Steam Powered:

Heroes of the Age of Steam

By Rodney Sloan

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References

This book refers to several Pathfinder Roleplaying Game books and uses the following abbreviations:

[APG] *Pathfinder Roleplaying Game Advanced Player's Guide.*

[UC] *Pathfinder Roleplaying Game Ultimate Combat.*

[UM] *Pathfinder Roleplaying Game Ultimate Magic*

Contents

Steam Powered Heroes of the Age of Steam

"Ladies and gentlemen, boys and girls, automata of all kinds, do step forward and behold the spectacular feats of bravery made possible with our newest, top quality products." Doctor Cuthbert N. Osborn whipped off his hat and shot a hand skywards.

High above the crowded street, Reginald pulled his bowler hat down firmly over his ears, cocked the bolts of his grapnel gauntlets, and stepped off the gargoyle.

It was a hundred foot drop.

The whistling air tugged angrily at his bowler as he plummeted down towards the crowd.

A blue, crackling sphere of energy punched through the early morning smog, hurtling straight for him.

Reginald fired a gauntlet.

The cable snapped taught, his momentum and the angle of his line altering his trajectory into a graceful swing. That was the mathematics of it, but Reginald's mind wasn't on angles and velocity. He'd dodge the bolt, but another string of them came at him like angry wasps.

Reggi fired his second gauntlet as he cut the first line, the combined action arcing him out of danger, just as electricity exploded off a lamp post, sending up a shower of sparks. The crowd gasped.

"I'll get you, Rascal Reggi!" Nicholai 'the Spark' Sokolov shouted as he appeared on a balcony.

Reginald grinned, and stuck out his tongue.

The crowd cheered.

Doctor Cuthbert N. Osborn smiled.

Introduction

In the age of steam, it's those who go against convention, who devise daredevil schemes, and who invent harebrained inventions that truly make a name for themselves. These heroes — and villains — are the renegades and outcasts who put the "punk" in steampunk. They're the ones who walk the fine line at the edge of steam technology, who put their lives on the line in the unending quest to understand and harness the power of aether.

Steam Powered: Heroes of the Age of Steam presents a diverse selection of archetypes, covering a range of classes, each with their own quirks and strengths. It also includes a short equipment section, which builds on the previous two Steam Powered books, published by d20pfsrd.com Publishing. Those publications are not required to make the most of this book, but do contain additional information that will be most useful for your own steampunk campaign.

Steam Powered Equipment

Steampowered suits of armor, clockwork gizmos whirring through the air, weapons firing bolts of static electricity — these are the creations of the fantastical age of Steampunk.

Many of the archetypes listed in this book rely on specific items that represent the cutting edge of steamwork, clockwork, aetherwork, or electrical invention. Such items are complicated and highly volatile contraptions — inventions so dangerous that only those who created them and have spent years training in their use would ever dare to wield them. However, some of these items have simpler versions which can be used by a wider range of characters, regardless of their archetype. These items are listed below in this section. Included with these is a selection of items from the *Technology Reference Guide* appropriately rethemed to fit into your Steampunk campaign.

Gear

Heavy Armor	Cost	Armor Bonus	Maximum Dexterity Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30ft)	Speed (20ft)	Weight	Special
Heavy Armor									
Irontide	3,300gp	+11	+0	-8	50%	15ft	10ft	100lbs	Cannot Wield Weapons

Martial Weapons	Price	Dmg (s)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type	Special
One-handed Melee Weapons										
Stun Cane	5,000gp	Special	Special	x2	—	10	1 charge/ round	2 lbs	B and E (special)	Touch

Exotic Weapons	Price	Dmg (s)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type	Special
Two-handed Melee Weapons										
Steam-saw	2,700gp	1d12	3d6	18-20	—	10	1 charge/ hour	10 lbs	S	Deadly

Exotic Weapons	Price	Dmg (s)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type	Special
One-Handed Ranged Weapon (Firearms)										
Dart Gun	3,000 gp	1d3	1d4	x2	30ft	1 dose cannister	1 charge	2 lbs	P	—
Flare Gun	300 gp	1d6	1D8	x3	240ft	1	dispos-able	1 lbs	F	Slow-firing, touch
Grapnel Gauntlet	270 gp	1d3	1D4	19-20/ x2	30 ft	5	1 charge	2 lbs	E	semi-auto-matic, touch

Exotic Weapons	Price	Dmg (s)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type	Special
Two-Handed Ranged Weapon (Firearms)										
Auto-Grap-nel	4,000 gp	1d6+6 piercing	1d8+6 piercing	x3	30ft	20	1 charge	6 lbs	E	Auto-matic, touch
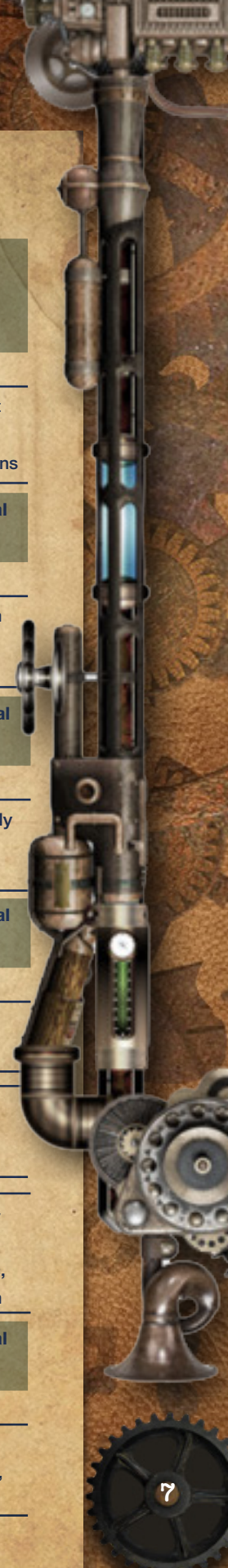
Exotic Weapons	Price	Dmg (s)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type	Special
Two-Handed Ranged Weapon (Firearms)										
Tesla Rifle	20,000 gp	1d10 elec.	2d6 elec.	x2	150ft	20	1 charge	6 lbs	E	Automatic, touch

Autograpnel

"A truly fine item this, let me tell you. Capable of reaching a towering three hundred feet and then retracting the cable to pull yourself up the same distance. Every sky captain will find a hundred uses for it."

An autograpnel looks like a rifle with a small steel spike protruding from its barrel. When fired, an autograpnel launches the spike with a muffled bang. The spike trails an incredibly strong and thin metal cable behind it. An instant after the spike punches into a solid target, tiny spurs lance out of it, anchoring the spike in place. An autograpnel's cord is long enough to allow the grapnel to reach its maximum range of 300 feet, and the internal retraction gearing is strong enough to hold up to 500 pounds of weight. If the grapnel misses its target, it can be rewound into the gun as a standard action; reattaching the grapnel to the gun barrel is a move action. An autograpnel strikes with an effective Strength score of 22 for the purposes of determining damage. If it strikes a creature, it remains lodged in the target and connected to the rifle and its wielder by the metal cord. This cord has AC 12, hardness 10, and 20 hp. A successful DC 32 Strength check is required to snap the cord. If the wielder retracts the cord while it's attached to a creature, the autograpnel attempts a pull combat maneuver check with a CMB of +16. If used against objects, an autograpnel can pull an item that weighs 25 pounds or less back to the user as a full-round action, or it can pull a heavier object that weighs no more than 100 pounds back to the user at a speed of 20 feet. When attached to a solid object, the gun's retraction rate can be set to maintain a taut line while the gun is attached to a harness worn to aid climbing checks.

CONSTRUCTION

Craft DC 20; **Cost** 2,000 gp; Craft Technological Arms and Armor, Craft (mechanical device), military lab

Dart Gun

"Bring down an elephant or deliver antivenom to a patient, at range. It all depends on what you put into this little beauty."

A dart gun fires a small hollow needle that does minimal damage on its own. Instead, a dart gun contains a small reservoir above its handle into which a single dose of a drug, poison, or even potion can be poured as a standard action. The next dart fired from the dart gun delivers that liquid into the target immediately upon a hit.

CONSTRUCTION

Craft DC 24; **Cost** 1,500 gp; Craft Technological Item, Craft (mechanical device), production lab

Flare Gun

"A simple device for illuminating the night sky, and easily carried in your waistcoat pocket, like so."

A flare gun looks like a wide-barreled pistol, and although it can be used in combat, the item's primary use is to send signals. A flare gun and its ammunition (a small, rocket-propelled magnesium charge) are completely self-contained and disposable—once fired, a flare gun is useless. While a flare gun has excellent range, the flare tends to wobble and spiral in flight, incurring a 20% miss chance if it's being used to target a specific point. The flare detonates once it hits a target or reaches its maximum range of 1,200 feet, bursting into a sphere of fire that illuminates a 120-foot-radius area for 1 minute as it drifts slowly back to the ground. Any creatures within 20 feet of the flare must succeed at a DC 12 Fortitude saving throw each round or be dazzled by the intense light for as long as they remain in the area. Creatures adjacent to a lit flare are also blinded for 1d4 rounds on a failed save. A creature struck by a flare takes 1d8 points of fire damage (1d6 points of fire damage from Small flare guns), and continues to take the same amount of fire damage each round until the flare is removed. Removing a flare is a full-round action.

CONSTRUCTION

Craft DC 18; **Cost** 150 gp; Craft Technological Arms and Armor, Craft (alchemy), production lab

Grapnel Gauntlet

"This little beauty is easily concealed up a sleeve. It'll save your life from a bad fall, but I'm sure you can think of other uses, eh?"

A grapnel gauntlet fires an iron spike attached to a length of thin cable held in a wrist spool. The gauntlet can fire 1 of 5 cables per round as a standard action. Each cable is 30-feet long, has 2 hit points and AC 10. The cable requires a 23 Strength check to break it. The cable can be detached at the gauntlet as a free action. The gauntlet must be cocked between firings, which requires a swift action. The gauntlet cannot be used while anything is held in the hand.

A grapnel gauntlet counts as a hand crossbow (see the Equipment chapter in the *Pathfinder Roleplaying Game Core Rulebook*) for the purposes of determining proficiencies and damage, except that it has a maximum range of 30 feet. If the cable is detached on firing, you can entangle a foe like you would using a net. The DC to cast a spell while entangled with a cable is 10 + the spell level being cast. An entangled creature can slip free with a DC 15 Escape Artist check as a full-round action. Replacing a grapnel cable spool is a standard action that provokes attacks of opportunity. Rewinding the spool requires both hands and takes 1 minute.

A grapnel gauntlet costs 270 gp and weighs 1 lb.

CONSTRUCTION

Craft DC 18; **Cost** 150 gp; Craft Technological Arms and Armor, Craft (mechanical device), production lab

Grapnel Cable Spool

"Additional grapnel cable, sold by the spool. And may I add, you can never have enough grapnel cable."

A grapnel cable spool holds 5 grapnel cables for a grapnel gauntlet. A grapnel cable spool costs 62 gp and weighs 2 lbs.

CONSTRUCTION

Craft DC 18; **Cost** 31 gp; Craft Technological Arms and Armor, Craft (mechanical device), production lab

Gyro-Glider

"The gyro-glider is the height of fashion among skyfarers. It's a soaring marvel of engineering. It's rising in popularity. Did I mention that it flies?"

A gyro-glider is a canvas-wrapped metal frame, worn on the back, that can be snapped taught to form a pair of gliding wings. A gyro stabilizer built into the frame gives the gyro-glider a great degree of stability. Anyone using a gyro-glider can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, a character may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet he falls. A gyro-glide costs 2,200 gp and weighs 10 lbs.

CONSTRUCTION

Craft DC 18; **Cost** 1,100 gp; Craft Technological Arms and Armor, Craft (mechanical device), production lab

Irontide Armor

"Don't let its size intimidate you. Although massive, this armor will stop a bullet—step inside and I'll show you."

This particularly heavy armor is powered by a small steam driven engine with a steam cell. The suit consumes 4 energy points per hour of use. Irontide armor costs 3,300 gp and weighs 100 lbs.

CONSTRUCTION

Craft DC 16; **Cost** 1,650 gp; Craft Technological Arms and Armor, Craft (mechanical device), production lab

Tesla Pistol

"Lightning in a bottle, this is. Simply point the device at your intended target and pull the trigger. I do recommend purchasing tinted goggles too."

A tesla pistol emits bolts of electricity that arc between the weapon and its target, creating a crackling beam of electricity. Tesla pistols gain

a +2 circumstance bonus on attack rolls against targets that are metal or are wearing medium or heavy metal armor.

CONSTRUCTION

Craft DC 23; **Cost** 5,000 gp; Craft Technological Arms and Armor, Craft (mechanical device), military lab

Tesla Rifle

"You'll definitely need those tinted goggles with this, the tesla pistol's bigger brother."

A tesla rifle is a larger, more powerful version of a tesla pistol, and functions as such except for the differences listed here.

CONSTRUCTION

Craft DC 27; **Cost** 10,000 gp; Craft Technological Arms and Armor, Craft (mechanical device), military lab

Steamsaw

"A less… gentlemanly weapon, this one. Effective, though, there's no doubt of that. Cuts through, well, just about anything."

Originally developed for use as tools, steamsaws work remarkably well as weapons and are often used by lunatics or those who want to intimidate their enemies. A steamsaw consists of a weighty housing for the steam-driven engine and a compact boiler that is fitted with two handles, and a 2- to 3-foot-long blade extending from the front, around which a whirring, buzzing chain of razor-sharp cutting links spins at blinding speed when the weapon is activated. It's a standard action to activate a steamsaw, and doing so consumes a charge of power. The steamsaw continues to

run constantly after activation, draining an additional charge every 10 minutes. A dropped steamsaw automatically turns off unless it is set down carefully as a move action. The buzzing of a steamsaw's blade is loud and distracting (but not deafening), causing anyone carrying an activated steamsaw to take a –10 penalty on Stealth checks. An activated steamsaw grants a proficient user a +2 morale bonus on Intimidate checks.
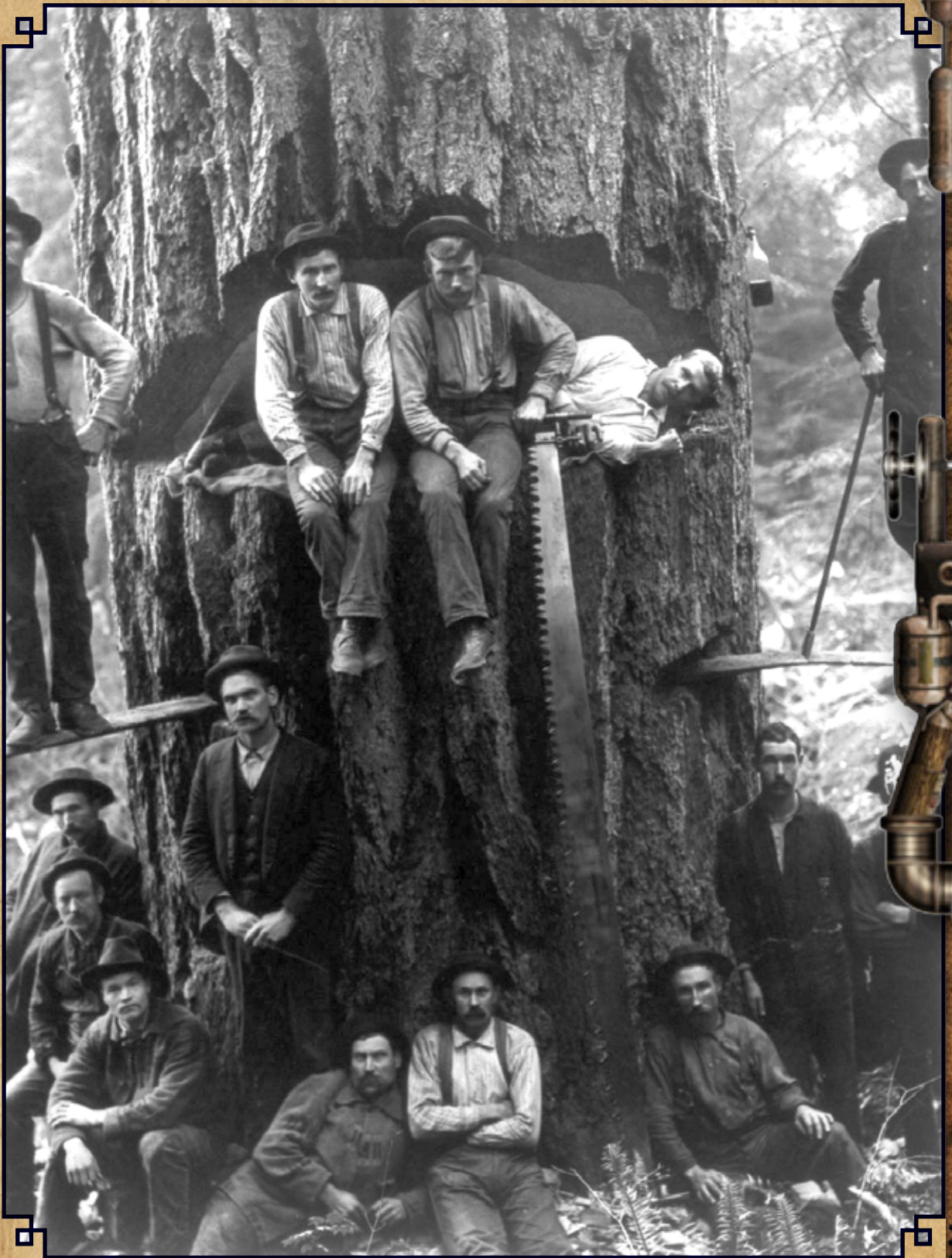
CONSTRUCTION

Craft DC 20; **Cost** 1,350 gp; Craft Technological Arms and Armor, Craft (mechanical device), military lab

Stun Cane

"Now this, this is a weapon for the genteel individual. Sure to dazzle friends and foes alike. It's a knockout hit, if you know what I mean."

This slender walking cane has an insulated grip and a conductive tip. All bludgeoning damage dealt by an active stun cane is nonlethal, while the electrical charge can be either nonlethal or lethal. By activating a control in the handle as a swift action, the wielder can switch the attack between a nonlethal jolt and a lethal shock. On a confirmed critical hit, a target must succeed at a Fortitude saving throw (DC = 10 + the damage dealt by the critical hit) or be staggered for 1 round. When it's not activated, a stun cane functions as a light mace that deals damage as if it were one size category smaller. A character who is proficient with a light mace is proficient with a stun cane. A stun cane costs 5,000 gp and weighs 2 lbs.

CONSTRUCTION

Craft DC 24; **Cost** 2,500 gp; Craft Technological Arms and Armor, Craft (mechanical device), military lab

Alchemical Substances and Energy

Some of the archetypes described in this book require power sources, like steam cells, or an alchemical substance, like aether, in order to function.

Aether: Also known as quintessence, aether is, in its unmodified state, a harmless, weightless, odorless substance that affects light. There are two known types of aether: luminiferous aether, which sheds light, and umbrageous aether, with absorbs light. See *Steam Powered: Illustrated Catalog & Guide* for more uses of aether.

A pint of aether in a 1 lb. stainless steel flask costs 200 gp.

Steam Cell: A steam cell is a small canister, usually of metal, that can store compressed steam. It can hold 25 energy points (EP) for up to 24 hours. Recharging a steam cell takes 1 minute per EP. A steam cell can be recharged from any boiler using its integrated nozzle. See *Steam Powered: Illustrated Catalog & Guide*, for more on energy and steam.

A steam cell costs 100 gp and weighs 10 lbs.

Steam Powered Archetypes

The following archetypes are sorted alphabetically, first by the class to which they belong, and then by the name of the archetype. Please seek your GM's permission before selecting one of these archetypes for your character.

Gear Head
(Alchemist Archetype)

"Presenting the greatest synergy of man and machine folks. It's as if Mr. Sanderson's armor were more than a second skin, an augmentation that makes him truly invincible."

Some alchemists spurn the study of mind-numbing mutagens in favor of harnessing the technologies of the age. By creating an electrically powered suit of geared armor, they become the perfect amalgamation of man and machine, able to withstand any onslaught or take down their foes with powerful bolts of aether-enhanced static energy.

Weapon and Armor Proficiency: Gear heads are proficient with all simple weapons, hand crossbows, repeating crossbows, nets, shuriken, spiked armor, all firearms, and bombs. They are also proficient with light, medium, and heavy armor, but not with shields.

Power Armor (Ex): At 1st level, a gear head discovers the means to create powered suits of armor. The suit is powered by a dynamo that charges as the gear head moves. The gear head can modify any suit of metal medium or heavy metal armor to be powered. The armor bonus of powered armor increases by +2. It

takes 8 hours and a workshop to modify the suit of armor in this way. During the process the gear head adds countermeasures that make it difficult for others to use the suit, such as a complicated systems of locks and latches. Another creature attempting to use the suit can only do so if they are the same size category as the gear head. They must then succeed on a Disable Device skill check with a DC equal to 10 + the gear head's Intelligence modifier + the gear head's level. The gear head may only maintain 1 suit of power armor at a time.

The gear head can, as a standard action, activate the power armor. The gear head gains a +2 enhancement bonus to Strength for 3 rounds per alchemist level per day. Alternatively, the gear head can choose to unleash the suit's full power, gaining a +4 enhancement bonus to Strength for 1 round per alchemist level, per day. These rounds do not need to be used consecutively and the gear head can deactivate the power armor as a swift action.

This ability replaces the alchemist's mutagen ability at 1st level.

Empowered Reflexes (Ex): At 14th level, activated power armor grants the gear head a +2 enhancement bonus to Dexterity, or a +4 enhancement bonus when unleashing the suit's full power. This ability replaces the alchemist's persistent mutagen at 14th level.

Discoveries

A gear head may choose from the following list of discoveries:

Combat Gauntlets: Whenever the gear head activates power armor, the gear head gains two slam attacks. These are primary attacks and are made using the gear head's full base attack bonus.

The attacks deal 1d6 points of damage (1d4 if the gear head is Small).

At 8th level these attacks deal 1d6 electricity damage in addition to their normal damage.

At 14th level, the electricity damage increases to 2d6 electricity damage. The gear head can fire bolts of electricity at a target within 30 feet by succeeding at a ranged touch attack. These bolts deal 3d6 electricity damage.

Flight Configuration: Upgraded power armor enables the gear head to fly. As a standard action, the gear head enables flight mode. While flight mode is enabled, the gear head's power armor loses its additional armor bonus but grants the gear head a fly speed of 40 feet with clumsy maneuverability. The gear head can disengage flight mode and regain the suit's additional armor bonus as a standard action.

Greater Upgrade: The gear head's power armor armor bonus increases to +4 and the gear head's speed increases by 5 feet while wearing power armor. In addition, the power armor grants the gear head resist electricity 5. A gear head must be at least 12th level before selecting this discovery.

Grand Upgrade: The gear head's power armor armor bonus increases to +6 and the armor grants the gear head resist electricity 10. In addition, when the gear head moves at least 10 feet while wearing power armor the gear head gains a +4 equipment bonus to Acrobatics skill checks until the beginning of the gear head's next turn. A gear head must be at least 16th level and must possess the greater upgrade discovery before selecting this discovery.
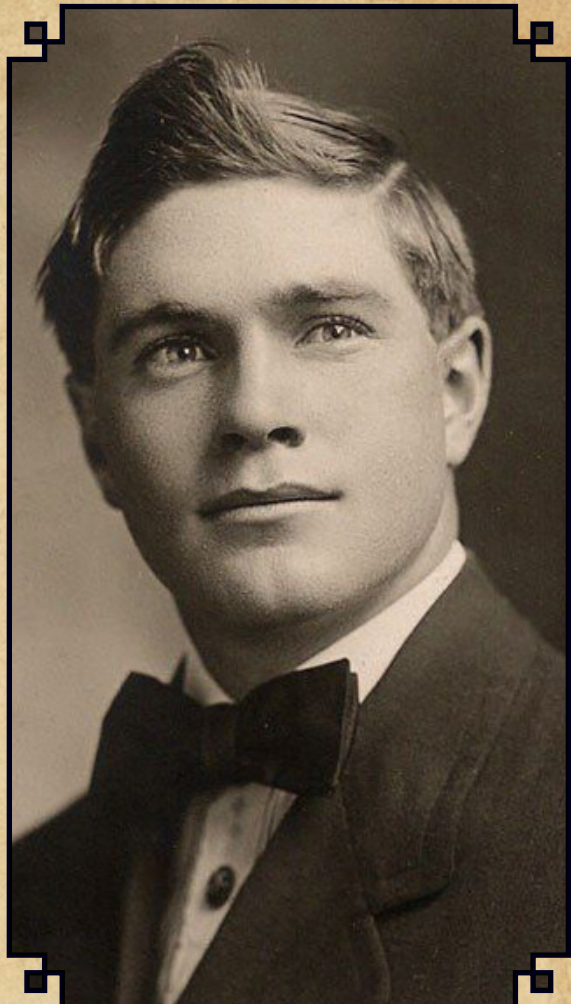
Arc Shocker
(Alchemist Archetype)

"Harnessing the awesome power of electricity, Mr. Schmeltz will now demonstrate his ability to throw this iron train wheel across the stage. Please secure any metallic objects on your person before the demonstration commences."

A arc shocker crafts sophisticated gauntlets through which to focus their inner magical potential, empowering it with dangerous electrostatic energy with which to blast their foes.

Electrostatic Bomb (Su): An arc shocker's bombs deal electricity damage instead of fire damage. The arc shoker does not use liquid catalyst to create bombs, but a charge directed through a pair of matching gauntlets attuned to the arc shoker's magical essence. The arc shoker must take 10 minutes each day to power up the gauntlets, which can only be activated by the arc shocker who built them. An arc shoker who selects the shock bomb alchemist discovery replaces their d6 damage dice with d8 damage dice on a direct hit, and their shock bombs dazzle the target for 1d4 + 1 rounds. In all other ways, this ability functions like the alchemist's bomb ability.

This ability modifies the alchemist's bomb ability at 1st level.

Electromagnetic Field (Su): A arc shocker's gauntlets generate a protective electromagnetic field around the arc shocker. The arc shocker gains a +2 equipment bonus to Armor Class against metallic weapons, including magical ones. In addition, an arc shocker with a Dexterity of 13 or higher gains the Deflect Arrows feat against projectiles that are metallic or contain metallic parts.

This ability replaces the alchemist's mutagen ability at 1st level.

Electromagnetic Force (Su): At 2nd level, an arc shocker can use the magnetic energy within their gauntlets to throw metallic objects within 10 feet. The arc shocker can throw a Tiny object containing 20% or more metal. The object is thrown in an arc, and takes 1d6 falling damage for every 20 feet of the distance it was thrown. The arc shocker does not require a Strength check to throw the object, but adds the arc shocker's Strength modifier to the damage result against any target struck by the thrown object. The arc shocker is able to throw an object of one size category larger at every 4 levels beyond 2nd level, up to a Huge object at 18th level (Small at 6th level, Medium at 10th level, Large at 14th level, and Huge at 18th level). The distance the arc shocker can throw an object is 30 feet at 2nd level, plus 10 feet at every 4 levels beyond 2nd level, to a maximum distance of 60 feet at 14th level. The distance the arc shocker can throw an object is not dependant on the object's size.

This ability replaces the alchemist's poison resistance at 2nd level.

Electrical Resistance (Ex): At 5th level, the arc shocker gains resist electricity 5. This increases to resist electricity 10 at 8th level and to resist electricity 15 at 10th level. At 15th level the arc shocker becomes immune to electricity damage. This ability replaces the alchemist's poison resistance at 5th and 8th level and the alchemist's poison immunity at 10th level.

Static Field (Su): At 14th level, the electromagnetic field around the arc shocker becomes deadly. A creature that hits the arc shocker with a melee attack made with a mostly metallic weapon or a natural weapon takes electricity damage equal to half the arc shocker's bomb damage.

This ability replaces the alchemist's persistent mutagen at 14th level.

Discoveries

An arc shocker may choose from the following list of discoveries:

Lightning bolt: The arc shocker can unleash a deadly bolt of lightning which functions as the *lightning bolt* spell. The arc shocker's caster level is equal to half the total alchemist levels the arc shocker has obtained, minimum 1 and rounded down.

Cleric Domains

"Be amazed, as these three demonstrate their spiritual powers over electricity, steam, and gunpowder."

The following three domains are included to help you create an appropriately themed cleric to fit within a steampunk campaign. Of the domains listed in the *Pathfinder Roleplaying Game Core Rulebook*, the air, artifice, destruction, fire, travel, war, and water domains have the best fit for such a campaign. However, that doesn't exclude any of the core domains, which can fit well depending on your character's concept and the details of your own campaign.

Electricity Domain

Granted Powers: You can call forth bolts of electricity and withstand electricity's destructive force.

Arcing Bolt (Sp): As a standard action, you can unleash a bolt of electricity targeting any foe within 30 feet as a ranged touch attack. This bolt of electricity deals 1d6 points of electricity damage +1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Electricity Resistance (Ex): At 6th level, you gain resist electricity 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to electricity.

Domain Spells: 1st—*shocking grasp*, 2nd—*resist energy (electricity only)*, 3rd—*call lightning*, 4th—*rainbow pattern*, 5th—*call lightning storm*, 6th—*chain lightning*, 7th—*prismatic spray* (results 1–7 indicates a yellow beam), 8th—*storm bolts*[APG], 9th—ride the *lightning*[UM]

Gunpowder Domain

Granted Powers: You are able to control the explosive potential of gunpowder and black powder, causing it to explode spectacularly or to fizzle harmlessly.

Explosive Trap (Sp): As a standard action, you can create an explosive trap in any adjacent square. Any creature entering this square takes 1d6 points of fire damage +1 point for every two cleric levels you possess. You can trigger the explosive trap as a free action if you are within 30 feet of it. The trap is invisible and lasts a number of rounds equal to your cleric level or until discharged. You cannot create an explosive trap in a square occupied by another creature. This explosive trap counts as a 1st-level spell for the purpose of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Misfire Aura (Su): At 8th level, your presence affects gunpowder weapons. The misfire value of firearms wielded by enemy creatures within 30 feet of you doubles. The misfire value of firearms

wielded by creatures friendly to you within the same area is reduced by 1, to a minimum of 1.

Domain Spells: 1st—*abundant ammunition*[UC], 2nd—*thunder fire*[UC], 3rd—*flash fire*[UC], 4th—*named bullet*[UC], 5th—*magic siege engine, greater*[UC], 6th—*named bullet, greater*[UC], 7th—*destruction*[UC], 8th—*incendiary cloud*, 9th—*power word kill*

Steam Domain

Granted Powers: You are a master of superheated steam and its components, able to direct destructive jets of steam, to withstand extreme heat, or to create obscuring mists.

Scalding Jet (Sp): As a standard action, you can unleash a jet of hot stream targeting any foe within 30 feet as a ranged touch attack. This jet of steam deals 1d6 points of fire damage +1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Fire Resistance (Ex): At 6th level, you gain resist fire 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to fire.

Domain Spells: 1st—*obscuring mist*, 2nd—*fog cloud*, 3rd—*gaseous form*, 4th—*wall of fire*, 5th—*fire shield*, 6th—*wind walk*, 7th—*elemental body IV (fire or water only)*, 8th—*earthquake*, 9th—*elemental swarm (fire or water spell only)*

Irontide Charger (Fighter Archetype)

"Like an unstoppable iron rhinoceros, Mr. Salkov will now charge through this wall of bricks, using his steam-powered armor and his incredible strength to do so."

Clad in impossibly-thick armor, the irontide charger is as unstoppable as a steam locomotive, able to charge through multiple foes and trample them underfoot.

Irontide Armor (Ex): At 2nd level, an irontide charger constructs a customised suit of abnormally heavy armor. Although the suit is augmented with a steam-powered drivetrain, only the irontide charger—through specialized training with the suit—can effectively use it, they reduce the armor check penalty of irontide armor by 2. An irontide charger's speed is not reduced by wearing heavy armor.

The irontide armor is fitted with metal horns or tusks that give the irontide charger a primary gore attack that deals 1d6 piercing damage.

While anyone wearing irontide armor cannot wield weapons, the ironhide charger can integrate weapons from the close weapon group into the armor's gauntlets at the weapon's normal cost. It takes a minute and the proper tools to equip, remove, or replace a weapon integrated into the armor. If an irontide charger loses their irontide armor, they can replace it at half the normal cost by spending a week manufacturing a new suit. They must have the necessary tools and a workshop to do so. By modifying a suit of heavy armor, the irontide charger can reduce the cost of creating the irontide armor by 1/5th of the armor's cost. This ability replaces the fighter's bravery ability at 2nd level.

Devastating Charge (Ex): Starting at 5th level, an irontide charger learns to use the momentum provided by his bulky armor to make his charge nearly unstoppable. While wearing heavy armor, the irontide charger can, while making a charge, overrun multiple creatures in the path of his charge. Overrunning a creature is a free action. If
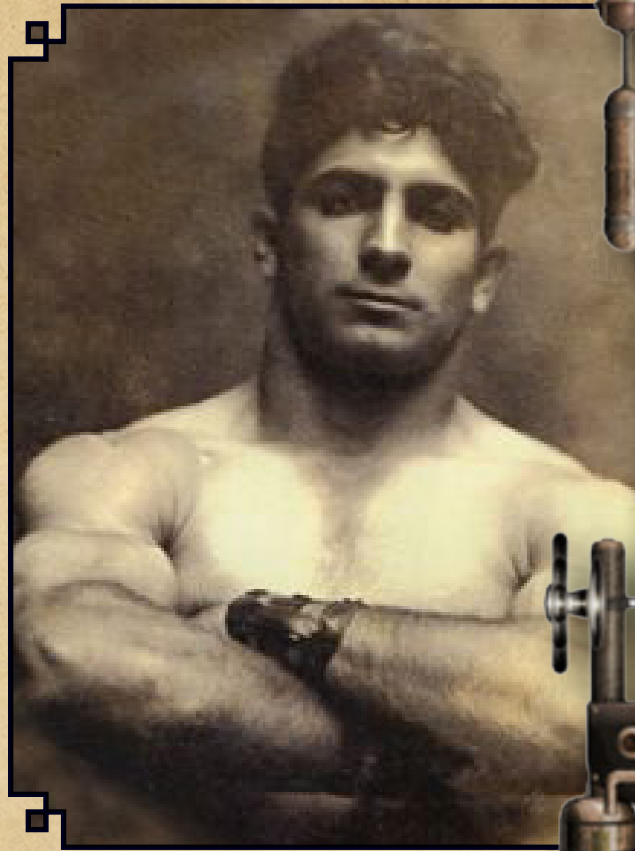
the overrun against a creature is unsuccessful, the irontide charger ends his charge in the space directly in front of the creature he was attempting to overrun.

At 9th level, the irontide charger gains a +1 bonus on attack and damage rolls with weapons in the close weapon group (gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike) as well as with gore attacks. This bonus increases by +1 at 13th and 17th level. The irontide charger also adds this bonus to bullrush and overrun combat maneuver checks while wearing heavy armor and doubles the bonus while wearing ironhide armor.

In addition, at 13th level, the irontide charger can make a trample attack, as per the trample universal monster rule, and is considered to be a Large creature for the purposes of determining which creatures the irontide charger may target.

This ability replaces weapon training at 5th level.

Charge Mastery (Ex): At 20th level, while wearing irontide armor, an irontide charger can attempt to overrun a creature of any size. When the irontide charger fails a combat maneuver check, if the target is no more than one size category larger than the irontide charger, it is pushed back 5 feet. As a free action, the irontide charger can make a primary attack against any creature it attempts to bull rush or overrun. This ability does not allow the irontide charger to trample larger creatures with its devastating charge ability.

This ability replaces weapon mastery at 20th level.

Skyline Enforcer
(Monk Archetype)

"Reggi the Rascal, ladies and gentlemen. His grapnel gauntlets allow him to perform death defying acrobatics high above the street."

Master of the rooftops, the skyline enforcer is a consummate acrobat who uses the city's high places to get the jump on unsuspecting foes.

Weapon and Armor Proficiency: Skyline enforcers are proficient with autograpnels, grapnel gauntlets, nets, and whips. They are proficient with light and medium armor, but are affected in the same way a monk is if wearing armor.

Cable Master (Ex): Skyline enforcers are skilled with grapnel equipment. The skyline enforcer gains Equipment Trick (grapnel) as a bonus feat (see below). For the purposes of meeting grapnel trick requirements, the skyline enforcer is considered to have two additional ranks in Acrobatics as long as the skyline enforcer is not wearing armor or carrying a medium or heavy load. This ability replaces the monk's stunning fist ability at 1st level.

Danger Sense (Su): At 3rd level, skyline enforcers develop a sixth-sense that warns them of danger. The skyline enforcer may reroll a failed Perception check made against an opponent's Stealth check, a failed Sense Motive check, or gain a +2 insight bonus on a Reflex save. The skyline enforcer can use this ability once per day. The skyline enforcer gains an additional daily use of this ability at 6th level and every 3 levels above 6th, to a maximum of 6 uses at 18th level. This ability replaces the monk's still mind ability at 3rd level.

Cable Swing (Ex): At 5th level, skyline enforcers master the ability of moving through the air using

Grapnel Expert (Ex): At 17th level, skyline enforcers can use any rope-like item—including whips, chains, cables, and lengths of cloth—as a grapnel, even if it has no grapnel attached to the end. Skyline enforcers can use such items and other grapnel equipment to replace both uses of their grapnel gauntlets for the purposes of their cable swing ability, doubling the item's length for their fly speed, up to a maximum total fly speed of 120 feet. For example, a skyline enforcer with a 40-foot rope would have a fly speed of 80 feet when using this ability. The item is attached and detached as part of the move action, and the skyline enforcer has the option of having the item detached at the end of their movement. Additionally, the skyline enforcer's maneuverability while using grapnel gauntlets increases to Perfect. This ability replaces the monk's tongue of the sun and moon ability at 17th level.

their grapnel gauntlets. While wearing a pair of grapnel gauntlets, the skyline enforcer can expend one use of each grapnel gauntlets in order to fly up to a distance of 60 feet with a Good maneuverability. There must be at least two suitable structures above the skyline enforcer to attach their grapnel to along the path of their movement and the skyline enforcer must land on a suitable surface at the end of their movement. The skyline enforcer can use their Acrobatics skill instead of their Fly skill for Fly skill checks while moving in this way. This ability replaces the monk's purity of body ability at 5th level.

Wall Runner (Ex): At 17th level, skyline enforcers become so adept at moving through the rooftops that they can run up walls. The skyline enforcer gains a climb speed equal to their racial base speed, including the usual +8 racial bonus on all Climb checks. This ability replaces the monk's timeless body ability at 17th level.

Arrested Fall (Ex): At 19th level, a skyline enforcer can use grapnel equipment to slow or arrest the fall of themselves or allies. As a swift action, if the skyline enforcer is within arm's reach of a wall, then the skyline enforcer deploys their grapnel and confers their slow fall ability on an ally within the range of their grapnel. Alternatively, the skyline enforcer deploys their grapnel and extends the range of their slow fall ability to the range of their grapnel, also as a swift action. In either case, the skyline enforcer may choose to halt the fall, in which case no falling damage is taken. This ability replaces the monk's empty body ability at 19th level.

Slingshot (Ex): At 20th level, skyline enforcers can unleash a powerful aerial attack on a foe. After moving using their cable swing ability, a skyline enforcer can make a single attack against an adjacent opponent using either their highest base attack bonus or their Acrobatics skill, whichever is highest. A hit deals the skyline enforcer's unarmed damage + 1 for every 10 feet the skyline enforcer moved. In addition, the skyline enforcer may make a bull rush attempt as a free action if the attack hit, using any additional unused movement they have available. This ability replaces the monk's perfect self ability at 20th level.

Equipment Trick (Combat)

You understand how to use equipment in combat.

Prerequisite(s): Base attack bonus +1.

Choose a piece of equipment, such as anvil, boots, a cloak, rope, a shield, a heavy blade scabbard, a sunrod, or wondrous item.

Benefit(s): You can use any equipment trick relating to the chosen item as long as you meet the trick's prerequisites. If the item would normally be considered an improvised weapon, you can treat it as either a normal weapon or an improvised weapon, depending on which is more beneficial for you.

Special: You can gain Equipment Trick multiple times. Each time you take the feat, it applies to a new type of equipment.

Grapnel Tricks

In addition to the feat, skill, or other requirement listed for each of these tricks, you must have the Equipment Trick (grapnel) feat to use grapnel tricks. Grapnel tricks can be performed with an autograpnel, grapnel gauntlets, a length of rope with a grapnel attached, or similar grapnel equipment at the GM's discretion.

Boost Jump (Acrobatics 5 ranks): With a grapnel that auto retracts, you gain a +10 equipment bonus to Acrobatics skill checks for jumps made at the end of a swing or retraction. If you use a grapnel without this feature then add an equipment bonus equal to your Strength modifier instead. Jumps made in this way are considered to be made with a running start.

Conduit (Dex 13, base attack bonus +6): Once per round when you are the target of an attack that does electricity damage, and you are wielding a grapnel device with a metallic cable, you may attempt to redirect the attack through your grapnel as an immediate action. Make a Reflex save with a DC equal to the attacker's attack roll. If you succeed, make a ranged attack roll against a creature in range of your grapnel. If you succeed on both rolls then the new target takes the electricity damage instead of you. You take any other damage that is not electricity damage normally. This ability has no effect on attacks that target you indirectly, such as area effects, or where the attacker does not make an attack roll.

Lash (Weapon Proficiency [whip]): You can use a length of grapnel cable as a whip at no penalty. The grapnel cable that is used as a whip must be 10 feet long—length in excess of this must remain coiled or otherwise unused. A grapnel used in this way deals lethal damage.

Quick Release (no additional prerequisites): You can fire or throw your grapnel such that you can loosen it from either end by making a quick series of tugs as a move action at any point along the cable's length.

Rewind (Sleight of Hand 5 ranks): You can rewind an autograpnel as a move action or load a spool into a grapnel gauntlet as a move action. Reloading a grapnel gauntlet spool takes a full round action for you.

Monk Vows

The following monk vows are available to you for use with any monk or skyline enforcer, with your GMs approval.

Vow of Protection: Unlike a monk that follows the vow of peace, a monk following the vow of protection is a pragmatist with no qualms about resorting to violence when necessary, but draws the line at killing her enemies. The monk may not kill anyone, including an enemy, and must do all in her power to prevent death wherever possible. Many monks of protection are those who have experienced the devastation of death first hand, either of a loved one or by their own, misguided hand. A monk with this vow increases her ki pool by 1 ki point for every 6 monk levels (minimum +1).

Gadget Guardian (Cavalier Archetype)

"Mr. Waldo is a master of gadgetry, a literal walking, jumping, flying arsenal. A true paragon of inventive genius."

Gadget guardians use their inventive talents to build and modify equipment, creating their own arsenal of specialized gadgets. The gadget guardian puts them to use in defending the weak and oppressed and dispensing their own brand of justice.

Class Skills: A gadget guardian's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Profession (Wis), Sense Motive (Wis), and Swim (Str). These replace the standard cavalier class skills.

Weapon Proficiency: Gadget guardians add proficiency with bolas, boomerangs, hand crossbows, and shuriken to the list of cavalier weapon proficiencies.

Expert Glide (Ex): At 1st level, a gadget guardian gains and masters the use of a gyro-glider. The gadget guardian can move 10 feet laterally for every 20 feet he falls using the gyro-glider. In addition, while wearing a gyro-glider, the gadget guardian reduces the DC of Acrobatics skill checks for a long jump by 10.

This ability replaces the cavalier's mount ability at 1st level.

Zip-Line Mod (Ex): At 3rd level, a gadget guardian gains a grapnel gauntlet and learns how to modify it to increase its usefulness. The grapnel gauntlet's range increases to 40 feet. As a swift action the gadget guardian can retract a fired cable, using it to pull him up, or to drag or lift a

Medium load. The cable retracts at the end of the round. A retracted cable may be reused, but the grapnel gauntlet still requires a swift action to recock it.

This ability replaces the cavalier's charge ability at 3rd level.

Razor Boomerang Mod (Ex): At 4th level, a gadget guardian learns to create miniature missiles that are part-boomerang, part-shuriken. A razor boomerang counts as a shuriken for the purposes of determining proficiencies and damage (see the Equipment chapter of the *Pathfinder Roleplaying Game Core Rulebook*). The gadget guardian gains Weapon Focus (shuriken) and Weapon Specialization (shuriken) as bonus feats. A gadget guardian can choose to do either piercing or slashing damage with these weapons. If slashing damage is chosen, and the gadget guardian has a Dex of 15 or

greater, the razor boomerang returns to him at the end of the round. If piercing damage is chosen, the target take 1 point of bleed damage from a successful hit.

This ability replaces the cavalier's expert trainer ability at 4th level.

Fearsome Mask (Ex): At 5th level, a gadget guardian creates a disguise with which to frighten their foes. While wearing this disguise, the gadget guardian gains a +20 equipment bonus on Bluff skill checks made to keep their identity a secret. In addition, the gadget guardian gains an equipment bonus equal to 1/2 their cavalier level on Intimidate checks made to demoralize an opponent. If the gadget guardian succeeds in demoralizing a target, the duration the target is shaken is doubled. The target does not need to see the gadget guardian if the gadget guardian is standing in an area of dim light or darkness, as long as the target can hear the gadget guardian's verbal threats. If the target's Hit Dice is less than half of your total Hit Dice, the target is frightened instead of shaken.

This ability replaces the cavalier's banner ability at 5th level.

Improvise (Ex): At 11th level, the gadget guardian becomes adept at creating useful, improvised items to aid in any situation. A gadget guardian may use an appropriate Craft skill check to aid another if the gadget guardian has access to at least 100 gp worth of resources, the appropriate tools, and an uninterrupted hour to prepare the item. After the check is made the item becomes unusable, but is returned to the gadget guardian's resources at no cost. The gadget guardian can reduce the time required to improvise an item by taking a –2 penalty for every 10 minutes quicker the gadget guardian wishes to be, up to a maximum of –10 for a total time of 10 minutes. The gadget guardian gains Throw Anything as a bonus feat, or Improvised Weapon Mastery if the gadget guardian already has that feat. The gadget guardian does not need to meet the prerequisites for these feats. This ability replaces the cavalier's mighty charge ability at 11th level.

Adaptive Countermeasures (Ex): At 14th level, gadget guardians build protective countermeasures into their arsenal of gadgets. As a standard action, the gadget guardian gains an additional saving throw against any one spell or effect that is targeting them.

This save is made at the original DC, but the gadget guardian gains a +4 equipment bonus on this save. Spells and effects that do not allow saving throws are unaffected by this ability. The gadget guardian can use this ability once per day. This ability replaces the cavalier's greater banner ability at 14th level.

Forethought (Ex): At 20th level, gadget guardians become masters of preparing for any eventuality. Gadget guardians gain a competence bonus to Initiative equal to their Intelligence bonus, minimum 1. As long as a gadget guardian is not flat-footed, they gain a dodge bonus equal to their Intelligence bonus, minimum 1. Additionally, gadget guardians can, once per day, if not flat-footed, ignore 10 or more damage from a single source as if they had prepared to evade that attack in advance. Gadget guardians may use this ability to prevent damage to a vehicle they are riding in or on an ally within 10 feet. This ability replaces the cavalier's supreme charge ability at 20th level.

Order of Just Vengeance

Cavaliers who join the order of just vengeance dedicate their lives to enforcing the law, while seeking revenge against those who have wronged them or their loved ones. Cavaliers of this order tend to see themselves as both of the law and above it, and are willing to take extreme measures to eradicate criminals.

Edicts: The cavalier must pursue law breakers, seek revenge against those who have wronged him or his allies, ensure justice is upheld, and defend those who cannot defend themselves. He must take whatever measures are necessary to ensure these edicts are upheld, even if it means bending the laws to his own needs. As

long as justice is served in the end, the method fits the means.

Challenge: Whenever an order of the just vengeance cavalier issues a challenge, he receives temporary hit points equal to twice his level. These temporary hit points are lost when the challenge ends.

Skills: An order of the sword cavalier adds Knowledge (local) (Int) to his list of class skills. Whenever the cavalier uses Sense Motive to oppose a Bluff check, he receives a competence bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: An order of just vengeance cavalier receives the following abilities as he increases in level.

For Justice (Ex): At 2nd level, the cavalier must select a lawful alignment. As long as he maintains the selected alignment, he receives a +2 morale bonus to one saving throw of his choice.

Unwavering Justice (Ex): At 8th level, the cavalier gains the benefits of 8 hours of rest with 4 hour of uninterrupted rest. The cavalier cannot use this ability more than once in 24 hours, and any additional hours of rest function normally. He also receives a bonus feat, chosen from the following list: Diehard, Endurance, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, or Toughness. He must qualify for the feat selected.

Vengeful Challenge (Ex): At 15th level, the cavalier can make a vengeful challenge once per day. This functions like a normal challenge, but the cavalier adds a +1 bonus on all attack rolls and damage rolls made against the target of his challenge for every 10 points of damage he has suffered. This bonus can increase as the cavalier takes more damage, or decrease as

the cavalier is healed. In addition, if the cavalier is slain, he can make a free attack against the target of his vengeful challenge, at his highest base attack bonus, which includes the bonuses from this ability.

Shield of Liberty (Paladin Archetype)

"Presenting Ms. Rodgers and her flying shield of justice! Don't be fooled, there are no hidden strings here. Ms. Rodgers can do more with a shield than most men could do with a loaded pistol. Observe..."

To the shield of liberty, a shield in the hand is more than protection, it is a symbol of freedom and a potent weapon in the fight against oppression, even in an age where the oppressor carries a firearm.

Weapon and Armor Proficiency: A shield of liberty adds proficiency with tower shields, throwing shields, and all firearms to their list of proficiencies.

Shield Master (Ex): At first level, a shield of liberty gains Improved Shield Bash and Shield Focus as bonus feats. This ability replaces the paladin's aura of good ability at 1st level.

Smiting Shield (Ex): A shield of liberty must deliver her smite attacks with a shield, and gains any bonuses from her smite ability on the attack and damage rolls made with her shield, as applicable and limited to her uses of smite evil per day. In addition, when the shield of liberty makes a successful smite attack with a thrown shield, it returns to her hand at the end of her turn, as if it had the *returning weapon* magic weapon special

ability. While attempting a smite attack with her shield, the shield is considered to be a magical weapon. This ability modifies the paladin's smite evil ability at 1st level.

Symbol of Freedom (Ex): At 3rd level, a shield of liberty's shield is an inspiring symbol to her allies. The shield of liberty is immune to fear (magical or otherwise). While the shield of liberty is holding a shield, allies that can see the shield of liberty gain a +4 moral bonus on saving throws against fear effects.

This ability functions only while the shield of liberty is conscious, not if the shield of liberty is unconscious or dead. This ability modifies the paladin's aura of courage ability at 3rd level.

Big Game Hunter (Ranger Archetype)

"Mr. Raven will now astound you with his incredible marksmanship and his uncanny collection of trophies, taken from his many expeditions throughout distant lands."
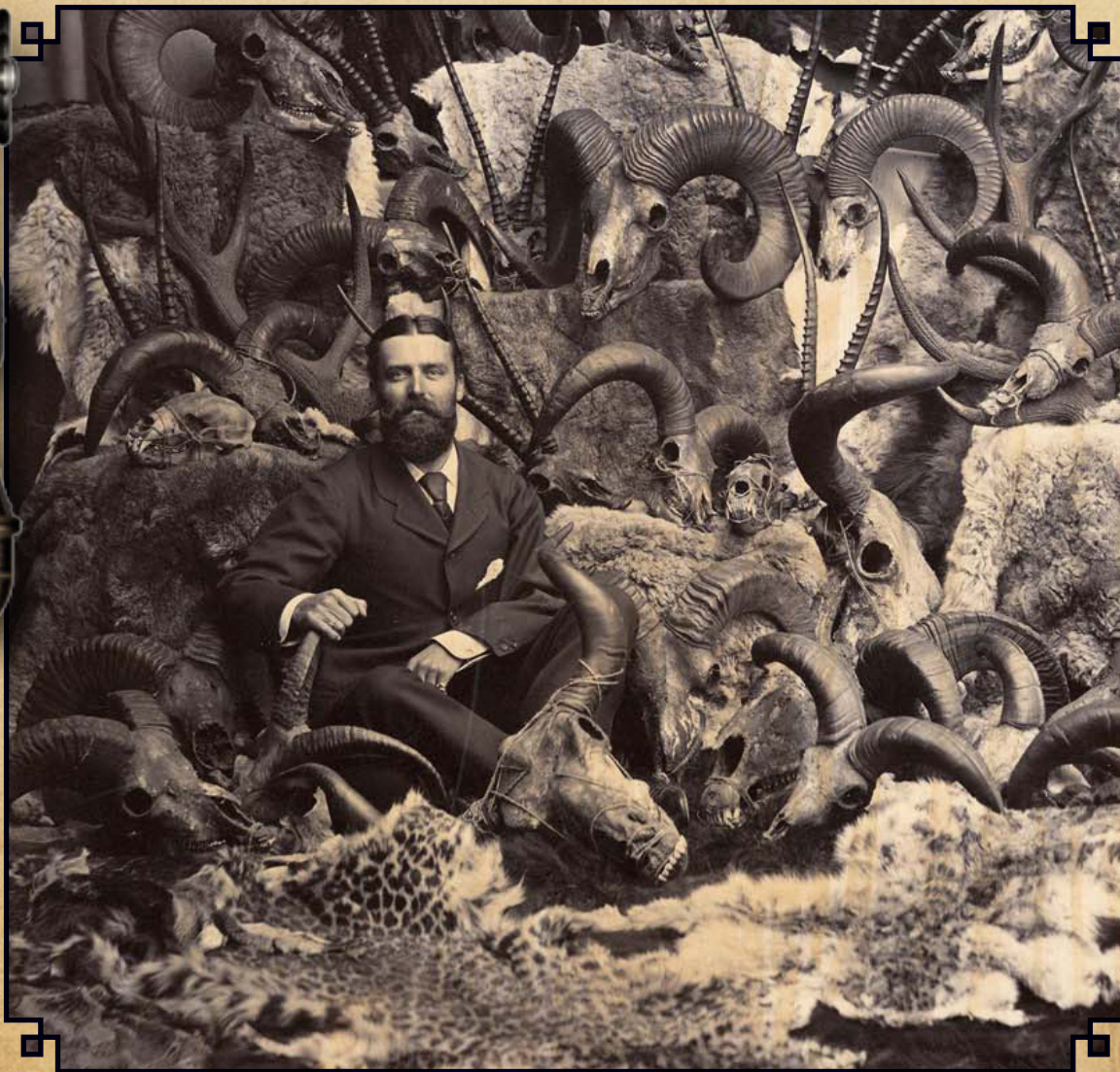
Everyday, new colonies bend the knee to the Imperial banner, expanding the big game hunter's hunting ground. Each new land offers larger, more deadly trophies for the big game hunter to subdue and add to a growing collection—a grim record of the battle of man against beast.

Weapon Proficiency: A big game hunter adds proficiency with all firearms to their list of proficiencies.

Trophy Room (Ex): Beginning at first level, a big game hunter must keep a room filled with trophies collected from past hunts, such as taxidermied heads, mounted horns, cured pelts, and complete skeletons. The big game hunter gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival skill checks against creatures he has not yet killed and added to the trophy room. Once a specimen of a creature is killed by the big game hunter, the big game hunter no longer receives the bonus from this ability unless the creature has more Hit Dice than the previous one added to the collection. Creatures are specified by their name and creature template, not by type. For example, killing a young red dragons does not exclude vampiric red dragons or an adult red dragon from conferring future bonuses until slain. If a big game hunter loses the collection, the big game hunter must rebuild the collection over a number of months equal to twice the big game hunter's level at the time of losing the collection. While the collection is being rebuilt the big game hunter does not gain any bonus from this ability. It costs 30 gold pieces a month to maintain the trophy room. This cost includes preparing specimens for the room. This ability replaces favored enemy at 1st level.

New Ranger Combat Style

At 2nd level, a ranger can select the following combat style instead of other combat styles available. The ranger can choose feats from this selected combat style even if the ranger does not have the normal prerequisites.

Firearms: If the ranger selects firearms style, the ranger can choose from the following list whenever the ranger gains a combat style feat: Amateur Gunslinger[UC], Deadly Aim, Far Shot, Gunsmithing[UC], Precise Shot, Prone Shooter[UC], and Rapid Reload[UC]. At 6th level, the ranger adds Deft Shootist Deed[UC], Enfilading Fire[UC], Field Repair[UC], Focused Firearm Shot (see
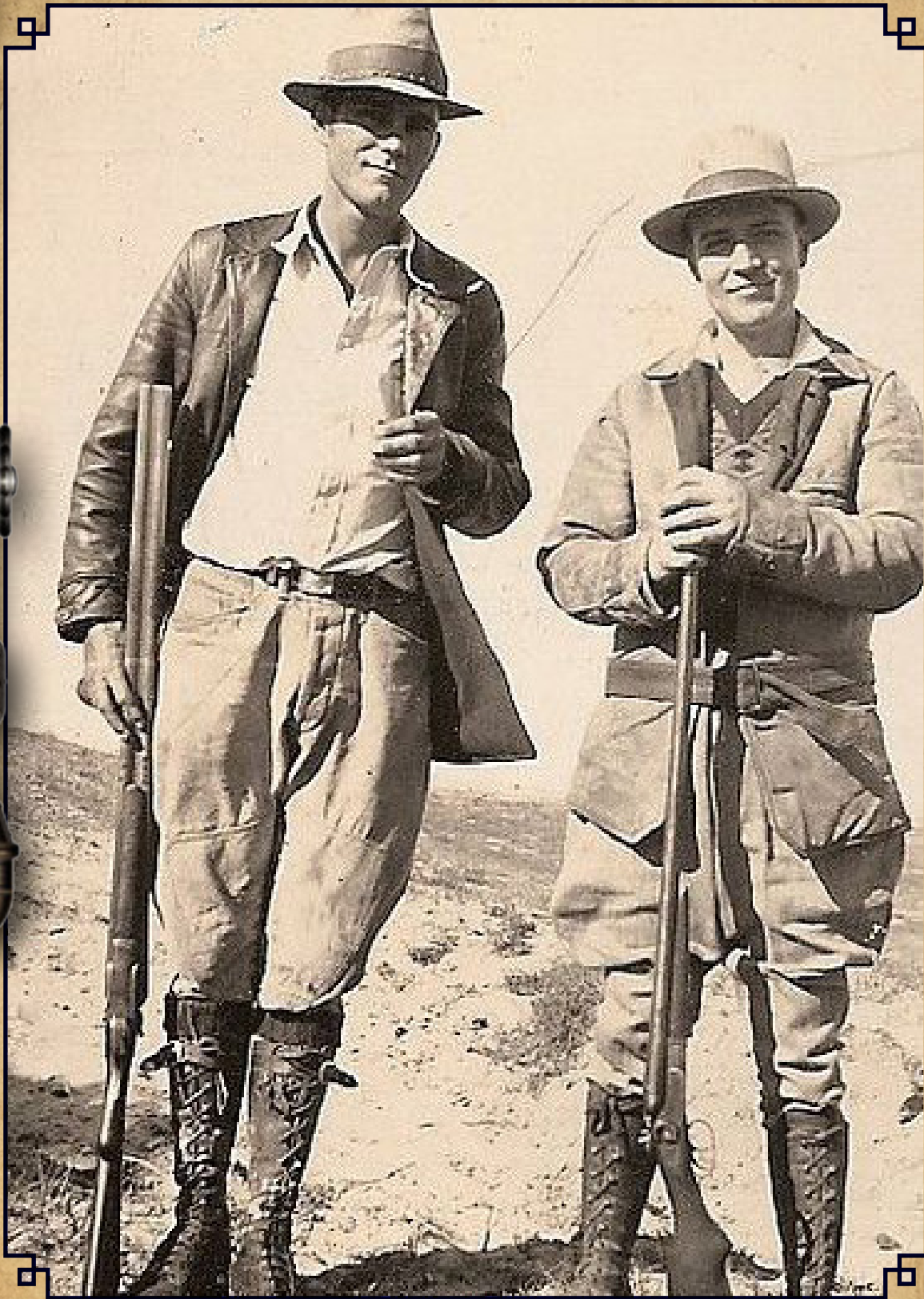
below), Improved Precise Shot, Point Blank Master[APG], Snap Shot[UC], and Sword and Pistol[UC] to the list. At 10th level, the ranger adds Greater Snap Shot[UC], Impact Critical Shot[UC], Improved Snap Shot[UC], Pinpoint Targeting, and Shot on the Run to the list.

Focused Firearm Shot (Combat Feat)

Your anatomical insight adds deadliness to your shots with a firearm.

Prerequisites: Int 13, Point Blank Shot, Precise Shot.

Benefit: As a standard action, you may make an attack with a firearm and add your Intelligence modifier on the damage roll. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

Phantom Thief (Rogue Archetype)

"Ms. Hadley, queen of acrobatics, ladies and gentlemen. You, kind sir, in the front row. I believe you're missing your pocket watch? Ms. Hadley, if you please, the gentleman's timepiece."

Not all thieves turn to petty crime for the money. Among the nobility and upper classes that created her, the phantom thief plays a game of larceny according to her own code of sportsmanship. Whether seeking thrills and adventure, or to right the wrongs perpetrated by the wealthy surrounding her, she trains to perfect her acrobatic abilities and debilitating strikes, becoming a daring master thief who is both skilled and lucky.

Thief's Courtesy (Ex): A phantom thief is a member of the upper class or nobility. Though they might hide their heritage, the phantom

thief's social standing influences their outlook. A phantom thief's starting gold increases to 900 gp. In addition, a phantom thief follows a strict code of courtesy at all times. The three tenants of the code are as follows:

Take from the Rich: The phantom thief may only steal from those who have wealth in abundance. This includes taking a prize which is particularly difficult to obtain because of the expensive measures the owner has taken to secure it. *Give to the Poor:* The phantom thief keeps only what she needs for herself, and gives the rest to those who have nothing.

Live and Let Live: The phantom thief is not above violence, but prefers to use more subtle means to achieve her ends. She abhors striking fear into her opponents and may never purposefully take a life.

A phantom thief deals no extra damage with a sneak attack. Instead, when the phantom thief deals nonlethal damage with a sneak attack, she rolls d8s instead of d6s. In addition, a phantom thief can use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, with the usual –4 penalty.

This ability modifies the rogues sneak attack ability at 1st level.

Cat Leap (Ex): A phantom thief gains a +2 competency bonus on Acrobatics and Climb skill checks. If the phantom thief moves through a threatened square without taking damage, she may interrupt her move action to take her standard action, before continuing with the move action. For example, she can take a move action to move through an opponents space, use a standard action to steal their purse, and then continue on with the rest of the movement to get to safety. The phantom
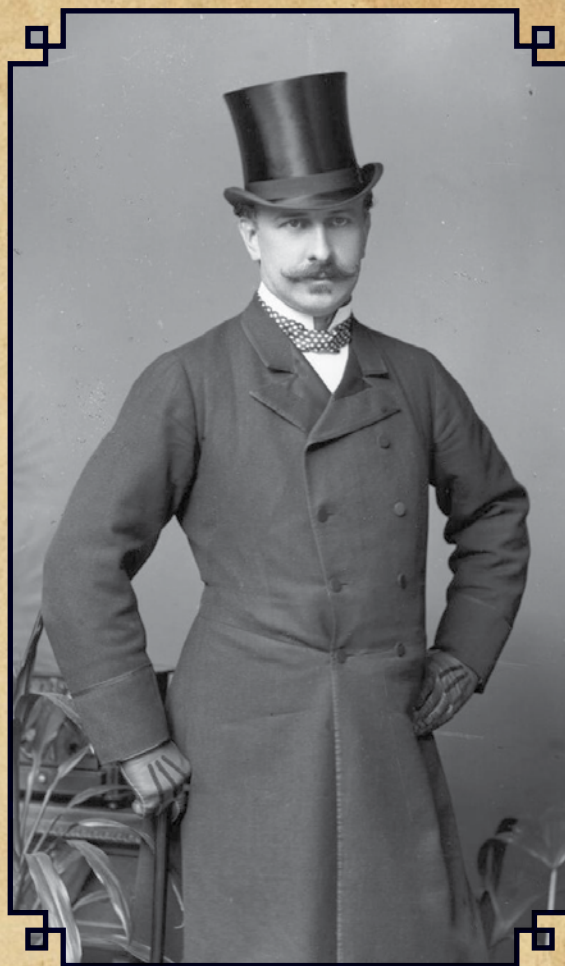
thief cannot use this ability if wearing medium or heavy armor.

This ability replaces the rogue's trapfinding ability at 1st level.

Dare-Devil's Luck (Su): At 3rd level, the phantom thief's risk-taking imbues her with an uncanny streak of luck. Once per day, the phantom thief may take a –4 penalty on an Acrobatics, Climb, Fly, Ride, Sleight of Hand, Stealth, or Swim skill check, effectively making a task harder by adding some additional flair or challenge to the task. The phantom thief must declare the use of this ability before the roll is made. Each time she does so, she may later gain a +2 luck bonus on a skill check or save, or gain a +2 dodge bonus to AC against an

attack. The phantom thief gains an additional use of this ability at 6th level, and again at 9th, 12th, 15th, and 18th level.

This ability replaces the rogue's trap sense ability at 3rd level.

Distracting Strike (Ex): At 20th level, when the phantom thief gains master strike, she may cause a target to sleep or be paralyzed when dealing nonlethal sneak attack damage. She does not gain the third option to slay a target, but instead may choose to distract all creatures within a 30-foot radius of the target. If she chooses this option, the phantom thief may take a bonus move action,

and gains a +10 circumstance bonus on her Bluff check made against the creatures within the radius for the purposes of attempting a Stealth check to hide. This ability modifies the rogue's master strike ability at 20th level.

Gyro-Wing Rascal (Rogue Archetype)

"Behold, as Mr. Talvik demonstrates the aerodynamic properties of his gyro-stabilized glider, falling from a height of one hundred feet to land safely on this narrow pedestal."

Soaring above the smog, the gyro-wing rascal uses a custom built set of wings to perform daring stunts. Pushing the envelope of her gyro-wing glider's capabilities, and her own abilities, she seeks out ever more death-defying stunts to master.

Assisted Flight (Ex): At 4th level, the gyro-wing rascal learns to use a gyro-wing glider to fly, at first using updrafts and air currents, then, at later levels, through modification to the gyro-wing glider itself. The gyro-wing rascal can fly at a

speed of 40 feet (or 20 feet if the gyro-wing rascal is wearing medium or heavy armor, of if carrying a medium or heavy load). The gyro-wing rascal can ascend at half speed and descend at double speed. While flying, the gyro-wing rascal can attack or cast spells normally, can charge but not run, and cannot carry aloft more weight than the gyro-wing rascal's maximum load, plus any armor the gyro-wing rascal wears. The gyro-wing rascal can fly for 1 minute per day. From 5th level,

the gyro-wing rascal can fly for 1 minute per level, per day. At 6th level this duration increases to 2 minutes per level. At 8th level this duration increases to 3 minutes per level, and at 11th level to 4 minutes per level, per day. From 15th level, gyro-wing rascals can fly indefinitely as long as they are conscious. If this duration ends while the gyro-wing rascal is airborne, the gyro-wing rascal may use the gyro-wing glider's normal glide ability to land safely back on the ground.

This ability replaces the rogue's uncanny dodge ability at 4th level.

Swoop (Ex): At 3rd level, the gyro-wing rascal learns to make deadly swooping attacks. The gyro-wing rascal gains the Flyby Attack monster feat (see the *Pathfinder Roleplaying Game Bestiary*).

This ability replaces the rogue's trap sense ability at 3rd level.

Down-Draft (Ex): At 8th level, the gyro-wing rascal learns to hover in place, and does not need to make a Fly skill check to do so. If the gyro-wing rascal hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its gryo-wing glider creates a hemispherical cloud with a radius of 30 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature). At 12th level, any creature of size Medium or smaller within the cloud must succeed on a Reflex saving throw or be knocked prone. The DC of this save is equal to 10 + 1/2 the gyro-wing rascal's level + the gyro-wing rascal's Dexterity modifier. At 18th level, a creature knocked prone is also pinned. A pinned creature can attempt a new Reflex save at the end of its turn to end the pinned condition.

This ability replaces the rogue's improved uncanny dodge ability at 8th level.

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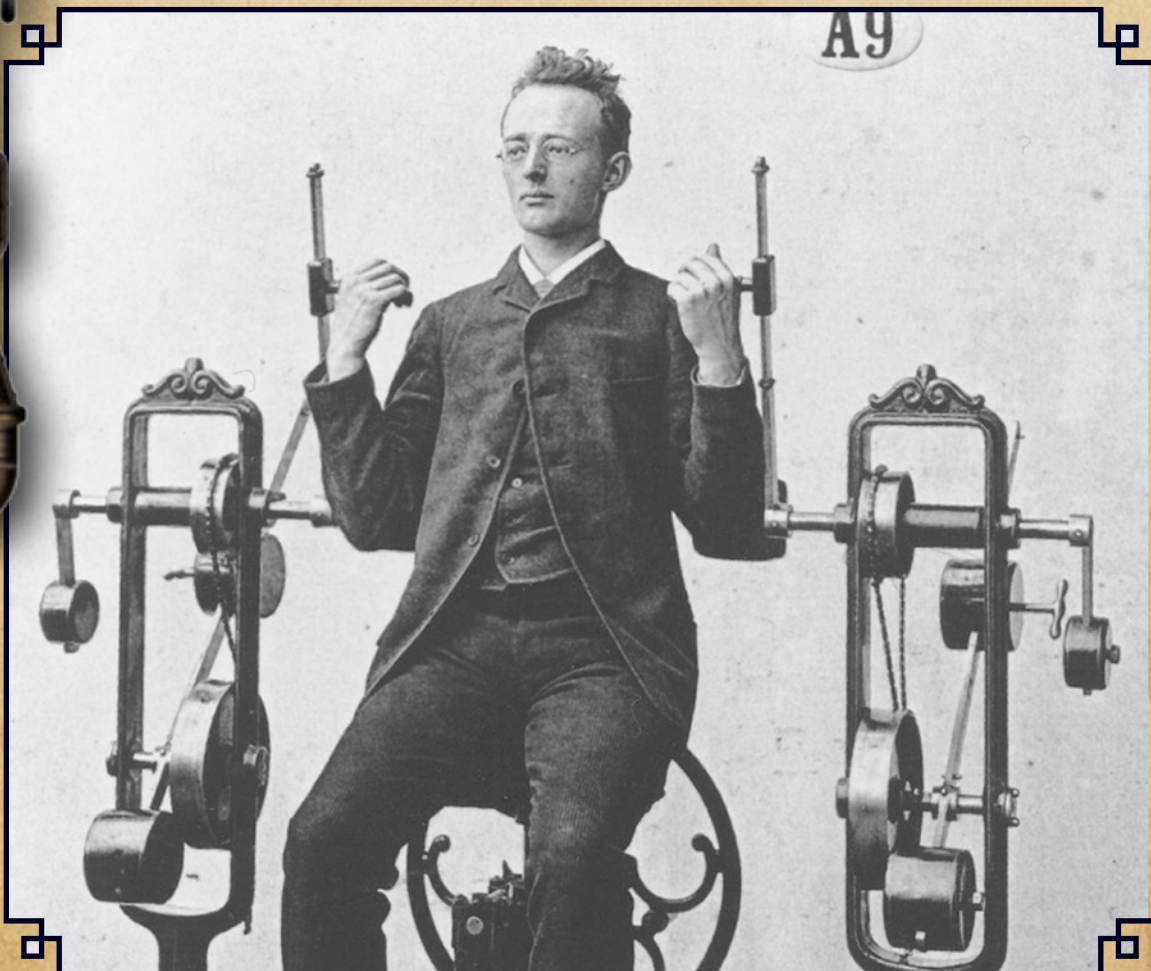
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