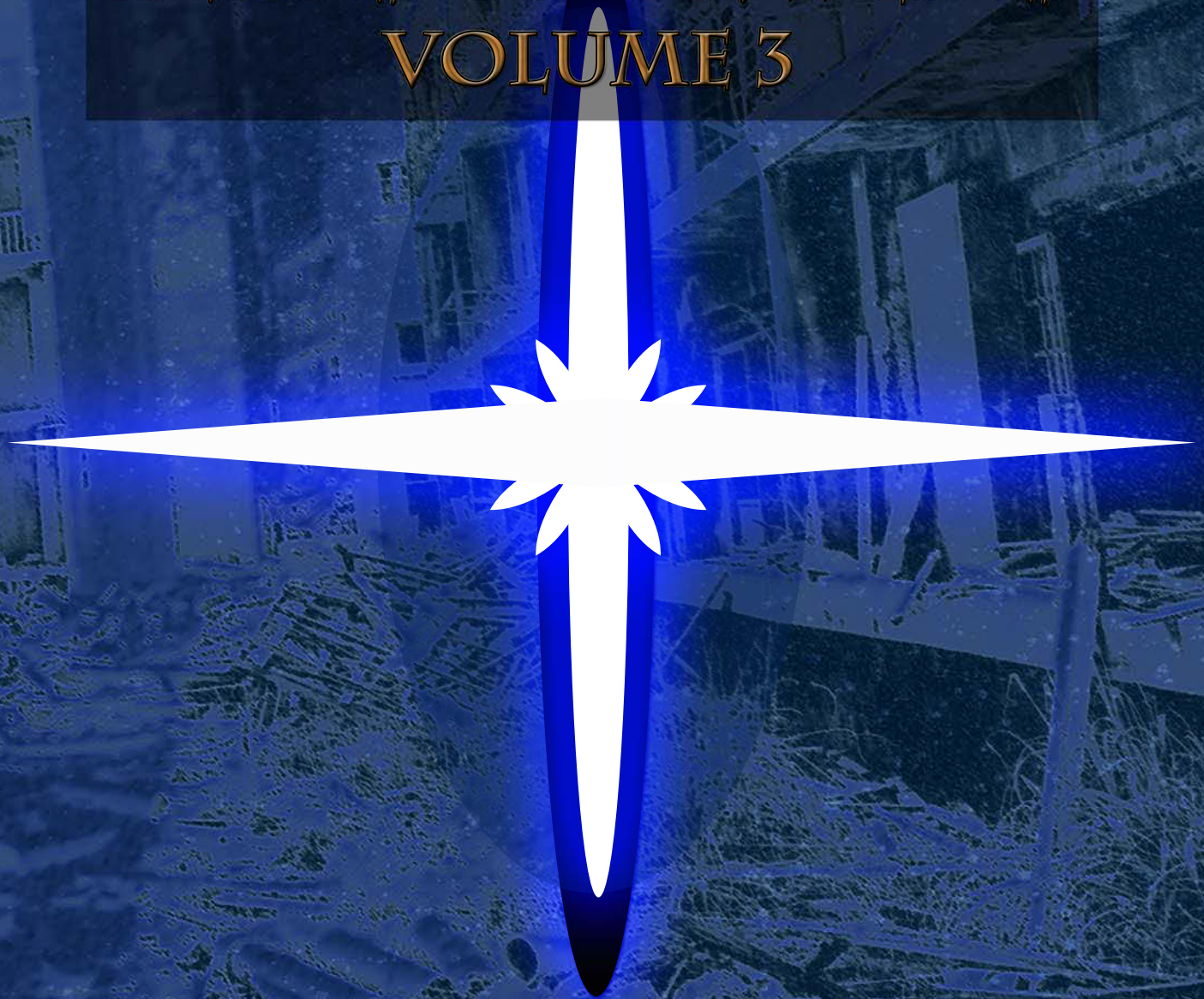


GateWalker

HEROES OF THE WASTES VOLUME 3



RT WYNTER



GateWalker: GW003 – Heroes of the Wastes III

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ARCHETYPES

Mechanist

Arcanist Archetype

Mechanists are specialists in creating and using magic and technological items. They especially love making hybrid items that combine magic and technology. This fascination is so essential to the mechanist that he can not properly cast spells without a technological focus.

Tech Focus: The mechanist requires a focus whenever he casts a spell. This focus is not a specific or specially-prepared object but almost any object can be used as long as it shares a purpose similar to that of the spell being cast.

For example, a gun or a bow would work for casting a scorching ray spell, a cloak or a coat for an invisibility spell, goggles or a magnifying glass for a true seeing spell, etc.

Casting a spell without a focus or without a proper focus requires the Mechanist to make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. Whether successful or not the spell still takes a -2 penalty to both its save DC and caster level (to a minimum caster level of 1).

At 1st level the mechanist receives Technologist as a bonus feat.

This ability alters arcanist spells.

Flexible Magic: At each new level a Mechanist can choose to forgo gaining the normal two new spells to his spellbook and instead select one spell from another class's list. This spell must not be on the wizard/sorcerer spell list and must be of a level one less than the highest he can cast (based on his new level). He adds this new spell to his spellbook and it is considered to be on his class spell list for the purpose of spell-trigger and spell-completion items and such.

This ability alters arcanist spells and spellbooks.

Mechanist Exploits: A Mechanist can select from the following additional exploits.

Bonus Feat: The Mechanist can select one magic item or technological item creation feat. She must still meet all prerequisites for this feat. This exploit can be taken multiple times

Ghetto-Rig (Ex): The Mechanist can always take 10 or 20 on skill checks involving repairing any technological or magical item and can do so in half the time required.

Daredevil's Luck (Su): As a free action when rolling a Profession(Driver or Pilot), Fly, or Ride check involving a vehicle the Mechanist can spend 1 point from her arcane reservoir to roll 1d6 and add it to the skill check.

Recharge Device (Su): The Mechanist can spend four hours and 4 points from her arcane reservoir to recharge an item. This will completely recharge one silverdisk or provide the equivalent of that to a technological item. A magic staff will receive 2 charges from this but this counts against the total number of staves that can be recharged for that day and all normal requirements must be met for charging the staff. Wands and other charged magic items receive 1d4+1 charges from this process and the Mechanist must be able to cast spells of the spell level in the wand. Some items cannot be recharges using this exploit, GM's discretion.

Greater Mechanist Exploits: A Mechanist can select from the following additional greater exploits.

Power Device (Su): Anytime the Mechanist activates an item with charges, whether technological or magical, she can choose to power the device with her own arcane reservoir instead. She burns up points on a 1 for 1 basis (expending 1 point from her arcane reservoir for every charge). She can freely mix and match charges and points (for example: if an item needed 4 charges, she could spend 2 charges from the

item and 2 points from her arcane reservoir). She cannot use this ability with items that have no charges left.

Mender

Investigator Archetype

Traveling doctors, surgeons, and healers a mender is a welcome sight in any wasteland settlement. In addition to their drive to help others and impressive medical skills they use inborn psychic gifts to assist them in healing the wounds and ills of others.

Psychic Power: A mender casts psychic spells drawn from the spiritualist class spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a mender must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a mender's spell is 10 + the spell's level + the mender's Intelligence modifier.

Like other spellcasters, a mender can cast only a certain number of spells of each spell level per day. She knows the same number of spells and receives the same number of spells slots per day as a spiritualist of her investigator level, and knows and uses 0-level knacks as a spiritualist as well. In addition, she receives bonus spells per day if she has a high Intelligence score.

At 5th level and every 3 levels thereafter, a mender can choose to learn a new spell in place of one she already knows, using the same rules as a spiritualist. In effect, the mender loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level spell the mender can cast.

A mender need not prepare her spells in advance. She can cast any mender spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

This ability replaces alchemy.

Surgeons Inspiration (Ex): The Mender can use inspiration on any Knowledge, Heal, or Craft(mechanical) skill checks without expending a use of inspiration, provided he's trained in the skill. This ability alters Inspiration.

Tools of the Trade (Ex): At 2nd level the Mender gains Technologist as a bonus feat.

At 4th level the Mender gains Craft Technological Item as a bonus feat.

At 7th level the Mender gains Craft Pharmaceutical as a bonus feat.

The Mender need not meet the prerequisites for these feats.

This ability replaces Poison Lore, Poison Resistance, & Swift Alchemy.

New Investigator Talents: A mender gains access to the following new investigator talents.

Field Surgeon: The Mender gains Skill Focus: Heal as a bonus feat.

Trusty Syringe: The Mender selects a single medlance. Through constant maintenance and care the selected medlance never runs out of uses. A mender must be at least 5th level to select this talent.

Nanite Expert: In the hands of the Mender the secondary setting on any nanite hypogun only drains 3 charges instead of the normal 5. A Mender must be at least 9th level to select this talent.

First Responder: The Mender gains a +5 to his Heal checks when using a Trauma Pack. A Mender must be at least 3rd level to select this talent.

Pharmacologist: You can use the Heal skill to craft a pharmaceutical version of any Alchemical Remedy. A Mender must be at least 7th level to select this talent.

Runner

Rogue Archetype

Runners, also called hive runners, hivers, or hive rats, are streetwise dwellers of the squalor filled “hives;” the urban slums that surround most of the large cities remaining on the North American continent. Runners can be thugs, hackers, thieves, beggars, pick-pockets, conmen, or gang-bangers. They may or may not have been born in the hives, but they have grown up inside these massive twisting mazes. Most spend their entire lives here and never go beyond the city walls into the dangerous wastes beyond.

Class Skills: A runner gains Knowledge (engineering) as a class skill instead of Knowledge (dungeoneering).

This alters the rogue’s class skills.

Weapon Proficiencies: A runner is proficient with one-handed firearms and one-handed tech-weapons instead of hand crossbows and shortbows.

This alters the rogue’s weapon proficiencies.

Lockpicker (Ex): A runner adds 1/2 her rogue level to Perception skill checks to locate mechanical or high-tech traps and to Disable Device skill checks against these traps (minimum +1). She cannot use Disable Device to disarm magical traps.

She gains technologist as a bonus feat at 1st level.

This ability replaces trapfinding.

Lucky Glitch (Ex): Starting at 4th level, whenever a runner triggers a glitch when using a timeworn technological item, she rolls twice and can choose which of the two glitch effects actually occurs. A runner always adds her level to rolls to determine what kind of glitch occurs. Treat rolls of over 100 as 100.

This ability replaces uncanny dodge.

New Rogue Talents: A runner has access to following additional rogue talents:

Cyber-Snatcher: A runner with this talent can use knowledge(engineering) instead of heal to extract a

piece of cybertech without damaging the tech. If this is done to a living target they take 1d4 points of damage per 1 point of implantation value of the tech removed. If performed on a dead target no check is required. A failed check means the extracted cybertech gains the broken condition. Extraction takes one round per point of implantation value on a living target or just 1 round on a dead target. Living targets must be unconscious, restrained, or otherwise helpless before extraction can begin.

Gutter Rat: A runner with this talent can apply filth from garbage, a sewer, a city street, a polluted area, or long-unwashed clothing or fur to a weapon as a standard action. Doing so causes the weapon to inflict filth fever on its next strike. The runner does not risk exposure to this disease unless she is damaged by the weapon. After a successful attack with the weapon, the filth is dispersed and must be reapplied.

Hacker (Ex): When a runner with this talent makes a Knowledge(engineering) check to interact with a computer system, she gains a +4 bonus to the check.

Pack Rat: A runner with this talent uses her dexterity instead of strength when calculating how much she can carry and when she becomes encumbered.



Wasteland Hospitaler

Paladin Archetype

Champions of the downtrodden and those besieged by monstrous horrors, wasteland hospitalers wander the wastes in search of innocents to defend and monsters to slay. Their holy abilities come not from divine infusion but from what seems to be the psychic might of their own noble souls.

Class Skills: A wasteland hospitaler gains Knowledge (geography) and Survival as class skills.

Psychic Spells: Beginning at 4th level a wasteland hospitaler casts psychic spells drawn from the paladin spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a wasteland hospitaler must have a Wisdom score equal to at least 10 + the spell's level. The DC for a saving throw against a wasteland hospitaler's spell is 10 + the spell's level + the waste strider's Wisdom modifier. A wasteland hospitaler can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as a standard paladin of the same level. In addition, he receives bonus spells per day if he has a high Wisdom score.

A wasteland hospitaler's selection of spells is limited. He has the same number of spells known as a bloodrager of the same level.

This ability replaces the paladin's spells class feature.

Smite Evil (Su): This functions as the paladin ability, but the wasteland hospitaler can smite evil one additional time per day at 7th level, and every six levels thereafter (instead of 4th level and every three levels thereafter).

Favored Terrain (Ex): At 3rd level, a wasteland hospitaler chooses a favored terrain from the ranger favored terrains table. This otherwise functions like the ranger ability of the same name.

This ability replaces the mercy gained at 3rd level. Every time a wasteland hospitaler would be able to select another mercy, he can instead select another

favored terrain and increase his bonuses for one existing favored terrain, just like a ranger.

Channel Positive Energy (Su): When a wasteland hospitaler reaches 4th level, she gains the ability to channel positive energy as a cleric equal to her paladin level –3. She can use this ability a number of times per day equal to 3 + her Charisma modifier. Using this ability does not expend uses of lay on hands, as it does with other paladins.

This ability replaces the standard paladin's channel positive energy ability.

Teamwork Feat (Ex): At 6th level, a wasteland hospitaler gains a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, He can expend one use of smite evil to grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 levels the wasteland hospitaler possesses. Allies do not need to meet the prerequisites of this bonus feat. Evil creatures do not gain the benefit of this teamwork feat, even if the paladin considers them allies.

This ability replaces the mercy gained at 6th level.

Aura of Healing (Su): At 11th level, a wasteland hospitaler can expend one use of her channel positive energy ability to emit a 30-foot aura of healing for a number of rounds equal to her paladin level. Allies in this aura (including the wasteland hospitaler) automatically stabilize if below 0 hit points and are immune to bleed damage. In addition, allies (including the paladin) that spend at least 1 full round inside the aura are healed an amount of damage equal to their total number of Hit Dice and may make a saving throw against any afflictions they are suffering from, such as a curse, disease, or poison. This saving throw only counts toward curing the affliction and does not impose any penalty on a failed save. Allies can only be healed once by a use of this ability and they can only attempt additional saving throws once per day, even if they are exposed to this aura multiple times.

This ability replaces aura of justice.

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GateWalker – In a blink the fabric of existence was cast asunder and a thousand different worlds collided. A mystically-charged cataclysm engulfed the world. Most of the population died or worse, whole continents vanished only to be replaced by alien landscapes, and horrors beyond imagination spewed forth from other worlds.

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