer no penalties on attack rolls or to your AC while squeezing through a space that is no smaller than your size.

**UPGRADE (2):** While the sure step gadget is active, you gain a climb speed and all of the benefits of possessing a climb speed, such as a +8 racial bonus on Climb checks. Furthermore, you do not need to make Climb checks to traverse a vertical surface (even if upside down). You cannot use the run action while climbing in this manner.

**UPGRADE (3):** The sure step gadget's action units improve to 10/level (1 minute). In addition, increase the climb speed granted by this gadget to 40 feet. This upgrade requires the sure step gadget's 3-point upgrade.

**UPGRADE (4):** As a standard action, you can spend 1 action unit from the sure step gadget in order to gain the ability to walk across liquids as though they were solids for 1 minute, as *water walk*.

**UPGRADE (5):** As a standard action, you can spend 1 action unit from the sure step gadget in order to gain the ability to walk upon air as though it was a solid surface, for 1 minute, as *air walk*.

## Wound Analyzer Gadget

**Type:** Head    **Weight:** 6 lbs.

**Activation:** 1 standard action

**Range:** 30 feet

**Area:** 30-foot cone; see text

**Action Units:** 10/level (1 minute) (U)

A wound analyzer gadget allows you to assess the severity of another creature's wounds. While the gadget is active, you gain the benefits of *deathwatch*.

**UPGRADE (2):** As a standard action, you can place a tracking beacon onto a target within 30

feet that you can see by spending a number of action units of your choice. The beacon is weightless and requires a DC 20 Perception skill check to notice. Each beacon has a pool of energy with 10 points per action unit spent activating this upgrade. As long as the beaoned target is on the same plane as you, you can learn about the creature's condition at your leisure as though you had cast status upon it. Each hour the beacon is active drains 1 point from its energy pool and the beacon stops functioning when its energy pool is completely expended or after 24 hours have passed since the beacon was placed. You may only have one beacon active at a time.

**UPGRADE (3):** Your wound analyzer gadget can support a number of beacons equal to your technician level simultaneously. This upgrade requires the sure step gadget's 2-point upgrade.

**UPGRADE (4):** The wound analyzer gadget's action units improve to 60/level (1 minute).

**UPGRADE (5):** Beacons created by your wound analyzer gadget have an energy pool with 10 points per action unit spent activating the upgrade. In addition, you may command your beacon to send you visual or auditory data (or both) as *clairaudiance/clairvoyance*. You can only see and hear what the beacon is able to detect and each use of this ability spends 1 point from the beacon's energy pool per round of information that it transmits to you. This upgrade requires the wound analyzer gadget's 2-point upgrade.

## SYMBIONT BASICS

Symbiotics is a quickly growing, controversial subfield of electrotechnology that studies the application of natural symbiotic relationships between living organisms in the design and construction of electrotechnology. Those who study symbionics use electric impulses to condition electrotech-enhanced organs, transforming them into grafts to be attached to living hosts. Such a graft is called a symbiont.

Symbionts vary widely in their applications and can be used to enhance the physical body or supplement the mind. Some symbionts enhance their host's senses while others augment their host's combat abilities. Unless specifically noted otherwise, all benefits bestowed onto a creature by a symbiont are extraordinary abilities.

Although the question of whether or not the use of symbionts is humane persists, it is impossible to ignore the benefits one can potentially gain from the use of symbionts. Unlike gadgets or tinkers, a character requires no special training to enjoy the benefits of a symbiont. That said, constructing

symbionts is not a core feature of the technician class; only technicians belonging to the symbiont trade who select the craft symbiont innovation can construct and implant symbionts.

## Researching Symbionts

Before a technician can grow a symbiont, he must learn how to properly harvest, care for, and nourish it. The technician class possesses a symbiont list from which all possible symbionts are drawn; this list is detailed in the following pages. A technician does not gain knowledge of any symbionts upon taking the craft symbiont innovation; this knowledge must be personally discovered through trial and error or purchased from more experienced technicians working in the field of symbionics as described below. If using the downtime system, researching or purchasing information about a symbiont.

**Research:** The process for researching a symbiont is identical to researching a gadget's schematics. Treat all symbionts as standard gadgets when determining the number of days required to research the symbiont as well as the gp cost for doing so.

**Purchase:** The process for purchasing the information required to grow a symbiont is identical to purchasing a gadget's schematics. Treat all symbionts as standard gadgets when determining the number of days required to secure the symbiont as well as the gp cost for doing so.

**Completion:** Upon completing his research (or his transaction), the technician spends 1 day copying his notes regarding the symbiont into his tinker manual, requiring a full page to hold the information. Henceforth, the technician can use his tinker manual to grow the researched symbiont.

## Growing Symbionts

A technician who possesses the knowledge required to properly harvest, nourish, and care for a symbiont and begin growing it. Similar to constructing gadgets, growing a tinker requires the expenditure of time and gp. As with researching a symbiont, growing a symbiont is considered a downtime activity.

**Growth:** To create a symbiont, a technician requires access to an alchemy lab or similar equipment or tools to work on the graft. He also needs a supply of materials; in the case of a natural symbiont, the most obvious piece is the piece to be grafted onto or implanted into the technician's body. The cost for the materials is subsumed in the cost for creating the symbiont and creating a symbiont costs half the market value listed.

Crafting a symbiont follows the same rules for

crafting a wondrous item, as described in Chapter 15 of the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. Instead of an item creation feat, a technician must possess the craft symbiont innovation in order to create a symbiont. If listed, the creation of symbionts involves tinkers, not spells. These tinkers must have battery points allocated to them in order to meet the prerequisites of crafting a symbiont and using a tinker in the crafting process expends all battery points allocated to it just as though it had been activated. The skill(s) required for crafting a symbiont are Craft (electrotech) or Heal.

**Adding New Abilities:** It is possible to enhance a symbiont with multiple abilities by combining multiple symbionts together, following the same rules for adding additional abilities to magic items as presented in Chapter 15 of the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. All symbionts are priced as slotless wondrous items.

**Purchase:** A character can purchase a fully functioning symbiont from any technician capable of crafting one. Treat a symbiont as any other electrotech item when determining its availability in a particular settlement, as described in Chapter 2. After they have been implanted into a host, a symbiont can be harvested from a slain creature with a Heal skill check. Identifying an implant or graft requires a DC 25 Heal check while removing it requires a second Heal skill check with a DC equal to 15 + the symbiont's technician level. Removing a symbiont from a dead creature requires 10 minutes of work and failing by 5 or more destroys the symbiont.

**Symbionts, Damage, and Death:** Because they are grafted onto a host creature or implanted into their body, a symbiont cannot take damage; they are considered part of the host. For example, sundering a symbiont claw grafted onto a host's arm is no different from making an attack roll against the creature itself.

If a limb associated with a symbiont is severed, the creature loses access to that symbiont's benefits. For example, a creature loses access to a claw attack provided by a *handclaw symbiont* if that limb is severed. If the severed limb is present, *regenerate* reattaches the symbiont as if it were part of the creature. If no physical limb is present, there is a 10% chance per symbiont that *regenerate* will regrow a severed symbiont.

If a slain creature is restored to life, it retains access to any symbionts grafted onto it or implanted into it as long as those symbionts have not been removed following its death. If the symbiont was removed while the creature was dead or symbiont is not present when casting the spell, there is a 10% chance per symbiont that the magic will recreate the symbiont.

## Implanting Symbionts

Before a character can benefit from a properly grown symbiont, a technician must implant it into a creature or graft it onto its body. A technician is unable to implant himself with a symbiont; the surgery required is too dangerous and traumatically painful for the host for such an act to be feasible for all but the most stalwart of spirits. Implanting a creature with a symbiont occurs in three steps that are described below.

**Step 1 – Surgery:** A technician must possess the craft symbiont innovation in order to perform the surgery required to implant a symbiont into a host. This surgery costs 250 gp in addition to the cost of the symbiont itself; this additional fee only covers medicinal supplies crucial to the procedure and at the GM's decision, the final price may be anywhere from twice to five times this amount when accounting for other costs, especially labor, room, and board.

Before surgery can begin, the would-be host must be unconscious for at least 10 minutes. The surgery lasts for 1 hour per 1,000 gp of the symbiont's cost and when it has ended, the technician attempts a DC 25 Heal skill check. If the technician succeeds, the host receives a +2 bonus on its Fortitude save to accept the symbiont.

**Step 2 – Acceptance:** After the symbiont has been implanted, the host makes a Fortitude save to see whether or not their body accepts the symbiont. The DC for this check is 10 + the symbiont's technician level + the number of other symbionts implanted within the host, not included the symbiont currently being implanted. On a failed Fortitude save, the host's body does not accept the symbiont, causing it to suffer 1d4 points of Constitution drain that cannot be healed by any means (including *greater restoration* and similar effects) until the symbiont is removed or the creature's body accepts the symbiont; removing a symbiont or giving a creature a new Fortitude save to try and accept a symbiont requires a 1 hour surgery that costs 250 gp in medicinal supplies. Casting *regenerate* on the host causes its body to instantly accept the graft while *heal* removes all ability drain immediately by destroying all symbionts that have not been accepted by the host.

If the host fails its Fortitude save to accept a symbiont by 5 or more, a catastrophic reaction occurs. The host must attempt a DC 15 Constitution check for each symbiont currently implanted within it; on a failed Constitution check, the symbiont is destroyed and the host suffers an additional 1d4 points of Constitution drain.

**Step 3 – Recovery:** If the host survives the acceptance step, it proceeds to recovery; even on a failed Fortitude save. The host is bedridden and

helpless for 1 day per 1,000 gp in the symbiont's cost. If the host rolled a natural 20 on its Fortitude save to accept the symbiont, reduce the number of days spent in recovery by half. The host is typically unconscious for 1d4 hours following its surgery; afterwards it is awake and can take any actions it could take while resting. It cannot take strenuous action of any kind. If using the downtime system, this bedrest is considered a downtime activity that the host is required to take.

## Using Symbionts

Once a symbiont has been successfully implanted into or grafted onto a creature, it immediately gains the symbiont's benefits. Unless noted otherwise, a symbiont constantly provides its benefits and does not need to be activated. Unlike a gadget, a symbiont does not require a technician to allocate battery points to it in order for it to function. As previously mentioned, any character can be implanted with a symbiont in order to receive its benefits; not just technicians with the craft symbiont innovation. Grafting or implanting multiple symbionts of the same kind onto a host provides no additional benefits unless noted otherwise.

The number of symbionts implanted within a host cannot exceed the host's Constitution modifier (minimum 0). If the addition of a new symbiont would cause a creature to exceed this maximum, the host automatically fails the Fortitude save during the acceptance step, causing a catastrophic reaction as noted in that section.

## SYMBIONT DESCRIPTIONS

The following is a description of the various statistics and features of symbionts categorized by the order in which they appear in a symbiont's entry.

### Name

The common name that the symbiont is known by. Many symbionts have street names and slang names among those who use them, usually based on whatever the symbiont was harvested from. Thusly, the camouflage skin symbiont can be known both as 'chameleon scales,' 'octowraps,' or a similar name.

### Technician Level (TL)

This entry lists the relative power of the symbiont. If the symbiont's effects include a saving throw, the DC is set by the symbiont's technician level, as well as other level-dependent aspects of the symbiont (if variable). If the symbiont

produces a spell effect, it also determines the level that must be contended with should the spell effect come to blows with dispel magic or a similar situation. A symbiont's technician level is determined by the symbiont itself.

### Price

The cost, in gold pieces (gp), to purchase the symbiont, if it is available for sale. Generally speaking, symbionts can be sold by PCs for half this value. A symbiont's price is also used to determine how many days it takes to grow a symbiont and how many hours it takes to graft or implant a symbiont onto a host.

### Descriptive Text

This section describes the symbiont's benefits as well as suggestions for physical effects that the implant might have on its host.

### Construction

This section describes the prerequisites that a technician requires in order to create a symbiont.

### Requirements

Certain requirements must be met for a technician to create a symbiont. A technician is required to possess the craft symbiont innovation in order to create a symbiont. Other requirements include feats, tinkers, and miscellaneous requirements such as level, alignment, and race or kind.

A gadget or tinker prerequisite may be provided by a technician who has constructed the device and allocated battery points to it. If the gadget or tinker is also a spell on a spellcaster's spell list, it can be provided by a character who knows the spell or who has prepared it. If a number appears next to a gadget's name, the number represents the upgrade that the gadget must possess in order to meet the symbiont's crafting requirements. Such a prerequisite can also be fulfilled using a spell completion item, a spell trigger item, or a spell-like ability that produces the desired effect. This prerequisite must be supplied during each day of the crafting process.

Multiple characters can cooperate in the creation of a symbiont, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary. If two or more characters cooperate to create a symbiont, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known.

**Cost**

This is the cost in gold pieces (gp) to create the symbiont. Generally, this cost is equal to half the price of a symbiont, but additional material components might increase this number. The cost to create a symbiont includes the costs derived from the base cost plus the cost of any additional components.

**SYMBIONTS**

The following symbionts appear in alphabetical order.

**Allsense Symbiont**

**TL** 2nd                      **Price** 4,500 gp

Through the implanting or grafting of special hormone glands, an allsense symbiont heightens its host's awareness, granting it a +5 competence bonus on Perception and Survival skill checks.

**Requirements** Craft symbiont, creator must have 5 ranks in Perception and Survival; **Cost** 2,250 gp

**Animan Symbiont**

**TL** 10th                      **Price** 10,000 gp

Perhaps the most dramatic of symbionts, an animan symbiont slowly transforms the host into a animal-humanoid hybrid called a mutamorph. An animan symbiont is associated with one particular animal, chosen from those described in the mutamorph race entry in Chapter 4.

Over the over the next 72 hours following the host's acceptance of the animan symbiont, it slowly transforms into a mutamorph. Immediately following the host's acceptance, it gains personality quirks and traits associated with mutamorphs. After 24 hours, the host replaces its racial ability score modifiers with those of a mutamorph of the symbiont's associated type. When 48 hours have passed, the host's physical body changes to that of mutamorph, granting it a +10 bonus on Disguise checks made to appear as a mutamorph. Once 72 hours have passed, all of the creature's original racial traits are replaced with those of an mutamorph as it

fully transforms into a mutamorph, as though it had died and was raised by *reincarnate*.

This change is not a polymorph effect and persists as long as the host is implanted with the symbiont. Removing the symbiont causes its host to return to its original creature type, using the same time frame but in reverse. Each week that the host is implanted with an animan symbiont, there is a 5% chance that this change is permanent and can only be undone by *wish* or *miracle*.

**Requirements** Craft symbiont, *reincarnate* or creator must be a 10th level transmoglomaniac; **Cost** 5,000 gp

**Backwing Symbiont**

**TL** 5th                      **Price** 60,000 gp

This complex symbiont attaches a set of functioning wings to the host's body. Backwing symbionts are typically stylized in the likeness of a specific animal or creature; angels, dragons, and demons are commonly preferred themes. While implanted with a backwing symbiont, the host gains a fly speed of 60 feet with average maneuverability (or 40 feet if it wears medium or heavy armor or carries a medium or heavy load). If the host already possesses a flight speed, this symbiont improves their maneuverability by one step and grants the host a +30 ft. enhancement bonus to its fly speed instead.

**Requirements** Craft symbiont, *aviator gadget* (3) or *fly*; **Cost** 30,000 gp

**Bristilbarb Symbiont**

**TL** 7th                      **Price** 112,000 gp

This grotesque symbiont causes an array of sensitive, hairy bristles to sprout up across the host's body and are ten times more sensitive than a human's skin. While implanted with a bristilbarb symbiont, the host gains blindsense out 40 feet. If the host already possesses blindsense, increase the range of the host's blindsense by 10 feet instead.

**Requirements** Craft symbiont, *dungeoneer gadget* (5) or *water breathing*; **Cost** 56,000 gp

## Camouskin Symbiont

**TL** 1st                      **Price** 4,000 gp

Often injected into a host rather than grafted onto it, a camouskin symbiont causes the host's skin color to slightly alter its tone based on the host's surroundings, making it easier to hide from sight. While implanted with this symbiont, the host can move up to its speed while using Stealth without suffering any penalties on its Stealth check.

**Requirements** Craft symbiont, *chameleon gadget* or *vanish*<sup>APG</sup>; **Cost** 2,000 gp

## Clumpcache Symbiont

**TL** 1st                      **Price** 4,000 gp

A clumpcache symbiont grants its host a number of hollow sores across its bck that absorb water from the host's diet, saving it for later. Typically the host experiences extreme thirst during the recovery step as its body demands more water to accomodate these sores. While implanted with this symbiont, the host does not suffer the harmful effects of hot weather up to 140° F. This protection applies to the host's equipment as well. In addition, the host can survive for up to two weeks without water by drawing upon these sores.

**Requirements** Craft symbiont, *adaptation gadget* or *endure elements*; **Cost** 2,000 gp

## Cunningplus Symbiont

**TL** 3rd                      **Price** 8,000 gp (+2),  
32,000 gp (+4), 72,000  
gp (+6)

Favored by scientists and scholars, a cunningplus symbiont grants its host an enhancement bonus to its Intelligence score of +2, +4, or +6. Treat this bonus as a temporary ability increase for the first 24 hours the symbiont is grafted onto or implanted into the host.

A cunningplus symbiont has one skill associated with it per +2 of its enhancement bonus. After it has been grafted onto or implanted into its host for 24 hours, the symbiont grants a number of skill ranks in those skills equal to the host's total Hit Dice. These ranks do not stack with any ranks the host already possesses. These skills are chosen when the symbiont is created and if no skill is listed, the symbiont is assumed to

grant skill ranks in randomly determined Knowledge skills.

**Requirements** Craft symbiont, *adaptation gadget* or *fox's cunning*; **Cost** 4,000 gp, 16,000 gp, 36,000 gp

## Darksight Symbiont

**TL** 5th                      **Price** 60,000 gp

A darksight symbiont draws its primary ingredient from creatures able to see in darkness. These eyes are eitherwhipped down into their basic essence and injected into the technician or grafted directly into a host, replacing its original eyes. A darksight symbiont grants its host darkvision out 60 feet. If the host already possesses darkvision, the symbiont instead increases the range of its darkvision by 30 feet.

**Requirements** Craft symbiont, *magnifying gadget* (3) or *darkvision*; **Cost** 30,000 gp

## Dracobreath Symbiont

**TL** 3rd                      **Price** 24,000 gp

This flashy symbiont grants its host fiery glands that allow the expulsion of combustible liquid onto enemies. While implanted with a dracobreath symbiont, the host gains the ability to unleash a torrent of fire in a 15-ft. cone as a standard action. Creatures caught within this cone must succeed on a Reflex save or suffer 2d6 points of fire damage (DC 12 + the host's Constitution modifier). This attack is a supernatural ability and after using it, the host must wait 1d4 rounds before using it again.

**Requirements** Craft symbiont, *blaster gadget* (3) or *dragon's breath*<sup>APG</sup>; **Cost** 12,000 gp

## Elastitongue Symbiont

**TL** 5th                      **Price** 60,000 gp

By strengthening and stretching the host's tongue, this symbiont allows the host to make some attacks at a further range. While implanted with an elastitongue symbiont, the creature increases its natural reach when making melee touch attacks by 5 feet. If the host has Improved Unarmed Strike, it can make unarmed strikes with its tongue, increasing its natural reach by 5 feet for this purpose. The host can use its tongue

to make disarm, grapple, or trip combat maneuvers with its tongue with this improved reach. The host is treated as though it were one size category smaller when using its tongue to make unarmed strikes or combat maneuver checks.

**Requirements** Craft symbiont, *grappling hook gadget (4)* or *beast shape I* or *prehensile pincer*<sup>ARG</sup>; **Cost** 30,000 gp

### Enduranceplus Symbiont

**TL** 2nd      **Price** 8,000 gp (+2),  
32,000 gp (+4), 72,000  
gp (+6)

Usually harvested from hardy creatures, an enduranceplus symbiont grants its host an enhancement bonus to its Constitution score of +2, +4, or +6. Treat this bonus as a temporary ability increase for the first 24 hours the symbiont is grafted onto or implanted into the host.

**Requirements** Craft symbiont, *adaptation gadget* or *bear's endurance*; **Cost** 4,000 gp, 16,000 gp, 36,000 gp

### Fullfur Symbiont

**TL** 1st      **Price** 4,000 gp

Often taking the form of hormonal treatment rather than a graft, a fullfur symbiont causes its wearer to sprout a full coat of fur that offers protection to the wearer. While implanted with a fullfur symbiont, the host gains a +1 enhancement to its natural armor bonus to AC and the host does not suffer the harmful effects of cold weather down to -40° F. This protection also applies to the host's equipment.

**Requirements** Craft symbiont, *adaptation gadget* or *endure elements* or *mage armor*; **Cost** 2,000 gp

### Gracelimb Symbiont

**TL** 1st      **Price** 5,000 gp

A gracelimb symbiont strengthens its host's muscles and improves its flexibility and poise, granting its host a +5 competence bonus on Acrobatics skill checks.

**Requirements** Craft symbiont, *poised step gadget* or *jump*; **Cost** 2,500 gp

### Graceplus Symbiont

**TL** 3rd      **Price** 8,000 gp (+2),  
32,000 gp (+4), 72,000  
gp (+6)

Favored by acrobats and some athletes, a graceplus symbiont grants its host an enhancement bonus to its Dexterity score of +2, +4, or +6. Treat this bonus as a temporary ability increase for the first 24 hours the symbiont is grafted onto or implanted into the host.

**Requirements** Craft symbiont, *adaptation gadget* or *cat's grace*; **Cost** 4,000 gp, 16,000 gp, 36,000 gp

### Keenscent Symbiont

**TL** 5th      **Price** 60,000 gp

This symbiont, which augments the host's nose, increases the host's ability to detect and identify scents. While implanted with this symbiont, the host gains the scent universal monster ability. If the host already possesses the scent ability, the host can detect scents upwind and downwind at twice the listed range.

**Requirements** Craft symbiont, *lifescan gadget (3)* or *beast shape I* or *blood scent*<sup>ARG</sup>; **Cost** 30,000 gp

### Keensight Symbiont

**TL** 1st      **Price** 4,000 gp

Among the most common of symbionts, a keensight symbiont fixes imperfections in the host's eyes and grants its low-light vision. If the host already possesses low-light vision, double the distances that the host can see in such conditions.

**Requirements** Craft symbiont, *magnifying gadget* or *keen senses*<sup>APG</sup>; **Cost** 2,000 gp

### Mindtome Symbiont

**TL** 2nd      **Price** 5,000 gp

Implanted into or grafted onto the host's brain, a mindtome symbiont is associated with one Intelligence-based skill. This symbiont grants its host a +5 competence bonus on skill checks made with the associated skill.



**Requirements** Craft symbiont, creator must have 5 ranks in the associated skill; **Cost** 2,500 gp

### Quickclimb Symbiont

**TL** 3rd **Price** 24,000 gp

This symbiont typically comes in one of two types; an implant consisting of dozens of tiny, biological hooks grafted onto the host's hands and feet or a muscular implant that drastically improves the wearer's upper body strength while climbing. While implanted with a quickclimb symbiont, the host receives a climb speed of 20 feet as well as all of the benefits of possessing a climb speed, including a +8 racial bonus on climb checks. If the host already possesses a climb speed, this symbiont grants its host a +30 ft. enhancement bonus to its climb speed instead.

**Requirements** Craft symbiont, *grappling hook gadget (2)* or *sure step gadget* or *spider climb*; **Cost** 12,000 gp

### Resistall Symbiont

**TL** 1st **Price** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5)

Rather than a single harvested component, a resistall symbiont is a cocktail of ingenuity that is designed to improve a creature's defenses, granting its host a +1, +2, +3, +4, or +5 resistance bonus on all saving throws.

**Requirements** Craft symbiont, *adaptation gadget* or *resistance*, creator's technician level or caster level must be at least three times the cloak's bonus; **Cost** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5)

### Skelelogan Symbiont

**TL** 7th **Price** 112,000 gp

Named after the symbiont's famous first test subject, a skelelogan symbiont grants its host DR 10/adamantine.

**Requirements** Craft symbiont, *shield gadget (4)* or *stoneskin*; **Cost** 56,000 gp

### Skelesqueeze Symbiont

**TL** 3rd **Price** 24,000 gp

Modeled from vermin and other creatures with collapsible skeletons, a skelesqueeze symbiont grants its host the ability to move into spaces as small as half its size without squeezing or one-quarter its space when squeezing.

**Requirements** Craft symbiont, *adaptation gadget (2)* or *squeeze<sup>ARG</sup>*; **Cost** 12,000 gp

### Sneakstep Symbiont

**TL** 2nd **Price** 5,000 gp

Consisting of a series of enhancements that muffle the host's movements, a sneakstep symbiont grants its host a +5 competence bonus on Stealth checks.

Craft symbiont, creator must have 5 ranks in Stealth; **Cost** 2,500 gp

### Spitvenom Symbiont

**TL** 3rd **Price** 24,000 gp

Created using glands from acidic creatures, a spitvenom symbiont grants its host the ability to spray a stream of acid in a 15-ft. line as a standard action. Creatures caught within this line must succeed on a Reflex save or suffer 2d4 points of acid damage (DC 12 + the host's Constitution modifier). This attack is a supernatural ability and after using it, the host must wait 1d4 rounds before using it again.

**Requirements** Craft symbiont, *blaster gadget (3)* or *acid arrow*; **Cost** 12,000 gp

### Splendorplus Symbiont

**TL** 3rd **Price** 8,000 gp (+2), 32,000 gp (+4), 72,000 gp (+6)

Favored by those of social and political status, a splendorplus symbiont grants its host an enhancement bonus to its Charisma score of +2, +4, or +6. Treat this bonus as a temporary ability increase for the first 24 hours the symbiont is grafted onto or implanted into the host.

**Requirements** Craft symbiont, *adaptation gadget* or *eagle's splendor*; **Cost** 4,000 gp, 16,000 gp, 36,000 gp

### Sticksilk Symbiont

**TL** 3rd **Price** 24,000 gp

Typically grafted or implanted in the host's wrists or hands, a sticksilk symbiont grants its host the ability to create a sticky biological substance that can serve several purposes. First, the host can create 50 feet of rope as a swift action. The rope sticks to most non-mithral surfaces, has no hardness, has hp equal to the host's Constitution modifier (minimum 1), and can be broken with a Strength check (DC 20 + the host's Constitution modifier).

Alternatively, the host can unleash this webbing in a blast as a standard action, functioning as web. After using this attack, the host must wait 1d4 rounds before using it or the symbiont's ability to create rope again.

**Requirements** Craft symbiont, *glue gout gadget (2)* or *web*; **Cost** 12,000 gp

### Strengthplus Symbiont

**TL** 1st **Price** 5,000 gp

Favored by athletes and thugs, a strengthplus symbiont grants its host an enhancement bonus to its Strength score of +2, +4, or +6. Treat this bonus as a temporary ability increase for the first 24 hours the symbiont is grafted onto or implanted into the host.

**Requirements** Craft symbiont, *adaptation gadget* or *bull's strength*; **Cost** 2,500 gp

### Strongarm Symbiont

**TL** 2nd **Price** 4,500 gp

Despite its name, a strongarm symbiont enhances the endurance and strength of all the host's limbs, granting it a +5 competence bonus on Climb and Swim skill checks.

**Requirements** Craft symbiont, creator must have 5 ranks in Climb and Swim; **Cost** 2,250 gp

### Wildclaw Symbiont

**TL** 5th **Price** 60,000 gp

Either grafted onto or implanted into the host's arms, a wildclaw symbiont grants its host two claw attacks that deal damage based on its size (1d4 if Medium or 1d3 if Small). If the host already possesses one or more claw attacks, increase the damage dealt by those claws by one size category. This benefit does not stack with feats and other abilities that increase a weapon's effective size when dealing damage.

#### CONSTRUCTION REQUIREMENTS

Craft symbiont, *versatile weapon*; **Cost** 30,000 gp

### Wildfang Symbiont

**TL** 3rd **Price** 60,000 gp

This symbiont drastically alters the host's mandible structure, strengthening its jaws into cruel weapons. While implanted with a wildfang symbiont, the host gains a bite attack that deals damage based on its size (1d6 if Medium or 1d4 if Small). If the host already possesses a bite attack, increase the damage dealt by its bite by one size category. This benefit does not stack with feats and other abilities that increase a weapon's effective size when dealing damage.

Craft symbiont, *versatile weapon*; **Cost** 30,000 gp

### Wisdomplus Symbiont

**TL** 1st **Price** 4,000 gp

Favored by sages and philosophers, a wisdomplus symbiont grants its host an enhancement bonus to its Wisdom score of +2, +4, or +6. Treat this bonus as a temporary ability increase for the first 24 hours the symbiont is grafted onto or implanted into the host.

Craft symbiont, *adaptation gadget* or *owl's wisdom*; **Cost** 2,000 gp

## PART 4: DREAM MACHINE

"What is tha thing?" Edna asked, dumbfounded.

"I don't know, but look at all of the wires and circuits. That thing probably requires a city's worth of juice to power it." Quillard observed from under Aldan's arm.

"So you think our engine is down there somewhere?" Aldan asked. Quillard nodded his head.

"Definitely."

"Then what are we waiting for? Let's get our engine back!" Aldan declared. Rooting through his satchel, Quillard produced a length of rope and Aldan lowered the nashi down to the churning wheel slowly, careful not to seal his companion's fate with a weak grip. Making his way to a secure platform, Quillard tied off the rope and motioned for Aldan and Edna to slide down.

"I should be able to use my glider to get down and secure the rope to the bottom." Quillard whispered after Edna and Aldan had made it out of the sewer pipe and onto the landing. "But I still can't figure out is what that massive dome is for."

"Does it matter so long as we get our engine back? Edna replied. Quillard said nothing as he rummaged through his backpack and pulled a worn leather jacket that was laced with electrotech devices.

"You have a doohickey for all occasions, don't you?" Aldan grinned.

"Yeah, as long as they're not getting smashed by some crook's goons." Quillard wryly replied. After slipping the jacket over his gear, Quillard fiddled with several knobs and dials on its right sleeve before jumping off of the ledge. He had scarcely fallen 10 feet when a set of metal antenna extended out from the back of the jacket, each dragging out a piece of canvas. Almost instantly Quillard's descent slowed and in several moments he was on the ground stuffing the canvas back into its container and tying off the group's rope.

"Those walls are too thin for it to be some kind of panic shelter, and why broadcast dishes?" Quillard muttered as Edna slid down the rope.

"Give it a rest, Quillard. We don't need teh peg down every 'ittle detail 'o the Baron's home ter get our engine back." Edna replied as she drew her axe. As far as she could tell, no one was around.

"If it's anywhere, it'd be inside." Quillard pointed at the dome as he spoke. "All of the wires and cables lead inside of it.

"Then that's where we'll go," Aldan finished as he pulled out his pistols, checked to make sure

they were properly loaded, and strode up to what appeared to be a portal inside of the contraption.

"Let me check to make sure it's safe to go in," Quillard said as he pulled out several gadgets and started testing the door. After about a minute, he put his supplies away and motioned for Aldan to open it.

The room inside of the dome was pitch-dark except for several blinking lights attached to the walls. The sound of an engine roaring beneath them deafened the room.

"That's our engine," Quillard yelled above the noise. "I'd recognize the sound of a class 7 electrodrive anywhere!"

"Ye be needin' some light I reckon," Edna said. "I can see in the dark, but I cannae hear ye over this racket!"

Quillard dug through his satchel in agreement searching for a flash lamp, but he needn't have bothered. Seconds later, dozens of chamber lamps within the dome spilled a dull red light throughout the room, highlighting the silhouette of a large, steel throne laced with wires and bulbs. Upon the electrotech throne sat a man.

"It be the Baron!" Edna cried.

"It certainly 'be' me," the Baron snickered. Gone were the glad rags he had worn at the party. In their place, a slick suit covered in wires that attached to a blinking chrome helmet that graced his head like a crown.

"I see you've found my psychodrome broadcasting station," the Baron grinned.

"'Psychodrome?' is that what you call this giant sphere of scrap meddle?" Aldan snarled, gripping his pistols. The Baron chuckled in reply.

"Not quite. A psychodrome projects one's thoughts into his immediate surroundings, which is all well and good if your aspirations are limited to acting out boyhood fantasies. But what I have in mind is much ... grander in scale."

"The broadcasting towers," Quillard gasped. "You're sending out the machine's signals to all the stations in the city." Baron Rosewode laughed again.

"Precisely! Instead of limiting myself to this one chamber, all of Ellencourt is my psychodrome! Anything I can dream manifested before my eyes! A palace of gold, a legion of combat ergon, anything I want is mine! And all it cost me was a few million gold pieces and your jalopy's engine."

"There's one problem with your plan, Rosewode," Aldan spat as he gritted his teeth.

"And what's that, my chap?"

"We're going to stop you."

# CHAPTER FOUR

## IT WORKS!



Much more than amazing gadgets or wonders of madness, technological advancement can be seen throughout the world during the age of electrotech. Mechanical behemoths race across the land and float across the sky while massive buildings scrape ever closer towards the heavens.

**New Races:** Chapter 4 begins by introducing two new races: mutamorphs and nashi. While nashi are appropriate for virtually any campaign setting, mutamorphs represent electroengineered humanoids and fit best in settings that allow options that result in their creation, namely the pleasure orb's mutamorph extension or the animan symbiont. The nashi entry includes seven alternate racial traits while the mutamorph entry includes racial information on seven different types of mutamorphs. Both entries include favored class options.

**Background Generator:** This section includes a background generator for technician characters, using the rules presented in Chapter 1 of *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*. This section also includes a number of new character traits for use with this background generator, themed off of the personality quirks and interests of someone who was born and has matured during the age of electrotech.

**Electrotech Skills:** This section builds upon the default uses for several skills from the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* by adding electrotech functions to classic skills.

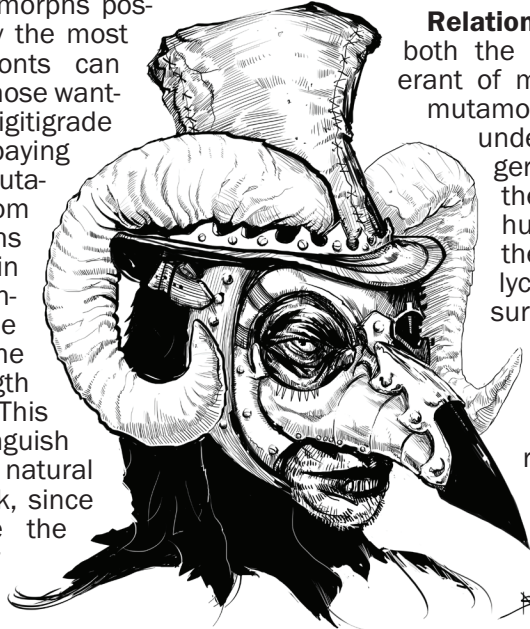
**Kingdom Building:** Using the rules presented in *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*, this section allows your kingdom to advance its technology with electrotech factories, nucleonic plants, and more.

**Downtime System:** Chapter 4 concludes with a section that allows players to construct electrotech rooms and buildings for their own benefit using the rules presented in *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*, allowing them to run high-tech businesses or outfit their personal dwellings with modern convinces.

## MUTAMORPHS

Among the most controversial of electrotech's products is the animan symbiont, which combines a series of powerful chemicals together with the distilled essence of the curse of lycanthropy in order to transform ordinary humanoids into a new, unnatural race called mutamorphs. Mutamorphs often resemble the people they once were, but with undeniably bestial traits.

**Physical Description:** No two mutamorphs look exactly alike, though there are some common trends between their appearances. Because the animan symbiont uses the curse of lycanthropy as a catalyzing agent, most mutamorphs appear as animal hybrids related to the most common types of lycanthropes. Furthermore, nearly all mutamorphs were humans before receiving the implant so most mutamorphs possess human features. Only the most advanced animan symbionts can modify bone structure, so those wanting a more canine face or digitigrade legs often find themselves paying much more for their transmutation procedure. Aside from this limitation, mutamorphs are extremely diverse in appearance. Symbiont technicians can easily decide the mutamorph's fur color, the size of his ears, the length of his tail, and so on. This can make it easy to distinguish between mutamorphs and natural humanoids, such as ratfolk, since mutamorphs can choose the color and pattern of their



fur, the length of their tail, and virtually any other aspect of their body. Mutamorphs are able to produce young, but the resulting child is always a mutamorph. These children can inherit strange hybrid traits if their parents are mutamorphs of different types.

**Society:** Many accuse those who would undergo the symbiotic implantation to become mutamorphs as being shortsighted folk who eschewed their previous identities for childish (or idiotic) reasons. They are often treated as oddities at best and perversions of nature at worst. Eventually, many criminal gangs took to altering their appearance via the animan symbiont as a gang sign which further implicated those who would become mutamorphs. As a result, many mutamorphs have found secluded communities where they can leave in peace, free from paranoia and hatred.

**Relations:** Of all races, humans are both the most tolerant and least tolerant of mutamorphs, as over 99% of mutamorphs were humans before undergoing the symbiotic surgery. Knowing the source of the symbiotic change, some humans treat mutamorphs with the same hatred reserved for lycanthropes. Others see the surgery as a symbol of personal expression, similar to a tattoo, though this outlook on mutamorphs is rare at best. Catfolk, kitsune, and similar races often see mutamorphs as imperfect flattery at best or an insulting mockery at worst and react accordingly. Elves

### Mutamorph Racial Traits

+2 Con, -2 Cha, +2 to one ability score based on the mutamorph's type: Mutamorphs are hardy folks but often unnerve others. Mutamorphs receive a +2 bonus to an additional ability score based upon their mutamorphic type.

**Mutamorphic Blood:** Mutamorphs count as both mutamorphs and humans for any effect related to race.

**Size:** Mutamorphs are Medium creatures and have no bonuses or penalties due to size.

**Mutamorphic Type:** Each mutamorph is associated with one animal, chosen from the list of mutamorph types provided. The mutamorph's physical features, ability scores, speed, and racial traits depend upon its type.

**Disturbing:** Thanks to their unnatural combination of human and animal features, most humanoids are unnerved by mutamorphs. Mutamorphs suffer a -4 penalty on all Charisma-based ability rolls and skill checks (except Intimidate) made against humanoids without the mutamorph subtype.

**Low-Light Vision (Ex):** Mutamorphs can see twice as far as humans in conditions of dim light.

**Languages:** Mutamorphs begin play speaking Common. Mutamorphs with high Intelligence can choose any language they want (except secret languages, such as Druidic).

and dwarves view mutamorphs as an insult to the natural order of the universe. Of all the races, gnomes are the most accepting of mutamorphs as they find bland human colors and features to be dreadfully dull and see a mutamorph's bodily alterations as a vast improvement over the boring, ordinary human body.

**Alignment & Religion:** Regardless of their original alignments, mutamorphs often become pessimistic when confronted by incessant bigotry and hatred from others. Mutamorphs often find themselves pushed away from society by their former friends and peers, their opinions of others souring until they have little care or respect for institutions, especially those formed from 'natural' races. As a result, mutamorphs are often chaotic, though those who settle down in an insular, mutamorph community or who find respect and understanding from companions can be of any alignment.

**Adventurers:** Mutamorphs are often driven away from their former lives by their decision to implant themselves with the animan symbiont and as a result, most of the race consists of wanderers and adventurers. While some take up this lifestyle to remove their social stigmas, most are pressured into leaving home by their former community and find adventure by accident.

**Names:** Few mutamorphs are born naturally; most are created using the animan symbiont. Most mutamorphs use their names and heritage from their previous race, though others choose to invent outlandish new identities, often based on those of other cultures.

### Bat Mutamorph

**+2 Dex**

**Normal Speed:** Bat mutamorphs have a speed of 30 feet. They also have a fly speed of 30 feet (clumsy).

**Light Sensitivity:** Bat mutamorphs are dazzled as long as they remain in an area of bright light.

**Natural Weapon:** Bat mutamorphs gain a bite attack that deals 1d4 points of damage.

**Night Sneak:** A bat mutamorph receives a +2 racial bonus on Perception and Stealth checks.

### Bear Mutamorph

**+2 Wis**

**Normal Speed:** Bear mutamorphs have a speed of 30 feet.

**Healthy:** Bear mutamorphs gain a +2 racial bonus on Fortitude saves against disease and poison, including magical diseases.

**Natural Armor:** Bear mutamorphs gain a +1 natural armor bonus to their Armor Class.

**Natural Weapons:** Bear mutamorphs gain two claw attacks that deal 1d4 points of damage.

**Scent:** Bear mutamorphs gain the scent ability.

### Boar Mutamorph

**+2 Wis**

**Ferocity:** Boar mutamorphs gain the following extraordinary ability: if the boar mutamorph's hit points fall below 0 but it is not yet dead, it can continue to fight. If it does, it is staggered and loses 1 hit point each round. It still dies when its hit points reach a negative amount equal to its Constitution score.

**Natural Weapons:** Boar mutamorphs gain a bite attack that deals 1d4 points of damage.

**Scent:** Boar mutamorphs gain the scent ability.

### Crocodile Mutamorph

**+2 Str**

**Slow Speed:** A crocodile mutamorph has a base speed of 20 feet. They also have a swim speed of 30 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants. A crocodile mutamorph's speed is never modified by armor or encumbrance.

**Natural Armor:** Crocodile mutamorphs gain a +1 natural armor bonus to their Armor Class.

**Natural Weapons:** Crocodile mutamorphs gain a bite attack that deals 1d4 points of damage.

**Slapping Tail:** Crocodile mutamorphs have a tail they can use to make attacks of opportunity with a reach of 5 feet. The tail is a natural attack that deals 1d8 points of damage plus the crocodile mutamorph's Strength modifier.

**Sprinter:** Crocodile mutamorphs gain a +10 racial bonus to their speed when using the charge, run, or withdraw actions.

### Rat Mutamorph

**+2 Dex**

**Normal Speed:** Rat mutamorphs have a speed of 30 feet. They also have a climb speed of 20 feet and gain the +8 racial bonus on Climb checks that a climb speed normally grants.

**Natural Weapon:** Rat mutamorphs gain a bite attack that deals 1d4 points of damage.

**Scent:** Rat mutamorphs gain the scent ability.

**Swift Swimmer:** Rat mutamorphs gain a +4 racial bonus on Swim checks and can always take 10 while swimming.

### Shark Mutamorph

**+2 Str**

**Normal Speed:** A shark mutamorph has a base speed of 30 feet. They also have a swim speed of 30 feet and gain the +8 racial bonus on Swim checks that a swim speed normally grants.

**Keen Scent:** Shark mutamorphs gain the scent ability. A shark mutamorph doubles the range at which it can notice creatures within the same body of water by scent and triples the range at which it can detect blood within the same body of water by scent.

**Natural Weapons:** Shark mutamorphs gain a bite attack that deals 1d4 points of damage.

## Tiger Mutamorph

+2 Dex

**Normal Speed:** A tiger mutamorph has a base speed of 30 feet.

**Natural Weapons:** Tiger mutamorphs gain two claw attacks that deal 1d4 points of damage.

**Silent Hunter:** Tiger mutamorphs reduce the penalty for using Stealth while moving at full speed by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

**Scent:** Tiger mutamorphs gain the scent ability.

**Stalker:** Tiger mutamorphs add Stealth and Survival to their list of class skills.

## Wolf Mutamorph

+2 Wis

**Fast Speed:** A wolf mutamorph has a base speed of 30 feet. A wolf mutamorph gains Fleet as a bonus feat.

**Natural Weapons:** Wolf mutamorphs gain a bite attack that deals 1d4 points of damage.

**Scent:** Wolf mutamorphs gain the scent ability.

**Tracker:** Wolf mutamorphs gain a +4 racial bonus on Survival checks made to follow tracks when tracking by scent.

## Favored Class Options

Whenever a mutamorph earns a level in her favored class, she can take alternate rewards that replace the normal +1 hit point or +1 skill rank gained for that level. A mutamorph chooses which reward she receives on a level-by-level basis and unless noted otherwise these rewards stack with themselves. Rewards that grant a bonus of +1/2 denote an option that adds +1 after it is selected twice. Likewise, an option of +1/3 must be selected three times, an option of +1/4 must be selected four times, and so forth. Such options provide no benefits until they are selected the required number of times.

**Alchemist:** The alchemist gains +1/6 of a new discovery.

**Barbarian:** Add +1 to the barbarian's total number of rage rounds per day.

**Bard:** Increase the range of the bard's bardic performances by +1 foot. This option has no effect unless the bard has selected it five times (or another increment of five). This bonus stacks with other effects that increase the range of the bard's bardic performances.

**Cavalier:** Add +1 hit point or skill rank to the cavalier's mount companion. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

**Cleric:** Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

**Druid:** Add +1 to the number of hours the druid can remain in wild shape when assuming the form of animals related to the mutamorph's type (such as a panther mutamorph transforming into large cats).

**Fighter:** Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

**Gunslinger:** Add +1/4 points to the gunslinger's grit points.

**Inquisitor:** The inquisitor gains +1/6 of a bonus teamwork feat. The inquisitor must meet the prerequisites of this feat as usual.

**Magus:** Add +1/4 points to the magus's arcane pool.

**Monk:** Add +1/4 points to the monk's ki pool.

**Occultist:** Add a +1/3 enhancement bonus to the occultist's natural armor bonus to AC while bound to a spirit from the beast constellation.

**Oracle:** Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

**Paladin:** Add +1 hit point or skill point to the paladin's mount.

**Ranger:** Add +1/2 on Perception skill checks made to oppose Stealth checks made by animals and on Survival skill checks made to track animals.

**Rogue:** Add +1/3 to the rogue's AC.

**Sorcerer:** Add +1/3 to the Sorcerer's caster level when casting polymorph spells that transform the caster into an animal.

**Summoner:** Add +1/4 evolution point to the eidolon's evolution pool.

**Technician:** The technician gains +1/6 of a new innovation.

**Witch:** Choose one hex. The witch adds +1/4 to that hex's saving throw DC.

**Wizard:** Add +1/6 to the save DC of transmutation spells the wizard casts.

## NASHI

Sometimes called raccoon folk, nashi are artistic builders and brilliantly innovative. Enslaved for their sturdy frames and keen intellects in ages past, the cunning nashi orchestrated a mass exodus from their masters during an age of cataclysmic extinction that their history calls the Dark Times. In its wake, the nashi mastered the art of metallurgy and the sciences of immateria as pioneers of electrotechnology, allowing them to stand tall amidst much larger peoples.

**Physical Description:** Nashi are built short and stocky, averaging 2- to 3 feet tall. While clearly humanoid, nashi possess many animalistic qualities, particularly a coat of rough fur, a protruding muzzle, long, rounded ears, and feet that terminate in rodent-like paws. Nashi fur color has some variance, though most members of the race are shades of brown or gray. Reddish brown nashi are uncommon and among their kind this coloration is thought to be a sign of tanuki ancestry. Nashi fur patterns typically consist of circular rings of dark fur along their tails, stripes of light (sometimes white) fur and dark fur across their faces, and patches of light fur that cover most of the front of their torso. Their most unusual feature, however, are thin whisker-like protrusions that line their hands, affording a nashi additional tactile sensitivity.



**Society:** Nashi culture is a blend of ancient traditions heralding back to their heritage as slaves strengthened by progressive thinking. Independent and free-thinking, nashi only follow those who have earned their ranking, both in public life and private life alike; everyone from governmental leaders to schoolyard children are ranked according to their ability and choose the most skilled among them as representatives. For this reason, nashi are extremely competitive and are paranoid of leaders who attempt to take what they have not earned, resulting in a cut-throat and painfully slow meritocracy.

**Relations:** Nashi find little joy in idle chatter, seeking intelligent conversation opposed to dribble that wastes time better spent on the nashi's personal interests. Far from requiring companionship that matches their intelligence (something they consider extremely unlikely), nashi find friends among those who can meaningfully contribute in intelligent conversation. Race matters little to a nashi when determining relations as a result, although most nashi enjoy elven company for their sharp minds and charming demeanors. Although nashi meet members from stereotypically unintelligent races with prejudice, they are delighted and intrigued upon finding a bright member of such a race and quickly abandon such pretenses in excitement and curiosity. Along the same lines, nashi favor company with those who are charismatic enough to feed into their natural curiosity with grand tales and silver tongues, including halflings, catfolk, and kitsune.

### Nashi Racial Traits

**+2 Constitution, +2 Intelligence:** Nashi are stout and sharp-minded.

**Small:** Nashi are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**Slow Speed:** Nashi have a base speed of 20 feet.

**Curiosity:** Nashi gain a +1 trait bonus on Diplomacy skill checks and on one Knowledge skill check of the nashi's choice.

**Low-Light Vision:** Mutamorphs can see twice as far as humans in conditions of dim light.

**Master Tinker:** A nashi gains a +2 racial bonus

on Disable Device and Knowledge (engineering) skill checks. Furthermore, nashi are proficient with any weapon they personally craft.

**Tactile Sensitivity:** Nashi gain a +2 racial bonus on Appraise, Perception, and Spellcraft checks made to identify the physical properties of any object they touch with their hands.

**Weapon Familiarity:** Nashi treat two early firearms of their choice as martial weapons instead of exotic weapons. This choice is made at 1st level and once made, it cannot be changed.

**Languages:** Nashi begin play speaking Common and Nashi. Nashi with high Intelligence score can choose any languages they want (except secret languages such as Druidic).



## Nashi RP Breakdown

This section lists the RP cost to build this race using the race building rules found in Chapter 4 of *PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE*.

<b>TYPE</b>	
Humanoid	0 RP
<b>SIZE</b>	
Small	0 RP
<b>BASE SPEED</b>	
Slow	-1 RP
<b>ABILITY SCORE MODIFIERS</b>	
Flexible	2 RP
<b>LANGUAGES</b>	
Linguist	1 RP
<b>RACIAL TRAITS</b>	
<i>Feat and Skill Racial Traits</i>	
Curiosity	4 RP
Master Tinker	2 RP
Tactile Sensitivity	3 RP
<i>Offensive Racial Traits</i>	
Weapon Familiarity	1 RP
<i>Senses Racial Trait</i>	
Low-Light Vision	1 RP
<b>TOTAL</b>	<b>13 RP</b>

Above all else, however, nashi tend to form close friendships with gnomes, as nashi sympathize with (and even feed into) the love of learning and obsessive curiosity that gnomes possess.

**Alignment and Religion:** Although nashi are more likely to be lawful than chaotic, most nashi are neutral in regards to these extremes, as much of their culture is based upon ordered individualism. Nashi are also more likely to be neutral as opposed to good or evil, as many nashi become too swept away by their own curiosities to care much more morale dilemmas. Religiously, nashi gravitate towards lawful deities associated with creation, innovation, and individualistic expression; although they vaule these traditionally chaotic, individual traits, their tendency to compulsively bring order into their lives often puts them at odds with the spontaneous nature of most chaotic deities who reveal in these domains.

**Adventurers:** Nashi are always seeking to test

their theories and satisfy their curiosity. Thus, adventuring is a respected and highly monetized profession among their kind. Most nashi are drawn to professions that emphasize their brilliant ingenuity; alchemy, arcane magic, and electrotechnology are by and far the most common choices, although the lure of secrets long forgotten draws many nashi who learn of pact magic down the path of the occultist. Nashi also make excellent rogues thanks to their small size and vast capacity for learning new skills, but most nashi rogues who take to adventuring are outcasts who take to the lands of other races in order to prey upon less canny folk. In martial roles, nashi are surprisingly durable and some nashi are said to fly into an uncharacteristically ferocious rage when cornered, making them difficult to subdue.

**Male Names:** Aidan, Cormmick, Donnell, Emyrs, Glynn, Lennox, Nesson, Quillard, Taber.

**Female Names:** Brielle, Catriona, Gwenledyr, Lyneth, Orla, Roselyn, Saeth, Tawnee, Valmai, Zaira.

## Alternate Racial Traits

The following racial traits may be selected instead of the typical nashi racial traits. Consult your GM before selecting any of these options.

**Advanced Climb:** Not all nashi dwell in massive urban sprawls; some are content to live in murky swamps and deep woods. Such nashi become expert climbers in order to traverse their woodland home. Nashi with this trait add climb to their list of class skills and receive a climb speed of 20 feet, gaining the +8 racial bonus on Climb skill checks that a climb speed normally grants. This racial trait replaces tactile sensitivity.

**Armsman:** Nashi who take up arms as soldiers often zealously strive to perfect their technique with a particular weapon. Nashi with this trait are proficient with one martial weapon of their choosing. Nashi who possess Martial Weapon Proficiency at 1st level instead select one exotic weapon and treat it as a martial weapon. This trait replaces weapon familiarity.

**Bite:** Although all nashi possess sharp teeth, most nashi consider biting as an offensive measure to be uncouth. Nashi with this trait possess a bite natural weapon that deals 1d3 points of damage. This racial trait replaces weapon familiarity.

**Fast Sprinter:** Although most are thick and stout, wirey nashi are fast for their size and often train themselves to sprint faster in their hubris. Nashi with this trait have a base speed of 30 feet and receive Run as a bonus feat at 1st level. This racial trait replaces master tinker and weapon familiarity.

**Ferocity:** Nashi possess a strong survival

instinct, and in some cases this instinct and overshadow a nashi's insatiable curiosity. Nashi with this trait can remain conscious and continue fighting even if their hit point totals fall below 0. Nashi are still staggered at 0 hit points or lower and lose 1 hit point each round as normal. This racial trait replaces curiosity.

**Focused Study:** Instead of a hunger for stories and happenings, many nashi become obsessively curious in a particular field of study. Nashi with this trait receive Skill Focus as a bonus feat at 1st level, 8th level, and 16th level. This racial trait replaces curiosity.

**Master Sneak:** Thanks to their small size and padded feet, practiced nashi make neigh undetectable sneaks. Nashi with this trait gain a +2 racial bonus on Stealth checks, reduce the penalty for using Stealth while moving by 5, and can make Stealth checks while running at a -20 penalty (this penalty includes the penalty reduction provided by this trait). This racial trait replaces curiosity.

**Scent:** Nashi sometimes possess keen senses of smell, allowing them to experience the world around them in ways other nashi cannot imagine. Nashi with this trait possess the scent ability. This racial trait replaces curiosity.

**Survivalist:** Nashi have a sixth sense for finding food and water and many can easily get along in the wilderness despite their race's notoriety for technology. A nashi with this trait receives a +1 racial bonus on Knowledge (nature) and Survival skill checks, can make both skill checks untrained, and automatically discern north in relation to themselves. This racial trait replaces master tinker.

## Favored Class Options

Whenever a nashi earns a level in his favored class, he can take alternate rewards that replace the normal +1 hit point or +1 skill rank gained for that level. A mutamorph chooses which reward he receives on a level-by-level basis and unless noted otherwise these rewards stack with themselves. Rewards that grant a bonus of +1/2 denote an option that adds +1 after it is selected twice. Likewise, an option of +1/3 must be selected three times, an option of +1/4 must be selected four times, and so forth. Such options provide no benefits until they are selected the required number of times.

**Alchemist:** Add +1/6 of a new discovery.

**Barbarian:** Add a +1/2 bonus to trap sense or +1/3 to the enhancement bonus from the raging climber, raging leaper, and raging swimmer rage powers.

**Bard:** The bard chooses +1/6 of a Perform skill

to utilize with the versatile performance class feature.

**Cavalier:** Add +1/6 of a bonus teamwork feat. The cavalier must meet this feat's prerequisites and the cavalier may share this feat with the tactician ability.

**Cleric:** Add a +1 bonus on caster level checks made to overcome the spell resistance of fey or dispel magical effects created by fey.

**Druid:** Add +1/3 to the total number of tricks that the druid's animal companion can learn.

**Fighter:** Add +1/6 of a bonus combat feat. The fighter must meet this feat's prerequisites and the feat must be chosen from the following list: Weapon Focus, Weapon Specialization, Greater Weapon Focus, or Greater Weapon Specialization.

**Gunslinger:** The gunslinger reduces the amount of time needed to restore a broken firearm using the Gunsmithing feat by 5 minutes (maximum reduction of 50 minutes).

**Inquisitor:** Add +1 to the inquisitor's total number of bane rounds per day. The inquisitor can select this option before she possesses the bane class feature, but it provides no benefit until she possesses it.

**Magus:** Add +1/6 of a magus arcana.

**Monk:** Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of times each day that he can use one of the following feats: Elemental Fist, Perfect Strike, Punishing Kick, or Stunning Fist. This option provides no benefit unless the monk possesses the feat in question.

**Occultist:** Add a +1/3 on Knowledge skill checks the occultist makes when attempting to complete a spirit's Knowledge Tasks<sup>PU2</sup>.

**Oracle:** Add +1/6 of a new revelation.

**Paladin:** Add +1/6 of a new mercy.

**Ranger:** Add +1/2 to the duration of the ranger's hunter's bond when he forms a bond with his companions.

**Rogue:** Add +1/6 of a new talent.

**Sorcerer:** Add +1/2 to the sorcerer's level for the purpose of determining the effects of one bloodline power.

**Summoner:** The amount of time the summoner must spend to summon his eidolon is reduced by 1 round, to a minimum of 1 round.

**Technician:** Add +1/6 of a new innovation.

**Witch:** Add +1/6 of a new hex.

**Wizard:** Select one item creation feat known by the wizard. Whenever he crafts an item using that feat, the amount of progress he makes in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

# TECHNICIAN HISTORY GENERATOR

The path of the technician is a long and challenging one, for it is as much of a trial of the mind as it is a trial of the spirit. Technicians often study for years in order to learn the tricks of the trade, so to speak. No technician aspires to greatness without hard work and a healthy ambition, although where this ambition came from and where it will eventually lead the technician are ultimately the largest differences in the story behind every technician.

This table is designed to be used by technicians during Step 2—Adolescence and Training of the Background Generator detailed in Chapter 1 of *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*. Roll on the following table to determine what event lead you to consorting with the spirits. Traits marked with a \* are found in *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*.

**Table: Technician Backgrounds**

d%	Result
01–10	<b>Family Trade:</b> Your parents belonged to a particular trade and you have dreamed of following in their footsteps for as long as you can remember. You gain access to the favored trade social trait.
11–20	<b>Encyclopedian:</b> You are fascinated by knowledge and grew up craving the world's secrets. As a result, you became a technician not only to create wondrous devices, but also to unlock the world's secrets. You gain access to the vast knowledge social trait.
21–30	<b>Everyman Equalizer:</b> You loathe the priveledge that spellcasters enjoy and became a technician to help those without magic rise up against it. You gian access to the distracting combatant combat trait.
31–40	<b>Logical:</b> As long as you can remember, you have trusted logic and reasoning over hunches. In time, you came to appreciate the simple beauty in the logical construction of electro-tech devices. You gain access to the one step ahead combat trait.

**Mad Technician:** You joined the ranks of technicians in order to bring your grand desires to life. You gain access to the hypertechn adept magic trait.

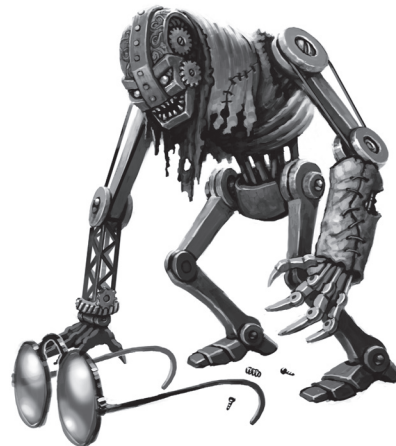
**Man/Woman of Science:** You find no creedance in answers without evidence and gravitated towards the sciences of immateria instead of religion. You gain access to the tireless logic\* social trait.

**Mr./Ms. Fix-It:** You discovered that you were a natural at repairing broken things after you fixed a treasured possession that you damaged as a youth and your talent eventually lead to your pursuing of the technician's trade. You gain access to the rapid repairer social trait.

**Natural Builder:** From tinker blocks to castles in the sand, you grew up loving the art of creation and construction and this desire led you to pursuing the technician's trade. You gain access to the genius builder social trait.

**Physician:** You were afflicted with a deadly disease at a young age without access to divine magic. After an electromedic saved your life without charge, you vowed to learn the secrets of the body to pay this person'a kindness. You gain access to the precise treatment\* magic trait.

**Prodigy:** Your guardians claim that you were practically born with a wrench in your hands and as long as you can remember, you've been obsessed with mathematics and the sciences of immateria. Becoming a technician was all but predestined for you. You gain access to the mathematical prodigy\* magic trait.



## CHARACTER TRAITS

First presented in *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*, the following character traits support the technician background table described above by allowing a character to select traits that reflect his or her training as a technician. At the GM's option, additional characters may select these character traits instead of the usual options. For more information on character traits, refer to *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*.

### Combat Traits

**Brains Over Brawn:** You prefer to quickly assess any problems you come across and deal with them quickly and efficiently. You gain a +1 trait bonus on Knowledge checks made to identify the special abilities and weaknesses of creatures.

**Distracting Combatant:** You know exactly how to make spellcasters lose focus and disrupt an enemy's spellcasting. All opponents increase the DC to cast spells defensively while adjacent to you by +1.

**Improvised Tinkers:** You are able to use your tinkers as weapons, although doing so comes at the cost of damaging these sensitive objects. You can wield your tinkers as improvised weapons. Each time you successfully hit an opponent with a tinker in this manner, it suffers 1 point of damage. A tinker has a number of hit points equal to its tinker level + 1 (minimum 1). A tinker gains the broken condition when its hit points are reduced by half or more and is destroyed upon suffering damage equal to its total hit points. Tinkers can be repaired by any effect that restores hit points to objects.

**One Step Ahead:** Knowledge is your shield and you are able to deftly dodge incoming attacks with your insight. You gain a +1 dodge bonus to your AC and on Reflex saves against opponents that you have successfully identified using a Knowledge skill.

**Ruthless Combatant:** You take no chances in combat and strike your enemies when they are at their weakest. You gain a +2 trait bonus on critical confirmation rolls against opponents that you have successfully identified using a Knowledge skill.

### Magic Traits

**Hypertech Adept:** You have learned the secrets of combining electrotechnology with magical energy in order to create a hypertech tinker. Add a number of spells from an arcane spellcasting class equal to your Intelligence modifier to the technician tinker list as hypertech tinkers of the

same level. If two or more arcane spellcasting lists possess the spell at multiple levels, you must use the highest level for the tinker's level. All spells must be drawn from the same class list and you cannot select spells higher than 6th level with this trait. Changes to your Intelligence score after selecting this trait does not alter the number of hypertech tinkers you have access.

### Social Traits

**Favored Trade:** Your skills are well-suited to a particular technician trade. Select 1 technician trade. If you join that trade by selecting it with the trade class feature, you gain a +1 trait bonus on all skill checks associated with that trade's skills.

**Gearhead:** Machines have always made sense to you and as a result, you have very little trouble putting together and repairing devices you have never seen before. You receive a +1 trait bonus on Craft (electrotech) and Disable Device checks and one of those skills is always a class skill for you. In addition, reduce the gp cost for constructing gadgets by 5%.

**Genius Builder:** You have a head for construction and whether building machines or constructing structures, your skill is noticeably apparent. You receive a +1 trait bonus on Craft (electrotech) and Knowledge (engineering) checks and one of those skills is always a class skill for you. In addition, reduce the cost for researching gadget schematics by 5%.

**Mutamorph Charmer:** You have spent much time around races that resemble animal-humanoid hybrids such as catfolk, gnolls, kitsune, mutamorphs, nashi, and so forth. Your experience has given you insight on how to befriend such individuals. You gain a +2 trait bonus on Charisma-based skill checks made to influence the attitudes of such creatures.

**Rapid Repairer:** You are extremely skilled at repairing broken electrotech devices. When using the Craft skill to repair damaged objects, double the amount of sp of work you accomplish each week when you succeed on your Craft check. If you roll a natural 20 on your Craft check, triple your sp result instead.

**Vast Knowledge:** You court knowledge like a mistress and never turn down the chance to learn something new. Select 1 Knowledge skill. That skill is always a class skill for you. In addition, you gain 1 additional skill point at each character level. This skill point must be spent purchasing a new rank in a Knowledge skill.

## ELECTROTECH SKILLS

As electrotech emerges and evolves in a campaign world, its denizens must learn to adapt their skill sets to this radically new technology. The following sections describe how both PCs and NPCs can use the skills presented in the *PATHFINDER ROLEPLAYING GAME* to create, repair, and operate electrotech devices.

### Craft (electrotech) (Int)

A character who is trained in Craft (electrotech) is trained in the creation of electrotech goods and devices following the standard rules for crafting and repairing items.

#### Special

- » In a campaign setting where electrotech is rare, a character must possess the Electrotech Proficiency feat in order to purchase skill ranks in Craft (electrotech).
- » In order to create an electrotech item, the crafter must have access to an alchemy lab. If he is working in a settlement where electrotech is rare, emerging, or commonplace, a crafter can typically purchase whatever he needs as part of an item's rare materials cost, but such components are nearly impossible to find in places where electrotech is unavailable.

### Disable Device (Dex)

A character who is trained in Disable Device can use this skill to sabotage electrotech devices following the standard rules for sabotaging mechanical devices.

#### Special

- » In a campaign setting where electrotech is rare, a character must possess the Electrotech Proficiency feat in order to sabotage electrotech devices using Disable Device.

### Knowledge (engineering) (Int)

A character who is trained in Knowledge (engineering) can use this skill to answer general questions about electrotechnology.

#### Check

In addition to the standard uses of Knowledge (engineering) that are described in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, this skill can be used in the following ways.

**Answering Questions:** When attempting to answer questions about electrotechnology or the sciences of immateria, make a Knowledge (engineering) check. The DC is 10 for really easy questions, 15 for basic questions, or 20 to 30 for really tough questions.

## Technological Disparity

In the real world, gulfs of technological disparity exists between societies and cultures. Many factors contribute to this gulf, including governmental funding, availability to the masses, and religious stances on technology.

If you wish to run a campaign setting that deals with technological disparity, consider determining a region's availability in a case-by-case basis. For example, if your campaign setting was the state of New York in the United States during the late 1800s or early 1900s, electrotech might be commonplace in New York City, emerging in Syracuse, rare in Utica, and relatively unheard of in Paris.

In a campaign setting with technological disparity, characters who spent significant time in a place where electrotech is emerging or even commonplace are more likely to be proficient with this budding science. You can simulate this background by allowing characters and PCs to select the following region character trait:

**Roaring Regionist (Region):** You spent your formative years dwelling in a region where electrotech was commonplace and as a reason, you are highly proficient with electrotech devices. You gain Electrotech Proficiency as a bonus feat. This trait must be selected at 1st level; you cannot obtain it later using Additional Traits.

#### Special

- » In a campaign setting where electrotech is rare, a character must possess the Electrotech Proficiency feat in order to use Knowledge (engineering) to answer questions about electrotech or the sciences of immateria.
- » In a campaign setting where electrotech is rare, a character without Electrotech Proficiency cannot use Knowledge (engineering) to perform any task related to electrotechnology, such as pilot electrotech vehicles.

### Profession (driver) (Wis)

A character who is trained in Profession (driver) can use this skill to pilot the electrotech vehicles discussed in Chapter 2.

#### Special

- » In a campaign setting where electrotech is rare, a character must possess the Electrotech Proficiency feat in order to use Profession (driver) to pilot electrotech vehicles.

## KINGDOM BUILDING

Not only does the invention of new electrotech devices change life on a household scale, it also changes the world on a national, sometimes global scale. Often the invention of new electrotech vehicles and devices precedes new terrain improvements and kingdom buildings, and as a result broadcast towers are quickly developed after the discovery of radio signals and railroad lines come into existence not long after the creation of the first steam-powered alchemical engines.

This section draws upon the kingdom building rules presented in Chapter 4 of *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*.

Common terminology from *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN* is defined below.

**Build Points:** Build points (or BP for short) are the measure of a kingdom's resources. They're used to acquire new hexes and develop additional buildings, settlements, and terrain improvements as well as maintain the kingdom itself.

**Economy:** One of the three primary kingdom statistics, Economy measures the kingdom's financial success.

**Hex:** A unit of land in a kingdom, a typical hex assumes a distance of 12 miles across from corner to corner, although your GM might adjust this size to suit the campaign's needs.

**Loyalty:** One of the three primary kingdom statistics, Loyalty measures the sense of goodwill among your kingdom's subjects.

**Stability:** One of the three primary kingdom statistics, Stability measures the physical and social well being of your kingdom's subjects.

### Terrain Improvements

Terrain improvements represent changes to a kingdom hex that improve the land for your kingdom's use. The following list describes several marvels of electrotech that can be constructed to improve the terrain. An improvement marked with an asterisk (\*) can share the same hex as other improvements.

**Terrain:** This indicates what kind of hex you can build this terrain improvement in.

**Effect:** This line states the effect that the terrain improvement has on that hex (or in some cases, your entire kingdom).

If an improvement says you can upgrade it into another improvement, you can do so by paying the cost difference between the two improvements. When the upgrade is complete, you lose the benefits of the old improvement but gain the benefit of the new improvement.

**Powered:** Certain terrain improvements give a hex the powered condition. Certain buildings only function when they are constructed within a powered hex; see the buildings section for additional details.

Not all citizens living in a powered hex are necessarily part of the hex's electricity network, as having access to electricity typically adds 1/gp per month to the family's cost of living.

**Cost:** This line gives the cost in BP to build the terrain improvement.

#### Airmill

An airmill uses the power of the wind in order to generate electricity via a massive, spinning wheel whose turning creates electricity.

**Terrain:** Hill or plains.

**Effect:** A hex with an airmill gains the powered condition, as described above.

**Cost:** 24 BP

#### Electroplant

An electroplant produces electricity by burning coal, oil, or a similar resource to move a steam-powered turbine.

**Terrain:** Any land; an electroplant must be built in a settlement hex.

**Effect:** A hex with an electroplant gains the powered condition, as described above. In addition, living creatures in the hex's settlement suffer a -2 penalty on all Fortitude saves after spending 24 hours in the hex. This penalty ends after the creature has spent 24 hours outside of the hex and creatures immune to poison or inhaled effects do not suffer this penalty, nor do creatures who thrive in areas of pollution (such as otyughs).

**Cost:** 18 BP

#### Hydroworks

A hydroworks uses the power of running water to generate electricity by damming the river, forcing it through power-generating turbines to continue onward.

**Terrain:** Any land (hex must contain a river).

**Effect:** +5 Economy; a hex with a hydroworks and all hexes adjacent to it gain the powered condition, as described above. A hydroworks counts as a bridge, allowing a single road, highway, monorail track, or similar terrain improvement to be constructed in the hydrowork's hex without increasing its BP cost.

**Special:** A kingdom may possess no more than one Hydroworks per 50 hexes it has claimed as only major river systems can support a hydroworks.

**Cost:** 125 BP

### Monorail Track\*

Monorail tracks allow fast travel between two or more settlements using monorail engines. Monorail tracks provide no benefit until they connect two or more settlements together.

**Terrain:** Any land; both ends must be settlement hexes with a settlement that possesses monorail station (see buildings).

**Effect:** Economy +1 for every 4 hexes of Monorail Track, Stability +1; Productivity +1, patrons willing to pay the monorail's fee can travel between the ending hexes at a rate of 1 hex per hour.

**Cost:** Three times the cost of a road hex; this cost is doubled for a hex that contains rivers as described on Table: Terrain and Terrain Improvements in *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*.

### Nucleonic Plant

This massive structure produces electricity for citizens in nearby hexes. The cost to build a nucleonic plant includes the cost of building power lines to any nearby settlements.

**Terrain:** Any land; a nucleonic plant can only be built in a hex that has been prepared for construction, as though the plant were a settlement.

**Effect:** A hex with a nucleonic plant and all hexes adjacent to it gain the powered condition. Constructing a settlement in a hex that contains a nucleonic plant (or vice versa) increases Unrest by 2. A successful Loyalty check can reduce this Unrest to 1, but failing this check by 5 or more increases this Unrest to 4.

**Cost:** 32 BP

### Power Service Tower

This massive iron and glass service station carries power lines to distance places, increasing the number of hexes that can be serviced by a power-producing terrain improvement.

**Terrain:** Any hex adjacent to a hex with the powered condition.

**Effect:** A hex with a power service tower and all hexes adjacent to it gain the powered condition; a power service tower stops providing this benefit if no other terrain improvements are providing the powered condition to a hex that is adjacent to it.

**Cost:** 24 BP

## Catastrophic Meltdown!

If a hex containing a nucleonic plant is destroyed, such as from the large disaster kingdom event, there is a chance that the plant's destruction has widespread consequences for your kingdom. Roll a Stability check against your kingdom's Control DC; failure results in a catastrophic meltdown.

When a catastrophic meltdown occurs, roll a Stability check for each other terrain improvement or building in the hex; failure indicates that the improvement or building was destroyed in the meltdown. Farmlands, fisheries, and similar improvements that reduce a kingdom's Consumption through the production of foodstuffs automatically fail this Stability check.

In addition, the hex transforms into a fallout zone, causing living creatures within the hex to contract nucleonic sickness unless they succeed on a DC 19 Fortitude save. A creature must attempt this saving throw each hour it remains in the hex; assume 90% of the NPCs living in the hex that survive the meltdown contract this sickness. A hex remains as a fallout zone for 1 kingdom turn, during which terrain improvements that reduce a kingdom's Consumption cannot be constructed in the hex. After the fallout fades, the BP cost for building such terrain improvements in the hex is permanently doubled.

### Nucleonic Sickness

Although a potent source of energy, nucleonic power wrecks living creatures exposed to it; stripping the body of its ability to produce blood and damaging vital organs. Dark blotches appear across the creature's skin and its hair (or fur) falls out. Nucleonic sickness is a disease with the following effects:

**Type** disease (contact); **Save** Fortitude DC 19; **Onset** 1d20 days; **Frequency** 1/day; **Effect** 1d2 Cha damage and 1d4 Con damage; as long as a character suffers Con damage from radiation sickness, he is sickened.

## BUILDINGS

Buildings are structures that are built within one of a kingdom's settlements. The following buildings utilize technological advances discovered using the sciences of immateria and have revolutionized the world. This is by no means a comprehensive list, but it does comprise the most common technological buildings.

**Kingdom:** This entry denotes any modifiers added to the the kingdom that constructed the building.

**Discount:** A building with a discount entry reduces the BP cost of the next building of the listed type by . Both buildings must be constructed in the same settlement in order to receive this benefit.

**Limit:** Any restriction placed on where the building can be constructed or how many buildings of that type can be constructed.

**Upgrades From/To:** Some buildings can be upgraded from one building into another. To upgrade a building, pay the BP difference between the current building and the desired building.

**Magic Items:** Any magic item slots that the building provides the kingdom.

**Settlement:** Any modifiers added to the statistics of the settlement where the building was constructed.

**Special:** Any other important information regarding the the building.

**AIRFIELD** 108 BP, 4 LOTS

**Kingdom** Economy +4, Stability +2, Unrest +1; Fame +4

**Discount** Foreign Quarter, Radio Tower, Zeppelin Tower

**Limit** 1 per settlement

**Upgrade From** Electroworks

**Settlement** Crime +1, Lore +2, Productivity +3, Society +2

An expansive base for constructing, repairing, and landing airborne vehicles.

**BROADCASTING TOWER** 12 BP, 2 LOTS

**Kingdom** Economy +1, Loyalty +1; Fame +1

**Limit** 1 per district; settlement's hex must be powered

This tower allows electrotech devices to broadcast information across long distances by amplifying sonic-based immateria waves.

**ELECTROWORKS** 24 BP, 1 LOT

**Kingdom** Economy +2, Stability +1

**Upgrade From** Luxury Store

**Upgrade To** Airfield

**Limit** Settlement's hex must be powered

**Settlement** Corruption +2, Lore +2

**Special** Base value +2,000 gp

An electroworks is a laboratory that manages the creation and testing of new electrotech devices.

**FACTORY** 56 BP, 2 LOTS

**Kingdom** Economy +2

**Discount** Electroworks, Luxury Store, Shop, Smithy, Tannery, Trade Shop

**Upgrade From** Shop, Luxury Store, Smithy

**Magic Items** 2 minor wondrous items of any type

**Settlement** Corruption +2, Society -1

A factory mass-manufactures a specific type of mundane good by replacing trained specialists with electrotech machines handled by cheap, untrained labors.

**MONORAIL STATION** 28 BP, 2 LOTS

**Kingdom** Economy +2

**Limit** 1 per district, Settlement hex must be powered.

**Settlement** Crime +1, Productivity +1

**Special:** A monorail station can be built as a subway, causing it to occupy a single lot but increasing its BP cost by 8.

Whether a transcontinental train or an underground subway, a monorail station allows fast transportation. When travelling between districts in the same settlement, a monorail ride typically takes 5 minutes per district traversed. When travelling between separate settlements, however, a monorail ride typically takes 1 hour per hex traversed. These times do not include delays, time spent waiting for the monorail, and so on.

**SKYSCRAPER** 14 BP, 1 LOT

**Kingdom** +1 Fame

**Special** Any number of 1 Lot buildings can be added to the skyscraper's lot during subsequent kingdom turns by increasing its BP cost by 50%. This is treated as building the building in a separate lot.

A skyscraper is a massive tower visible for miles around.

**WARNING TOWER** 18 BP, 1 LOT

**Kingdom** Economy +1, Loyalty +1, Unrest +1

**Settlement** Crime +1, Productivity +2

**Special** Can share a lot with any building or improvement.

A warning tower is outfitted with bright, piercing lights that are designed to alert aircraft pilots of the presence of tall buildings in poor visual conditions.



## DOWNTIME SYSTEM

Introduced in *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*, the downtime system allows players to perform a myriad of special actions during those moments in a campaign where their characters are not out in the wilderness of the world, slaying hordes of monsters and collecting troves of treasure. For more information on how the downtime system works, refer specifically to Chapter 2 in *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*.

### New Rooms

The following new rooms can be constructed using the standard rules for constructing buildings using the downtime system.

#### CIRCUIT BREAKER

**Benefit** building can benefit from up to 10 electrotech furnishings

**Create** 2 Goods, 6 Labor (160 gp); **Time** 8 days

**Size** 1 square

Little more than a box built into the wall of another part of the building, a circuit breaker is a consolidated panel where a technician can access all of a building's electrical circuits. Rather than producing its own power, a circuit breaker allows a building to draw upon the power generated by power plants; as a result, a circuit breaker has no benefit if constructed in a hex that is not powered. A single circuit breaker powers up to ten electrotech furnishings in the building; if a circuit breaker gains the broken condition, this number is reduced to five furnishings.

#### GENERATOR

**Benefit** building can benefit from up to 3 electrotech furnishings.

**Create** 10 Goods, 16 Labor (540 gp); **Time** 24 days

**Size** 4 squares

This large device is designed to power a small number of rooms for a short period of time. A generator produces its own power rather than relying on energy produced by power plants, allowing it to function in a hex that does not possess the powered condition. A single generator powers up to three electrotech furnishings in the building; if a generator gains the broken condition, this number is reduced to one furnishing.

### New Room Augmentation

The following new augmentation can be constructed using the standard rules for augmenting rooms using the downtime system.

#### ELECTROTECH FURNISHINGS (AUGMENTATION)

**Earnings** +5 on the room's check to generate gp or capital

**Create** 18 Goods, 12 Labor (600 gp); **Time** 20 days

**Size** as original room

This upgrade adds electrotech devices to one room, such as lamps, a heater and cooler, and so forth. The furnishings are appropriate to the nature of the room and building. For example, if applied to a Kitchen, it includes a cooker, several coolers (one for environment, one for refrigeration), and so forth. This upgrade only functions if the furnishing is powered by associating it with a circuit breaker or a generator. If an electrotech furnishing loses power after it is constructed (such as from a generator breaking), it ceases to provide its benefits to the building and at the GM's decision, may instead penalize the building's checks to generate capital if the furnishings is vital to the building.

### Buildings

Below are example buildings and their component rooms. Note that all of these buildings can be found in the Kingdom Building section of this chapter.

#### AIRFIELD

**Create** 233 Goods, 15 Influence, 232 Labor, 3 Magic (10,050 gp)

**Rooms** 1 Alchemy Lab, 1 Bell Tower, 1 Cell, 1 Circuit Breaker, 1 Clockwork Shop, 6 Electrotech Furnishings (Alchemy Lab, Bell Tower, Clockwork Shop, Forge, and 2 Workstations), 1 Forge, 1 Gatehouse, 2 Guard Posts, 1 Infirmary, 2 Lavatories, 1 Observation Dome, 1 Office, 1 Sewer Access, 2 Storages, 1 Storefront, 2 Workstations

A port for airborne arrival and departure, with facilities for shipping and aircraft building.

#### BROADCASTING TOWER

**Create** 173 Goods, 4 Influence, 143 Labor (6,460 gp)

**Rooms** 2 Artisan's Workshop, 1 Auditorium, 1 Bell Tower, 1 Circuit Breaker, 1 Common Room, 4 Electrotech Furnishings (2 Artisan's Workshops, Auditorium, and Bell Tower), 2 Generators, 2 Lavatories, 2 Office, 4 Storages

A tower designed for broadcasting and receiving sonic-based messages.

#### ELECTROWORKS

**Create** 145 Goods, 3 Influence, 161 Labor, 1 Magic (6,310 gp)

**Rooms** 1 Alchemy Lab, 1 Circuit Breaker, 1 Clockwork Shop, Electrotech Furnishings (Alchemy Lab, Clockwork Shop, Forge, and 2 Workstations), 1 Forge, 1 Office, 1 Sewer Access, 2 Storages, 2 Workstations

A building specialized in the construction and development of electrotechnology.

#### **FACTORY**

**Create** 396 Goods, 12 Influence, 369 Labor, 1 Magic (15,760 gp)

**Rooms** 1 Alchemy Lab, 1 Bell Tower, 2 Circuit Breakers, 1 Common Room, 12 Electrotech Furnishings (Alchemy Lab, Bell Tower, Leather Workshop, 2 Offices, 1 Printers, 1 Sewing Room, 4 Workstations), 1 Forge, 5 Generators, 1 Guard Post, 2 Lavatory, 2 Leather Workshop, 1 Mill Room, 2 Office, 1 Pit, 1 Sewer Access, 1 Sewing Room, 4 Storage, 4 Workstation

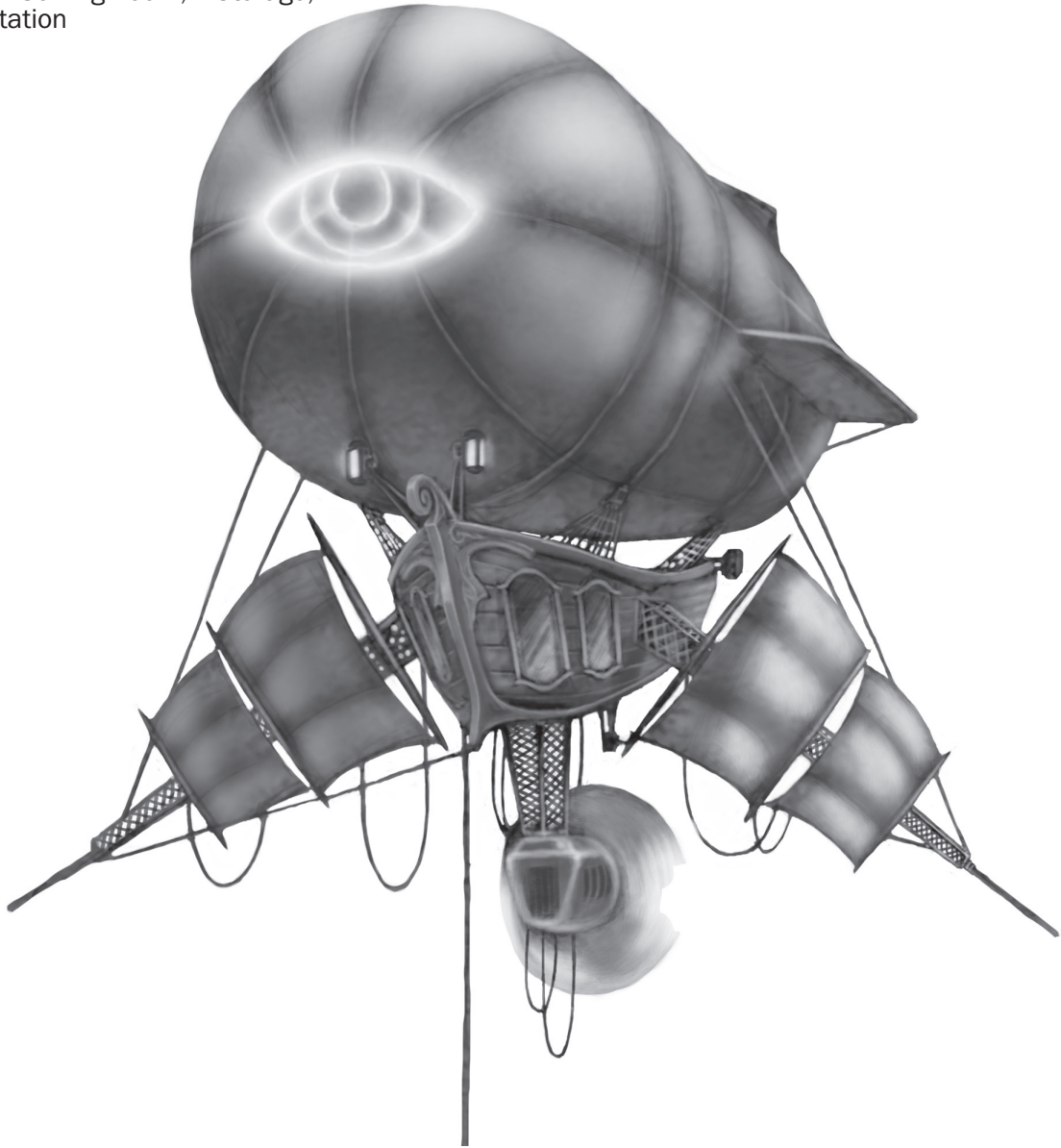
A building designed to quickly and cheaply create a massive amount of cheap goods using machines operated by unskilled laborers.

#### **MONORAIL STATION**

**Create** 278 Goods, 12 Influence, 223 Labor (10,380 gp)

**Rooms** 1 Bell Tower, 1 Cell, 1 Circuit Breaker, 3 Common Rooms, 2 Docks, 9 Electrotech Furnishings (Bell Tower, 2 Common Rooms, 2 Docks, 2 Tollbooths, 2 Workstations), 1 Gatehouse, 1 Generator, 2 Lavatories, 1 Office, 1 Sewer Access, 2 Storages, 1 Storefront, 2 Tollbooths, 2 Workstations

This building acts as a landing platform for a monorail engine and allows others to board or exit the vehicle.



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