TELESTIC ENGINE

Merchant's Guide to Mecha Sąlvage

CREDITS

Design and Development By L. J. Ogre Graphic Design by Joel Grahn Art by Bloodstone, Jeff Preston, Leonardo da Vinci, Harrison Tombra, Silvio DB, and Fernando Cano Zapata.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <u>http://paizo.com/pathfinderRPG</u> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <u>http://paizo.com/pathfinderRPG/compatibility</u> for more information on the compatibility License.

Jeff Preston's artwork is used under the terms of the <u>Creative Commons</u> <u>Attribution 3.0 Unported License</u>.

"Bloodstone Press," Telestic Engine, Spell Cannon, and the Bloodstone Press logo are trademarks owned by Bloodstone Press. Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999-2014 Wizards of the Coast, Inc. The remainder of this material is protected under the copyright laws of the United States of America (copyright 2014). Any reproduction or unauthorized use of the copyrighted material contained herein is prohibited without the express written permission of Bloodstone Press.

This product is a work of fiction. Any similarity to actual people, places, organizations or events is purely coincidental.

Introduction

This Merchant's Guide to Mecha Salvage is a handy reference for scrap dealers, salvage hunters, and collectors from across the solar system. It covers various aspects of the scrap mecha industry including best practices, standards, and pricing information for both buyers and sellers.

IN THIS ISSUE:

- What is Salvage?
- 6 Rules of Salvage Trading
- Where to Get Salvage
- Mecha Lore
- Repairing Mecha
- Enhancing Mecha
- Resizing Armor

DESIGNATION OF OPEN GAME CONTENT

Only the names, descriptions, and game statistics for the feats, skills and abilities in this document are hereby declared Open Game Content. All other content of this document is protected under the copyright and trademark laws of the United States of America.

PRODUCT IDENTITY

The following material is hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and is not Open Content: The term spell cannon, all trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, setting information, location, characters and trade dress.

Copyright 2014, Bloodstone Press http://www.bloodstone-press.com

TEEESTIC ENGINE

WHAT IS 'SALVAGE'

Salvage is any non-working mecha such as a simple compression pump, a suit of power armor, or an interplanetary battle cruiser. While the vast majority of scrap items that dealers encounter are consumer machines such as cleaners and movers, the information in this document is intended primarily for industrial and military mecha; those machines with higher value.

Salvage mecha is far more common than working mecha in most regions of the solar system today. Some experts believe there is 400 billion tons of scrap mecha scattered across the various planets, moons, asteroids, and space This is due mainly to the severe population stations. decreases, lawlessness, and the time that has elapsed since the last mass produced mecha rolled out of a workshop. While this presents a problem for the average soldier and mercenary, it creates opportunities for



People who can find, evaluate, repair, and sell scrap mecha sustain a cottage industry that keeps modern warriors armed and fighting. But this is a risky business. The salvage trade can be your key to great wealth, but it can also leave you financially ruined or even dead on some nameless rock drifting beyond the Haygrian Belt.

6 RULES OF SALVAGE TRADING

Most salvage dealers started out small, buying and selling worn out devices and broken weapons, but eventually working themselves up to dealing in wrecked space stations and abandoned asteroid mines. They achieve success through the careful development of two key skills; the ability to assess the value of salvage and the ability to haggle prices with buyers and sellers.

Understanding the value of a piece of salvage requires a certain amount of technical skill and mechanical knowhow. The more you know, the easier it is to gauge repair costs and time. Even if you don't plan to repair the item yourself, it helps to know what your customers will be thinking.

Haggling prices is an art form that when done well leaves both parties feeling as though a fair business deal was reached. But when done poorly, one or both parties may feel scammed or cheated by the deal.

Focus on developing your repair skills (Craft [mechanical]) and your negotiation skills (Diplomacy) and remember these six rules for success in the scrap trade.

- 1. Always research your device! It could be worth more than you think!
- 2. Never pay too much for something!
- 5. Make sure you know why it doesn't work!
- 5. Always underestimate the resale value and over estimate the repair costs!
- 6. Repair everything you can. Repurposing is key!

TELESTIC ENGINE

WHERE TO GET SALVAGE

Below are the five best places to obtain salvage, ranked from most favorable (top) to least favorable (bottom).

Unclaimed Property: The best salvage is that which is lying unclaimed and is ripe for the picking. The best places to find unclaimed salvage are the ruins of Athis, the various athisian colonies on Parisova, and abandoned athisian bases and space stations across the system.

Clients: People are always looking to sell their old machines and scrap parts that they find when cleaning out their workshops and storage sheds. Even if they aren't doing some cleaning, you can seek these people out and make them offers. Most people are surprised to find they have something of value rusting away in their backyard.

Buyers: Rather than trading in currency, always ask your customers what they have to trade. You'll be surprised what they have in their pockets!

Salvage Hunters: Salvage hunters are the people who go out digging though ancient ruins looking for bits of scrap and gems from the past. These people are always willing to haggle and will often sell items for less than the true value just to be rid of it.

Other Dealers: Other dealers can sometimes be good sources of salvage but be wary, many of these people are savvy about pricing and some of them are con-artists.

MECHA LORE

Mecha are unique items with long histories and specific characteristics. Most have identification numbers and maker's marks on them. Characters can make Knowledge (History) checks (or use the <u>Legend Lore</u> spell) to learn about a particular mecha, such as any unusual functions it may have or any important history associated with it.

It is also possible, though very rare, for modern master craftsmen to build a whole new mecha from scratch, rendering any checks ineffective.

Sample check results are below (assuming all of this actually applies to the mecha in question). The check reveals all information of the value rolled and all lesser values.

DC	Damage		
10	No particularly useful information		
15	The foundry and original artisan is known		
20	The mecha was built during the Gindarian Conquest		
25	It is a component to a larger, combined mecha		
30	It was part of Task Force Glaive, a battalion of giant, combined robots.		
35	The mecha is a component to the combined giant robot named Vesadar Max		
40	Vesadar Max was one of several guardian colossuses that served in wars on Gindarra and Parisova. It was in service for over 300 years but the unit disbanded shortly after the Impact on Athis, most of the soldiers taking the mecha with them. It uses rare kraylarian technology and can operate at very cold temperatures. Other components of Vesadar Max may be lost in the polar regions of Athis or on the ice moon of Rahazorhan.		

TELESTIC ENGINE

REPAIRING MECHA

Repairing a mecha might mean anything from changing a filter to rebuilding the entire chassis. While some repairs can be done by just about anyone, others require the expertise of a master craftsman. The DC to repair damage is determined by the game master. The table below provides a guideline for the DC.

Most damage from regular combat and daily use falls in the DC 10 to DC 25 range. More serious damage is usually seen on machines that are out of commission and need a great deal of work to restore. A successful Craft (mechanical) check restores all damage to a mecha. A character that fails the check by 5 or more causes 1 additional point of damage to the mecha and uses up half of the raw materials.

Salvage Needs/Has	Salvage Price	Cost to Repair	DC to Repair
Simple repair/minor damage	60% of retail	5% of retail	10
Challenging repair/significant damage	50% of retail	10% of retail	15
Difficult repair/major damage	40% of retail	20% of retail	20
Very difficult repair/missing minor parts	30% of retail	30% of retail	25
Extremely difficult repair/some key parts missing	20% of retail	40% of retail	30
Near impossible repair/ missing major parts	10% of retail	50% of retail	35
Impossible repair/destroyed and missing parts	5% of retail	60% of retail	40

REPAIR TIME

To calculate the time it takes to complete a repair job make a Craft (mechanical) check representing one week's worth of work. If the check succeeds, multiply your check result by the DC. If the result \times the DC equals the price of the repair in sp, then you have completed the item. (If the result \times the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result \times the DC doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches the price of the item in silver pieces.

If you fail a check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

million and

REPAIR COSTS

Unfortunately for the average mercenary, it is rare to find a salvage dealer selling scrap that only needs a simple repair (DC 10). The best chance of finding these sorts of deals are with clients who don't know anything about repair work or by searching through lots of unclaimed salvage. More often dealers trade in items that need repair checks of DC 20 to DC 35. Items in the worst condition are usually left to rot where they sit, but sometimes collectors and buyers with specific needs will seek them out.

TELESTIC ENGINE

ENHANCE MECHA

Mecha are designed to accept additional devices that can be attached to the machine's PTO shaft, flywheel, or gearbox. They can also have their basic stats (DR, AC, and Strength) improved though upgrades to the engine, drive train, chassis, supports, and armor. Characters make these enhancements to mecha by using the Enhance Mecha feat and making Repair checks.

Increase AC: The character can increase the AC bonus of power armor (Max +12). The DC is equal to the new AC value x3. Increasing a suit's AC bonus to 10 would be DC 30.

Increase DR: The character can increase the mecha's damage reduction (Max +12). The DC is equal to the new DR value x3. Increasing a suit's DR to 10 would be DC 30.

Increase Strength: The character can increase the Strength bonus imparted by power armor (Max +8). The DC is equal to 5 times the new Strength bonus of the armor. For example, attempting to improve an armor's Strength bonus from +4 to +6 is DC 30 (5x6). Increasing it to +7 would be DC 35.

Add Device: DC 10 plus the spell slot level of the device. Note you must still have the device to attach. This check only means that the operator has successfully attached the device to the armor.

RESIZING ARMOR

When a suit of armor is acquired it may have to be adjusted before it will fit the new wearer. Characters can make Craft (repair) checks to resize a suit of armor. The table below offers some guidelines on the difficulty.

DC	New Wearer is
10	Same size, race and gender
20	Same size, different race
30	One size category different
40	Two size categories different

For example, the DC to resize a suit that is the same size, race and gender as the character trying to use it could be 10 or it could be as high as 17 or 19, depending on the differences between the two users (DM discretion). A new user with the same race and size, but different gender as the



original operator might be DC 15 or 18 even slightly higher.

Using parts from a scrap suit of armor that is of the appropriate size can grant you a +2 circumstance bonus to the check to resize armor.







POWER ARMOR STATS

All mecha, including power armor, are defined in the following terms. This system is based on the D20 Mecha rules originally published by Guardians of the Order, which is available for purchase <u>right here</u>. A free, generic version is also available <u>here</u>.

Type: Power Armor, as opposed to vehicles or giant robots.

Class: The type of armor the suit is classified as, either light, medium, or heavy. Also any other defining characteristic such as its power type or special purpose is listed here, such as Steam Powered Aquatic or Clockwork Exoskeleton.

Size: While most power armor is the same size as the wearer, a few suits are larger than the wearer, bordering on giant robot status.

HP: The armor's number of hit points. When it has half these hit points it becomes broken.

Occupants: Most power suits have only one occupant, the operator.

Cargo: The amount of cargo space the mecha has. Most power suits have no cargo space, though some suits designed for work may have special carrying compartments.

Damage Reduction: Power armor has damage reduction which applies to all damage affecting the armor and the operator.

TELESTIC ENGINE

Armor Bonus: The equipment bonus to the operator's armor class that power armor provides. Vehicles and giant robots do not provide an armor bonus to the operator.



Defense: The defense rating of giant robots and vehicles. Power armor does not have a defense rating. Instead, it improves the operator's Armor Class by the value listed here.

Strength (Bonus): The strength of the mecha or, in the case of power armor, the bonus to the operator's Strength.

Maximum Dexterity Bonus: All mecha are heavy, bulky, and ponderous. With their steam and torsion powered systems and lumbering weight, they can be slow to respond to an operator's movements and their weight can limit his reaction time. This value indicates the maximum bonus an operator can get from his Dexterity while wearing the armor.

Armor Check Penalty: The penalty to the operator's Dexterity and Strength based skill checks. Not all armors impose a penalty. A few offer bonuses to these skill checks.

Land Speed: the lands speed of power armor is expressed in tactical scale movement (feet per round).

Handling: Vehicles and giant robots have handling stats expressed as a modifier to initiative and to maneuverability, such as -2/-2 or -1/-4. Power armors do not have a handling rating.

Accessories: Any special devices or attachments the mecha has are listed here.

Defects: The mecha's defects.

Weaponry: Any standard or built-in weapon system the mecha typically comes with is listed here. This does not preclude the mecha or operator from carrying additional weapons.

Required Feats and Skills: The feats and skills required to operate the armor without penalty. New feats are covered in Part 4

Weight: The approximate weight of the mecha. The first value is the actual weight of the armor, the second (in parentheses) is the felt weight of the armor when it is operating normally.

Cost: The actual gold piece value of a mecha is roughly the square of the mecha point cost. However, characters are more likely to find non-working mecha and devices for sale from scrap dealers and can buy them for as much as 95% off

the listed price, depending on how damaged the item is.





In an age when the average soldier has a <u>gun that shoots</u> <u>lightning bolts</u> and a power drill for a sword, regular armors are not enough. Power armor-- mechanized body armor that enhances the wearer's strength and protects him from toxic gasses, extreme temperatures, and the deadly atmospheres of alien worlds is needed.

Ancient clockwork and steam powered body armors can be found on abandoned space stations and rusting away on forgotten lunar battlefields. They can be found in alien scrap yards and on asteroids used as salvage lots, drifting through space. And they can be found on the backs of brigands and warlords as well, putting the power of archaic mecromancy in the hands of modern tyrants and evil men.

TELESTIC ENGINE

If you are going to survive in this lawless, post-apocalyptic setting of steam powered space travel, you'll need your own suit. And it would help if you knew how to repair and enhance it, since there may not be anyone around to do it for you.

This supplement covers everything you need to add this new technology to your fantasy, sci-fi, or steam punk campaign, including:

- 11 Sample suits of power armor (skirmisher armor, heavy assault armor, mining suits, and more!)
- Guidelines for building thousands of other custom suits
- An overview of how communication systems work throughout the solar system
- Resizing, repairing, donning, and enhancing power armor
- Feats -- new and old for those who have power armor and those who don't
- 80+ special devices to enhance and customize your power armor with amazing abilities

This file is fully illustrated, thoroughly hyperlinked, and packed with cosmic ideas of an anachronistic, futuristic past where ferocious aliens armed with mechanized, chainsaw-like swords battle with psychic warriors and knights clad in steam powered body armor.

Click here to save \$1.01 off the cover price!

Cover Price: \$3.50 Sale Price: \$2.49!!!





A spell cannon is a clockwork, steam powered, blunderbuss-like device that uses ammunition known as spell crystals to shoot spells. Cannons come in several sizes ranging from as small as a handgun to as big as an artillery piece. While the giant spell cannons are the most impressive with their astounding range and firepower, it is the smaller, handheld weapons that see the most use.

No longer are lightning bolts, fireballs, rays, gasses, clouds, and webs the exclusive arsenal of wizards and sorcerers. With modern advances in technology, anyone can buy an equalizer and shoot these powerful spells like a master wizard.

This supplement covers everything you need to add this new technology to your fantasy, sci-fi, or steam punk campaign, including:

TELESTIC ENGINE

AN OVERVIEW OF SPELL CANNONS

- Their Size -light, one handed, two handed, Huge, Gargantuan, and Colossal
- Their range, cost, effectiveness, and firepower

SPELL CRYSTALS

- The ammunition for spell cannons
- Sample spell crystals with range, damage, cost and other stats included.

CRAFTING

How to create a cannon, a crystal, and attachments.

NEW SPELLS

- Shadow bolt
- Incinerate
- Ghoul arrow
- Plus 10 More

SPELL CANNON ATTACHMENTS AND ACCESSORIES

- Targeting sequencers
- Autoloaders
- Many more!

BONUS MATERIAL

This file also features an introduction to the new Telestic Engine Campaign Setting and a brief sample quest, Horrors of the Ice Moon.

Click here to save \$1.01 off the cover price!

Cover Price: \$3.50 Sale Price: \$2.49!!!

TELESTIC ENGINE

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open

Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

TELESTIC ENGINE

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney- MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

TELESTIC ENGINE

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Anger of Angels. © 2003, Sean K Reynolds.

Advanced Bestiary. © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

TELESTIC ENGINE

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Kobold Quarterly Issue 7, © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

The Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.

Silver Age Sentinels d20, Copyright 2002, Guardians Of Order, Inc.; Authors Stephen Kenson, Mark C. MacKinnon, Jeff Mackintosh, Jesse Scoble

BESM d20 Copyright 2003, Guardians Of Order, Inc.; Author Mark C. MacKinnon

d20 Mecha Copyright 2003, Guardians Of Order, Inc.; Author David L. Pulver

The Merchant's Guide to Mecha Salvage, Copyright 2014, Bloodstone Press

C.