

THE INVENTOR'S HANDBOOK



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<REDITS

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Section 1

INTRODUCTION

When it comes to using technology in the fantasy setting, it is often locked behind a paywall that makes using it strictly inferior to magic items or spells. The Tech sphere is meant to put tools into the hands of the mundane to do things comparable to the magical without just being “spells in a can”. In addition, with the introduction of cheap and readily accessible graft talents from the Tech sphere, losing a limb due to amputation no longer needs to be a massively egregious injury gated behind mid or high level play.

Technicians from Spheres of Might should not see their abilities as poached, but rather broadened with the introduction of the Tech sphere. Indeed, technicians who devote talents into the Tech sphere will find that there is room enough for both without one outshining the other. In addition, GMs and players who are familiar with independent inventions of the technician should find that the drones from the Tech sphere utilize most of the same tables as the technician, thus easing the transition when using the Tech sphere or Rigger archetype.

Games utilizing Pathfinder Campaign Setting: Technology Guide should find that the Tech sphere should not invalidate nor be invalidated by content found therein. As an independent system, the Inventor's Handbook can be used without use of the Technology Guide, while also not excluding its use. In addition, the Tech sphere allows GM's to run low level technologically advanced games without breaking the wealth by level guidelines of players or NPCs, while still leaving permanent technological equipment a resource for high level play. In short, while content inside this book complements the content found within Pathfinder Campaign Setting: Technology Guide, having that sourcebook is not required.

GMs and players who use the Spheres of Might conversion rules for the Starfinder roleplaying game should find the Chapter 7 of this book particularly helpful. Inside the chapter, GMs and players will find that drones from the Tech sphere are reworked to be comparable to the drones available to the mechanic class, thus making their use familiar.

NAVIGATING THIS BOOK

Chapter 2 - Class Options: This section details new archetypes for Pathfinder classes and for practitioner classes from Spheres of Might.

Machinehead - An armiger who specializes in augmenting their own body with internal tools and graft augments.

Rigger - A technician archetype that specializes in the Tech sphere.

Space Marine - This gunslinger specializes in utilizing future-tech weaponry.

Also included are new options for the conscript and prodigy.

Chapter 3 - Tech Sphere: This section introduces Tech as a new combat sphere, which revolves around gadgets that are powered by charges

Chapter 4 - Legendary Tech Talents: This section includes talents which make your Tech talents truly legendary.

Chapter 5 - Player Options: This section includes new feats, traits, and martial traditions for Tech sphere specialists.

Chapter 6 - Equipment: Various gear and tools complementing the Tech sphere.

Chapter 7 - Tech Sphere Drones: Rules on drone creation and use.

Chapter 8 - GM's Toolbox: This section contains suggestions on how to incorporate the Tech sphere to a particular campaign or setting.

Chapter 9 - Starfinder Conversion: Conversion rules for using the Tech sphere with the Starfinder system.

Section 2

<CLASS OPTIONS

MACHINEHEAD (ARMIGER ARCHETYPE)

Customized Gadgets: At 1st level, the machinehead learns to create and fight with specialized weaponry. All of the machinehead's customized weapons must consist of technological weapons (they do not have to have been gained through the Tech sphere). Non-technological weapons benefiting from cartridge mods count towards this purpose.

This modifies customize weapon.

Basic Cybernetics: At 1st level, the machinehead gains the Tech sphere as a bonus sphere, although with it she must gain the Internal Tool (gadget, augment) talent. If she already possesses Internal Tool, she instead gains any Tech talent for which she qualifies.

This replaces the prowess gained at 2nd level.

Advanced Integration (Ex): At 1st level the machinehead is capable of maximizing the storage utility of the Internal Tool talent. Instead of each internal tool having a size limit, combine each tool into a singular pool of storage. For example, two arms which can normally store two Tiny tools each form a maximum size pool of a Small object. The machinehead can store or integrate any number of tools or weapons in this pool as long as their collective size isn't larger than the maximum size pool (this pool can even combine grafted internal tools and internal pool augments). Tools can be withdrawn from within this storage pool from within any augment that's part of it. For every 2 levels of machinehead you possess, add an additional Tiny-sized object you can store to the pool.

Quick Retrieval: The machinehead only gains the benefit of quick change for custom weapons either stored or integrated with the internal tools augment, as well as for any other gadget stored with the Internal Tool talent.

This modifies quick change.

Tech Assault: The machinehead may activate the rapid assault ability whenever a creature takes damage from or fails a save against a Tech sphere ability with a activation or use time of a standard action or greater. This is in addition to the standard activation triggers.

Tech Barrage: When using lightning assault, the machinehead may activate a gadget with no longer than a standard action activation time in place of either (but not both) of the granted attack actions.

NEW PROWESSES

The following prowesses are available exclusively to the machinehead:

Custom Graft: You can create a single augment graft from an (augment) talent you possess as if you possessed the Craft Augment Graft feat, and implant it within yourself. Unlike other graft augments, it cannot be bought or sold, and requires no gold to create as it depends upon your tinkering and maintenance to function. Because of this necessary maintenance, it is not treated as having an internal battery and instead is recharged in the same way other gadgets from the Tech sphere are. This graft augment does not count towards the maximum number of devices you have prepared at a time.

You may select this prowess multiple times, gaining another custom graft for each selection.

Redline: The machinehead's mastery of the limit improves. When the machinehead enters the limit they

instead gain a +4 morale bonus to their Strength and Constitution, as well as a +2 morale bonus on Will saves. The machinehead must be a 12th level armiger, and possess at least 2 augment grafts before taking this prowess, as well as the yellow line prowess.

True Cyborg: The machinehead is more machine than man. The machinehead ceases to age (becoming effectively immortal), and gains immunity to age effects, bleed effects, nonlethal damage, and ability damage. In addition, the machinehead is treated as a construct rather than a humanoid (or whatever the machinehead's creature type was before) if to do so would be advantageous for the purpose of spells and magical effects.

The machinehead must be a 20th level armiger, and possess at least 4 augment grafts before taking this prowess.

Yellow Line: The machinehead may push their body and cybernetics to the limit to achieve a burst of power. The machinehead may enter the limit as a free action.

While in the limit, the machinehead gains a +2 morale bonus to their Strength and Constitution, as well as a +1 morale bonus on Will saves. The increase to Constitution grants the machinehead 1 hit points per Hit Dice, but these disappear when the limit ends and are not lost first like temporary hit points. Each round spent in the limit expends a charge from their charge pool (charges in a battery or a gadget cannot be substituted).

A machinehead can exit the limit as a free action and is fatigued after leaving for a number of rounds equal to 2 times the number of rounds spent in the limit.

The machinehead must be a 6th level armiger, and possess at least 1 augment graft before taking this prowess.



RIGGER (TECHNIKIAN ARCHETYPE)

Gadgeteer: At 1st level, the rigger gains the Tech sphere as a bonus sphere. If he already possesses this sphere, he instead gains a one talent from that sphere.

This replaces trap specialist.

Recharging Gadgets: At 1st level the rigger can expend a single gadget from the gadgets technician class feature as a free action to recharge his charge pool by an amount of charges equal to his practitioner modifier + 1 for every 4 technician levels he possesses.

Jury-Rigged Device: Riggers tend to hold onto more spare parts than are normally contained within an engineering kit, allowing him experiment in the creation of spontaneous inventions. At 1st level, if the rigger spends 30 minutes (or 15 minutes with an engineering kit), he may pick and craft any (gadget) talent that he meets the prerequisites for. Gadgets created in this fashion are referred to as a jury-rigged device. Jury-rigged devices do not count against the maximum number of gadgets that a rigger may have crafted at one time, but a rigger may only have one jury-rigged device prepared at a time. Beginning at 5th level, and every four levels thereafter (9th, 13th, etc.), the rigger may have an additional jury-rigged device prepared at a time.

This replaces the invention gained at 1st level.

Drone Hacker: At 7th level, the rigger may make a melee touch attack against a construct or technological device (including gadgets created by an enemy) to gain control over the target, causing it to behave as if the rigger had created it, allowing him to modify the target's commands or active rote functions. A successful Will save negates the effect. Control over the target lasts as long the rigger maintains martial focus.

• This replaces trapmaster.

SPACE MARINE (GUNSLINGER ARCHETYPE)

Proficiencies: Space marines are proficient with simple weapons, all crossbows and firearms, and light armor. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

Combat Training (Ex): A space marine is considered an adept practitioner, gaining spheres and talents as appropriate. Space marines use Wisdom as their practitioner modifier; space marines who use an ability modifier other than Wisdom to determine their grit pool instead use that ability modifier. This replaces the space marine's martial weapon proficiency, and the dead shot, bleeding wound, and menacing shot deeds.

Standard Issue: The space marine is a marksman trained in proper care and field maintenance of his ranged weaponry. At 1st level, the space marine gains the Tech sphere as a bonus sphere, although she must gain with it the Mechanical Ranged Weaponry (gadget, moddable) talent. In addition, the space marine gains the Alternate Element Pack (accessory) as a bonus talent. If she already possesses either of these talents, she instead gains additional talents from that sphere.

This replaces gunsmith.

If using the gunfighter archetype (from Spheres of Might), or another archetype granting the Combat Training class feature, change the space marine to only replace gunsmith for the standard issue class feature.

EXTRA CLASS FEATURES

CONSCRIPT SPHERE SPECIALIZATION

Tech Specialization (Ex): Starting at 3rd level, increase the conscript's maximum charge pool size by his practitioner ability modifier.

Masterful Machinery (Ex): From 8th level on, the conscript increases the number of crafted gadgets he can have prepared at any one time by his practitioner ability modifier.

Master Technician (Ex): At 20th level, the conscript may craft a gadget from the Tech sphere to be permanent. While unactivated, permanent devices gain charges at the rate of 1 per hour. The conscript may only have one permanent device at a time, if the conscript has already reached this limit and wishes to create a new permanent device, he must select one of his existing permanent devices to dismantle.

PRODIGY INTEGRATED TECHNIQUES

Gadget Activation (opener) (requires Drone): Activate a gadget with a standard action or longer activation time.

Mass Self-Destruct (finish): As a standard action the prodigy may trigger one device she crafted per link in her sequence to self-destruct; all affected devices must be within medium range (100 ft. + 10 ft. per prodigy level) of the prodigy. Devices that self-destruct deal 1d10 bludgeoning/piercing/slashing damage per prodigy level to all creatures within close range (25 ft. + 5 ft. per 2 prodigy levels) to a device. A creature cannot be affected by more than one of the self-destructed devices per use of this ability. The prodigy is not subject to the damage of the explosion.

Recharge Tech (link) (requires Battery): Attach a battery gadget to one of your crafted devices as a swift action.

Section 3

BASIC TALENTS

TECH SPHERE

Training in the Tech sphere teaches you how to quickly and efficiently use devices to build drones, gadgets, and grafts.

When you gain the Tech sphere, you gain 5 ranks in the Craft (mechanical) skill, plus 5 ranks per additional talent spent in the Tech sphere (maximum ranks equal to your total Hit Dice). If you already have ranks in the Craft (mechanical) skill you may immediately retrain them, but you do not get to retrain when only temporarily gaining talents, such as through the armiger's customized weapons class feature. The Tech sphere saving throw DC, if any, is determined using the normal formula for combat sphere talents, using the practitioner's ranks in Craft (mechanical) in place of their base attack bonus.

When you first gain the Tech sphere, you may learn any one (gadget) talent you qualify for.

Charge Pool

Gadgets from the Tech sphere are powered by charges, a neutral term for a source of energy which may be described as alchemical, clockwork, etc., depending upon what would be appropriate for the character and campaign setting. Your charge pool begins with zero charges, but you may add a number of charges equal to $1 + 1$ per 2 ranks of Craft (mechanical) you possess to your pool with 30 minutes of work or 15 minutes if you have access to an engineering kit. After roughly 8 hours of rest, you may choose for a charge to dissipate or stay where it is (whether it's in your charge pool or being stored in another gadget). The maximum number of charges your charge pool can hold at once is equal to your ranks in Craft (mechanical) + the number of Tech talents you possess (minimum 4). Your charges stored in gadgets (excluding batteries) and drones count toward the maximum number of charges you may have in play at once. You may

instantly apply these charges to gadgets you have in your possession during this recharge period.

Gadgets

Some Tech talents have the (gadget) descriptor; these are devices of technological tools you can only create once you've learned the talent. You are considered proficient with any gadget you create. Unless otherwise noted, all gadgets are crafted without any charges.

By default gadgets are considered Tiny objects unless stated otherwise. A Small object counts as 2 Tiny objects or 1/2 a Medium object, etc. A light weapon counts as a Tiny object, a one-handed weapon as a Small object, etc. Unless otherwise stated, a gadget has a hardness equal to your ranks in Craft (mechanical), and 5 hit points + 5 hit points per 2 ranks in Craft (mechanical) you possess.

Augments

Some gadget talents have the (augment) descriptor; these are devices of mechanical parts that function as technological improvements of the wearer to make them faster, stronger, harder, better. They can be described as exoskeletal parts designed to slip over the users own body to improve their functioning. Augments occupy a type of slot similar to cybertech but separate from them. Unless otherwise specified, a single slot may only ever host a single augment. Augment slots are separate from normal magic item slots and cybertech slots, and do not count as being used for the purposes of worn magic items or implanted cybertech or grafts. Donning or removing an augment functions as putting on or taking off leather armor, and increases armor check penalties by 2 if donned hastily. Augments are clunky and stand out instantly inducing a penalty to Disguise checks equal to $10 + 2$ per augment donned.

Drone and Rote Function

Some gadgets have the (drone) descriptor. This means that this gadget can be an innate gadget of a drone. Innate

gadgets built inside the drone don't count towards the maximum number of gadgets you can maintain at once. In addition if a gadget has a function designated a rote function, the drone can pay a single charge to power every single rote function at once, and increasing the duration of the function to 8 hours (unless the base duration is higher). Functions not marked with the rote function must be powered as normal.

Moddable and Accessory

Some gadgets have the (accessory) descriptor, or (moddable) descriptor; (accessory) alters the kind of attack or damage that is done with a gadget, and (moddable) indicates that the gadget can use (accessory) talents. A moddable gadget may have any number of accessories, but unless further specified cannot have multiple of the same accessory.

Signals

Some gadgets have the (signal) descriptor; these gadgets create a long distance signal that can be used for varied purposes; from long range control to receiving and sending information.

Unless otherwise stated, the base signal range of signal gadgets is close range (25 ft. + 5 ft. per 2 ranks in Craft (mechanical)). A signal can penetrate most barriers, but certain amounts of dense materials may severely reduce the signal range. When a signal attempts to pass through 1 ft. of stone, 1 inch of common metal, a thin sheet of lead, or 3 ft. of wood or dirt, the remaining signal distance is halved (rounded down to the nearest 5 feet.). Barriers made of force such as force fields or barriers created with the Protection sphere do not block signals at all. Signal boosters and signal jammers can also affect signal range, as well as other phenomena (as determined by the GM).

Special: Unless otherwise specified, animal companions, Conjunction sphere companions, drake companions, drones, eidolons, familiars, and other similar companions or pets cannot gain this sphere or talents from this sphere.

Crafting of Devices

The necessary components for creating gadgets are gathered over the course of a given day. While there is no monetary cost to creating a device, each gadget is considered to be built using expensive or rare material components for the purpose of the Creation sphere and similar spells or abilities. You may craft any device you know in 30 minutes, or 15 minutes if you have access to an engineering kit, but due to the primitive nature of the devices you cannot prepare more devices at one time than a number equal to $1/2$ your ranks in Craft (mechanical) (minimum 1) + the number of (gadget) talents you possess. If you attempt to craft a gadget that would push your total beyond this limit, you must disassemble gadgets for parts until the gadget total is low enough to permit the new

created gadget. Gadgets require near constant maintenance from the creator, gadgets may be declared abandoned during a 15/30 minute crafting period causing the abandoned gadget to break down, allowing the creation of more gadgets as if disassembled. At the GM's discretion, some devices may be constructed from materials in the environment even without an engineering kit.

After crafting a gadget, you may stow or retrieve the device as a move action as if it were a weapon (or as a free action if you possess the Quick Draw feat, Fast Draw talent, or similar ability).

Activation of Devices

Gadgets are activated and deactivated as a move action (unless otherwise stated). In order to activate or deactivate a gadget, a creature must succeed a Craft (mechanical) check against your Tech sphere DC (as the device activation action) while within touch range of the device, unless they possess the Technologist feat (or Tech Savvy talent). You always succeed at activating or deactivating your own devices. During activation, the activating creature may transfer any number of charges from their charge pool or a battery in their possession into the gadget. A gadget without charges will automatically deactivate on the beginning of your next turn.

Selling or Trading of Devices

Because devices crafted with the Tech sphere are more unstable than standard technological equipment, they are disregarded by most buyers as junk; it is relatively easy (DC 10 Appraise) to recognize the unstable and impermanent nature of these devices, so typically they have no monetary value; a potential buyer who fails their Appraise check assumes they are spare parts or salvage worth no more than 10 gp.

Examples On How Signals Interact with Dense Materials

For the scenarios below, the signal has a range of 50 feet.

Scenario 1: The signal encounters a 1-ft. thick wall of stone after traveling 10 feet. In this scenario, the signal could travel up to 20 ft. past the wall (30 ft. total).

Scenario 2: The signal encounters a 1-ft. thick wall of stone after traveling 10 ft., and a second 1-ft. thick wall of stone an additional 10 ft. beyond the first. In this scenario, the signal could travel up to 5 ft. past the second wall (25 ft. total).

Scenario 3: The signal encounters a single 2-ft. thick wall of stone after traveling 10 feet. In this scenario, the signal could travel only 10 ft. past the doubly thick wall (20 ft. total).

TEKH TALENTS

ALTERNATE ELEMENT PACK (ACCESSORY)

You may choose to change all damage done by a gadget with the (moddable) descriptor to another type of damage. This choice must be taken at the time of the gadgets creation. Attaching this accessory to a ranged weapon applies the effects to its ammunition. This change applies to the base damage type and not extra damage done (such as precision damage or the flaming enhancement).

The type of damage you may select for your gadget is limited by your ranks in Craft (mechanical):

1 rank: Fire or nonlethal or bludgeoning, piercing, and slashing

5 ranks: Acid, cold, or electricity

10 ranks: Sonic

ALT WEAPON MODE (GADGET)

You may attach this gadget to any kind of weapon. Weapons with this attachment can benefit from (accessory) talents as if they were (moddable) gadgets. Choices that must be made at the time of the (moddable) gadgets creation must instead be chosen at the time of this gadgets creation. This gadget uses up 1 charge for each attached accessory per minute of use (in 1 minute non-consecutive increments).

AMMO SPITTER (GADGET, MODDABLE)

This gadget has the ability to process raw materials (assumed to be part of your engineering kit) into different kinds of ammunition. It can expend a charge to create 30 rounds of regular ammunition (including arrows, bolts, bullets or firearm ammunition), 5 throwing weapons, or 1 round of regular ammunition for siege engines (including independent inventions with the siege engine base form) (such as ballista bolts, cannon balls, etc). It can expend additional charges to apply accessories to the created ammunition or weapons (as if the ammunition or weapons were gadgets with the moddable quality) each additional accessory requiring an additional charge. Ammunition and throwing weapons created by the ammo spitter are impermanent and crumble back into their base parts 8 hours after creation, and are always destroyed after an attack whether or not they hit their target.

Ammo Spitters, when creating sets of 30 rounds per charge, are assumed to make ammunition for weapons of Medium-size or smaller, however if the weapon is larger than that, you need to gather raw materials. Treat this as collecting drone materials (see Drone Chapter), and 30 rounds of ammunition as being the same amount of materials as a drone 2 size categories smaller than the weapon itself.

ANATOMICAL STRUCTURE (AUGMENT, DRONE, GADGET)

You gain access to the following attachable gadget schematics. If all the limbs created are in place of pre-existing lost limbs they do not occupy an augment slot. When creating these limbs you may always choose to create less limbs than listed.

Additional Arms

You create a gadget that you can attach to or remove from a creature. When activated with 1 or more charges, the attached creature gains an additional pair of arms with hands that can manipulate objects as a human's can. This cannot be used to gain additional attacks, but can be used to stow and hold items or any other way. Each charge allows these additional arms to function regularly for 8 hours (which can be used in nonconsecutive increments of 1 hour) and is a rote function, or instead be used to double their maximum weight capacity for 1 hour instead. Additional arms occupy the body slot. Drones built with this as a innate gadget replace their basic appendages, before additional appendages count for further limbs. Failing a Reflex save against remote control prevents you from using that limb for 1 round and causes it to drop whatever its holding.

Additional Head

When activated with 1 or more charges, the attached creature gains an additional head granting low-light vision and darkvision 60 feet. Each charge allows this additional head to function regularly for 8 hours (which can be used in nonconsecutive increments of 1 hour) and is a rote function, or instead be used to grant immunity to flanking for 1 minute. Additional heads occupy the brain slot as the information from extra heads is relayed much more directly. Failing a Will save against remote control makes you confused for 1 round.

Additional Legs

When activated with 1 or more charges, the attached creature gains an additional pair of legs granting a land movement speed of 30 ft. or increasing increasing carrying capacity as a quadruped if used on a being with less than 4 legs. Each charge allows these additional legs to function regularly for 8 hours (which can be used in non-consecutive increments of 1 hour) and is a rote function, or instead be used to increase movement speed by 15 ft. for 10 minutes. Additional legs occupy the legs slot as their mechanics tap into the leg related nervous system. Failing a Reflex save against remote control knocks you prone.

Augments, Grafts and Nonstandard Body Types

Not every creature follows the humanoid body type. Functionally, a creature may only ever have 1 body and brain slot. Even if they possess multiple brains or somehow multiple bodies, the augment is shared between them for the augment to be effective. However if the creature possesses multiple of the other kind of slot (legs, arms, eyes, ears), they can benefit from more available augment slots.

Augments used to create new limbs can also benefit from additional augments that fit that kind of slot.

Augments, Grafts, and Polymorph Effects

Donned augments are treated as worn equipment for the purposes of polymorph effects, and will be subsumed as part of the transformation. While affected by a polymorph effect, augments do not function, even if donned after the transformation.

Grafts however are treated as a creature's innate trait. Usually these innate traits are also subsumed as part of the effect, however some types of polymorph effects (such as Anthropomorphic Form from the Alteration sphere) allow a creature to retain its innate abilities.



Tony 'Mr. Krane' Carter

AUTO INJECTOR (AUGMENT, GADGET)

You create an auto injector. This gadget can inject 1 potion or potion-like substance (such as formulae from the Alchemy sphere) into the user as a swift action without provoking attacks of opportunity using up 1 charge to do so. For every additional 10 ranks of Craft (mechanical) the auto injector can store an additional potion. It occupies any 1 slot of choice. Inserting or removing a potion from an auto injector requires a minute. If used in conjunction with the Evac Pack, the Evac Pack will activate the auto injector after withdrawing. Failing a Fortitude save against remote control allows the controller to inject a potion stored in the auto injector into you.

BATTERY (GADGET)

You create a gadget which can be used to power other technological devices you possess (including other gadgets you or someone else creates). Unlike other gadgets, a battery does not need to be activated to be used or have charges allocated to it from a charge pool. Instead, the battery is crafted already containing a number of charges equal to your practitioner modifier (minimum 1). You may completely recharge a battery as part of the time used to replenish charges by spending an additional minute to recharge the battery itself. You may attach this battery to a technological device (such as a gadget) as a swift action. Batteries may not be attached to other batteries. Once attached, charges are first drained from the battery before draining any remaining charges from the attached device. No more than a single battery may be attached to device at a time.

Charging Batteries

While batteries do not require activation or have charges allocated to it from a pool, a battery can be recharged as such. However, an individual battery cannot hold more charges than the creator's practitioners modifier. Attempting to put more charges into a battery over this maximum causes the extra charges to be wasted. This also holds true for the Plasma Creation talent from the Creation sphere.

CAMERA (DRONE, GADGET)

You gain access to the following gadget schematics, each of which come with a small remote handheld display:

Photograph

You create a gadget that when activated is able to take still photographs. The gadget can take up to 10 still photographs for each charge spent. These photos are high resolution, and may be taken at a rate designated by the user, but defaults to one photo every six minutes unless otherwise directed. Regardless of how many charges a

photograph gadget has, it can only maintain 10 still photographs worth of data at a time per 4 ranks in Craft (mechanical) (minimum 1 photo). If you attempt to take photos that would push your total beyond this limit, your gadget will erase stored photodata sequentially from oldest to newest until the gadget's total number of still photographs is low enough to permit the new taken photos. Stored still photographs taken may as a full-round action and be permanently imprinted upon a cloth or vegetable-based surface such as linen, paper, parchment, or wood.

Video Recorder

You create a gadget that when activated, is able to record moving pictures. The gadget can record up to 1 hour of poor resolution video for each charge spent as a rote function (charges can be spent in nonconsecutive 1 hour segments). Regardless of how many charges a video recorder has, it can only maintain 1 hour of video data per rank in Craft (mechanical) you possess. If you attempt to record an amount of video data that would push your total beyond this limit, your gadget will erase stored video data sequentially from oldest to newest until the gadget's total video data is low enough to permit the new recorded content.

Data retrieved with the camera may be viewed through the small remote handheld display. Drones with the photographs gadget include a small button or switch that allows for the camera's user to take individual photos as an immediate action while within signal range through the handheld display. Video recorder gadgets can livestream the information through the remote control while in its signal range.

CHEMALYZER (GADGET)

You create a small extendable wand tipped with a sampling nozzle. When activated, the chemalyzer grants a +1 competence bonus to all Craft (alchemy) or Knowledge (engineering) checks to identify an unknown pharmaceutical, poison, chemical, or substance (such as alchemical items or formulae). It cannot aid in the identification of magical effects or items like potions. The chemalyzer uses up 1 charge per use. For every 5 ranks in Craft (mechanical) you possess, the competence bonus granted by the chemalyzer increases by 2.

COLLAPSIBLE DRONE

When deactivated, drones you create are collapsed into a more portable object that is three size categories smaller than they normally are; this has no effect on the drone's weight. When activated, the drone expands out of its collapsed state.

COLLAPSIBLE VEHICLE (DRONE, GADGET)

You may create a small box about 2 ft. in diameter that can expanded as a full-round action to become a Medium or Large vehicle (chosen at the time of its creation). A vehicle can remain in its expanded form even without charges.

It can carry a total number of creatures equal to twice its size category (2 Medium creatures can fit inside a Medium vehicle, 4 Medium creatures can fit inside a Large vehicle, etc.)

The vehicle is a 1 HD construct with hit points equal to the number of ranks you possess in Craft (mechanical), no ability scores except a Strength and Dexterity score of 10 + 2 for every 5 ranks you possess in Craft (mechanical), an AC equal to 10 + 1/2 your ranks in Craft (mechanical), a bonus to saves equal to +0, and is considered a quadruped for the purposes of carrying capacity. Vehicles possess no magic item or augment slots. It has a land or swim speed of 40 ft. + 10 ft. for every 5 ranks you possess in Craft (mechanical) (chosen at the time of its creation). Vehicles can make a slam attack (1d6 Medium, 1d8 Large) with their body during a charge attack (its reach is always 5 ft. regardless of size), however making an attack with it this way causes it to take half the damage it inflicts onto its own body. The construct gets no actions of its own and must be activated to perform any set of actions.

The vehicle may be activated as a standard action, which gives the vehicle its own actions set for that turn (granting it a swift, move, and standard action). When activating a vehicle, you can substitute a required Craft (mechanical) check for a Profession (pilot) check. The creature activating the gadget uses their base attack bonus (or ranks in Craft (mechanical), if higher) + their Intelligence modifier when calculating the weapon's attack bonus, with the appropriate size modifiers for the weapon's size (i.e., -4 for Gargantuan, etc.). A collapsible vehicle uses 1 charge per 10 minutes of operation (in nonconsecutive 10 minute increments).

The base vehicle is not covered, granting creatures easy access to the interior. Soft cover is granted to passengers against creatures outside of the vehicle.

If you select this talent a second time you can create covered vehicles. Passengers inside of the vehicle gain total cover, but cannot interact with or make attacks against anything outside the vehicle. Any creature within the vehicle may create an opening as a move action, reducing this bonus to improved cover (+8 to AC, +4 to Reflex saves), allowing the creature to make attacks and interact with targets outside the vehicle. When making an attack in this fashion, targets outside the vehicle gain soft cover against attacks originating from inside the vehicle (+2 AC, +1 Reflex saves).

If integrated as part of a drone, this gadget functions differently. It loses the ability to be collapsible however the drone is considered the vehicle, and as such uses the drones statistics, and actions (however the drone uses the vehicle segments movement speed). As drones can be larger or smaller than Medium and Large size, the amount of passengers a vehicle can carry is increased accordingly. If the gadget is integrated this way it requires no further charges.

COMBINED AUGMENT

When you create a augment, you may choose to combine it with another augment of your choice that occupies the same augment slot. Augments combined this way share the same pool of charges but are powered independently.

COMMSET (GADGET, SIGNAL)

You create a pair of handheld devices that allows for communication with other commset users within signal range. The commset once activated, uses up 1 charge per 2 hours. You may attach the commset to an item slot as part of the same action used to activate the gadget, otherwise the gadget must be held until attached to an item slot as a move action. Commset gadgets created by different practitioners may be synced up to utilize the same communication channel, provided all participating practitioners are aware, willing, and within signal range.

DERMAL PLATING (AUGMENT, DRONE, GADGET)

When activated with 1 or more charges, the attached creature gains a +2 natural armor bonus. This natural armor bonus does not stack with any natural armor the attached creature possesses. The plating uses up 1 charge per minute of use. The natural armor bonus increases by +1 per 5 ranks in Craft (mechanical). The dermal plating occupies the body slot. Failing a Fortitude save against remote control makes you lose the natural armor bonus for 1 round.

DIGA DRILL (DRONE, GADGET)

You create a diga drill, which is a martial two-handed technological melee weapon as well as an advanced digging and drilling tool. For the purpose of feats or abilities, the diga drill is considered and functions as a lance and may be used one-handed while mounted. When used in such a function the gadget requires no charges. However by spending a charge during a charge action you can have the drill activate its “breaker” form. This expands it to

roughly your size, uses a different set of weapon statistics, and grants you a burrow speed equal to your normal speed for that round. You can burrow through loose dirt and anything with hardness 0 or less with no difficulty, however if during your burrow you encounter something with hardness 1 or greater, you may make a attack with the drill against it for that round. The drill bypasses a point of hardness for every 2 ranks you possess in Craft (mechanical). If you manage to destroy the obstacle with this attack you may continue forward treating the squares of the destroyed obstacle as difficult terrain. This can allow you to initiate a charge through squares that you do not have line of sight to. You may resolve your charge attack against any valid target within reach of the charge’s path after passing through the barriers (creature or object) blocking your line of sight. This ability may be used in conjunction with the Unstoppable Brute talent. Drones inbuilt with this gadget are always considered to be attacking with this weapon “Mounted”.

DRONE (GADGET, SIGNAL)

You may build and modify drones, constructs which are under their creator’s control. Unlike other gadgets, drones do not count against your maximum number of gadgets prepared. Instead you are limited by how many Hit Dice worth of drones you may have activated at a time. You may have a total number of drones activated at any one time whose combined Hit Dice does not exceed your ranks in Craft (mechanical). If you attempt to activate a drone that would push your total beyond this limit, your drones deactivate sequentially from oldest to newest until the Hit Dice total is low enough to permit the new activated drone.

You may take this talent up to 4 times, each time after the first, you increase the total Hit Dice of drones you may have activated at once by an additional 1 per rank in Craft (mechanical) you possess.

See the Tech Sphere Drone chapter for additional rules on building drones.

EFFICIENT DRONES

You may reduce the weight of your drones as if one size category smaller. In addition, the time required to gather your drone parts or the gold to purchase drones are treated as if your drone is one size category closer to Medium by one step. You may take this talent up to 4 times, its effects stack.

	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Charge Use</i>	<i>Weight</i>	<i>Type</i>	<i>Special</i>
Diga Drill	1d6	1d8	x3	-	0	10 lbs.	P	Reach
Diga Drill (Breaker form)	1d10	1d12	x4	-	1	10 lbs.	P	Reach

EMERGENCY GEAR (DRONE, GADGET, SIGNAL)

You gain access to the following gadget schematics.

Beacon

You create a tiny, pod-shaped device that emits a bright red flash from a dome on its top once every 6 seconds when activated. The beacon once activated uses up 1 charge per 8 hours (in 8 hour increments) as a rote function. The beacon also transmits its location. Any device capable of receiving signals of any sort (such as the Commset gadget) can pick up a beacon signal, which can then be tracked back to the source with a successful DC 15 Knowledge (engineering) or Survival check. Unlike other gadget's a beacon's base signal strength is 5 miles (or your gadgets innate signal strength whichever is higher) over flat terrain, but this range is halved in forests or hills, and quartered in mountainous terrain or through water. Beginning at 5 ranks in Craft (mechanical), you can also transmit words in addition to the transmitted location. For every 5 ranks you have in Craft (mechanical), you can transmit 3 words, in addition to the the transmitted location.

Shelter

An emergency shelter is a small, 2-ft. long egg-shaped device. Once activated, the shelter rapidly unfolds and inflates into a hut with composed of a number of contiguous 10-ft. cubes equal to half your ranks in Craft (mechanical) (min 1). It's capable of providing shelter for up to six Medium or Small creatures per cube (a Large creature takes up 4 Medium creature slots, 4 Tiny creatures fit within a single Medium creature slot). This process takes 1 minute to complete. The shelter includes pneumatic spike anchors that can attach it to any ground cover of hardness 8 or less. The interior is lit alchemically in normal light. The shelter can withstand winds of up to 120 mph, extreme pressure (such as deep sea pressure), and doesn't collapse in void, providing excellent insulation for those inside, maintaining a temperature between 50 and 80 degrees Fahrenheit (10 and 26 degrees Celsius). A small combination heater/air scrubber set on the floor near the entrance to the shelter controls the temperature and recycles the internal air into breathable air. The hut has fire resistance 20, cold resistance 20, and acid resistance 10. The 1-in. walls are made of dense resin (see sidebar below). You can choose for separate sections of the resin to be transparent or opaque as you desire. The hut cannot float on water. The door is airtight and contains an airlock, allowing anyone inside an emergency shelter to live in inhospitable conditions with ease and exit the shelter without compromising its internal conditions. The hut can be integrated inside of of pre-existing

structures buildings or vehicles, with the resin automatically moulding itself to adjust its walls to fit any cracks in the interior. A shelter can be integrated as part of a Large building or vehicle plus an additional size category larger for each additional 10-ft. cube the shelter is composed of. Vehicles with a shelter integrated this way don't benefit from its elemental resistances, but the creatures inside the vehicle still do.

The shelter uses up 1 charge per 8 hours (in 8 hour increments) as a rote function, and will automatically deactivate when out of charges. Upon deactivation, all foreign objects and creatures will be harmlessly ejected from the emergency shelter, compacting itself back down into its portable shape over the course of 1 minute.

New Special Material: Dense Resin

Hardness: 8

Hit Points: 10/in. thickness

EVAC PACK (AUGMENT, DRONE, GADGET)

When activated with 1 or more charges, the gadget will remain dormant until a special set of actions that will trigger once the attached creature drops to 0 hit points (or when ordered by its creator as an immediate action). Once the gadget has been triggered, it will expend charges at the rate of 1 per minute. On the round that the evac pack is first triggered, the gadget will during your next round pick the attached creature up (if prone), and take a double movement toward a designated extraction point (using the attached creature's movement speed, minimum 30 ft.) which a wearer may designate as a free action during their turn as a space within long range (400 ft. + 40 ft. per rank in Craft (mechanical)). Each round following the triggered round, the evac pack will take the withdrawal action until it reaches the designated extraction point. The gadget will then set the attached creature down in a safe space and deactivate. This augment occupies the legs slot. Failing a Reflex save against remote control, allows the controller to determine the designated extraction point and force the Evac pack to withdraw towards it (using the attached creature's movement speed, minimum 30 ft.) for 1 round.

EXO-SKELETAL MUSCLES (AUGMENT, DRONE, GADGET)

When activated with 1 or more charges, the attached creature gains a +2 enhancement bonus to Strength. The muscles use up 1 charge per minute of use. This bonus to Strength increases by +2 per 7 ranks in Craft (mechanical). The exoskeletal muscles occupy the body slot. Failing a Reflex save against remote control makes you staggered for 1 round.

EXTERNAL HEALTH MODULATOR (AUGMENT, DRONE, GADGET)

When activated with 1 or more charges, the attached creature gains a +2 enhancement bonus to Constitution. The modulator uses up 1 charge per minute of use. This bonus to Constitution increases by +2 per 7 ranks in Craft (mechanical). The External Health Modulator occupies the body slot. Failing a Fortitude save against remote control makes you nauseated for 1 round.



FIREFIGHTER EQUIPMENT (DRONE, GADGET)

You gain access to the following gadget schematics.

Fire Extinguisher

This cylindrical device has a nozzle at one end and a handle on one side. When activated, a fire extinguisher creates a 15-ft. cone of misty vapor that swiftly extinguishes fires within its area of effect. The fire extinguisher uses up 1 charge per use. Against magical fire effects, such as those created by a wall of fire or similar spell, the fire extinguisher only extinguishes the part of the larger effect its vapors directly contact. Continual magic flames, such as those of a flaming weapon or fire creature, are suppressed for 6 rounds before they automatically reignite. To extinguish an instantaneous fire effect or spell, the wielder must use a readied action with the fire extinguisher to counter the effect; this can cancel the entire effect, provided the source of the effect is in the extinguisher's area of effect.

When used against a creature of the fire subtype, a blast from a fire extinguisher deals 1d6 points of cold damage per 2 ranks of Craft (mechanical) (minimum 1d6) (Reflex for half). A breathing creature exposed to a direct blast from a fire extinguisher is not harmed as long as the area is relatively well-ventilated—using a fire extinguisher in a confined area with poor or no ventilation can result in slow suffocation (at the GM's discretion).

Flashlight

When activated, a flashlight creates a beam of normal light in a 60-ft. cone. You may attach the flashlight to an item slot as part of the same action used to activate the gadget, otherwise the gadget must be held until attached to an item slot as a move action. The direction of the cone is chosen once each round as a free action. It also increases the light level in the area beyond this initial cone by one step, out to a 120-ft. cone. It does not increase the light level in normal light or bright light. Against magical darkness, the flashlight may expend an additional charge to suppress the magical darkness (turning it into regular darkness) for 1 minute before the darkness overwhelms the light. In normal conditions, the flashlight uses up 1 charge per 8 hours of use as a rote action and can be integrated into a drone without counting towards the maximum number of integrated gadgets it may possess.

Respirator

When activated, a respirator forms a mask over the face of the wearer which creates a vacuum seal, scrubbing the air which the wearer breathes out, allowing them to breathe in contaminated areas or oxygen deprived areas (including underwater environments) so long as the respirator has power. Variations of this gadget exist for

creatures dependant on different environments. Aquatic creatures for example may have a respirator that allows them to “breathe” outside of water. Generally, the respirator gadget does not prevent the use of other head slot items such as circlets, crowns, hats, and hoods. The respirator uses up 1 charge per hour of use. Drones don’t usually need respirators, however a drone with a integrated respirator may activate theirs for willing adjacent creatures.

GRAVITY CLIP (DRONE, GADGET)

A gravity clip is a small, disc-shaped device that can be attached to an area, creature, melee weapon, or object with different effects based on target. Attaching a clip to a square in your space, yourself, or an object or melee weapon you are holding requires only a move action, which automatically activates the device. Removing an attached clip is a standard action, which immediately deactivates and expends any remaining charges.

To target an area with the clip, you must successfully make a melee or ranged touch attack (range 15 ft.) against a solid space within range to attach it. Once attached, the clip will automatically activate, causing the clip to create an area of light or heavy gravity (chosen at time of activation) with a radius of up to 5 ft. + 5 ft. for every 2 ranks you possess in Craft (mechanical), and expend a single charge at the start of each round.

The clip may also be used to normalize gravity. This functions to turn areas of, light, heavy or no gravity into areas of normal gravity. This may be used to provide normal gravity to either an area with a radius of up to 5 ft. + 5 ft. for every 2 ranks you possess in Craft (mechanical) or for a single building, structure or vehicle with a maximum size of Colossal. Using the gravity this way requires a single charge for an hour of use and is a rote function.

To target a creature with the clip, you must successfully make a melee or ranged touch attack (range 15 ft.) to attach it. Once attached, the clip will activate, causing the creature to act as if in light or heavy gravity (chosen at time of activation), and expend a single charge at the start of each round.

To target a melee weapon with the clip, you must successfully make a melee or ranged touch attack (range 15 ft.) to attach it. Once attached, the clip will automatically activate, causing the weapon’s mass to modulate with each successful attack on the moment of impact, via the manipulation of the gravity fields around the weapon. Each successful hit against a target consumes a charge from a gravity clip and causes the damage from the hit to resolve as if the weapon were one size category smaller or larger (chosen at time of activation) than its actual size. This effect does not stack with similar effects, such as those granted by the spell lead blades.

To target an object that isn’t a weapon, you must successfully make a melee or ranged touch attack (range 15 ft.) to attach it. Once attached, the clip will automatically activate, causing the object to double or halve its density. Mechanically, this doubles or halves the object’s weight, and causes the object to count as one category lighter or heavier for the purposes of the Telekinesis sphere and other effects. The clip will expend a single charge at the start of each round.

You may attach the gravity clip to a different ranged weapon as long as the weapon fires a physical projectile, and use its range increments for its effect, however in that case this ability is no longer a touch attack even if the weapon itself would be.

Heavy and Light Gravity

Heavy Gravity: In heavy gravity areas, Acrobatics, Climb, Ride, and Swim checks incur a -2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character’s speed. Weapon ranges are halved. A character’s Strength and Dexterity scores are not affected. Characters that fall in areas of heavy gravity take 1d10 points of damage for each 10 ft. fallen, to a maximum of 20d10 points of damage.

Light Gravity: Characters in an area of light gravity gain a +2 circumstance bonus on attack rolls and on Acrobatics and Ride checks. All items weigh half as much, and weapon ranges double. Strength and

Dexterity don’t change as a result of light gravity, but what you can do with such scores does change. Falling characters in light gravity take 1d4 points of damage for each 10 ft. fallen (maximum 20d4).

HOMING PACK (ACCESSORY)

This accessory can only apply to ranged weapons, granting its attacks homing properties. Ranged attacks with that weapon ignore 2 points of the AC bonus from cover, plus an additional 2 points for every 6 ranks you possess in Craft (mechanical). In addition, the wielder may treat creatures behind total cover as if the cover granted a +8 bonus to AC rather than being invalid targets for attack; however, there must be a gap in the cover large enough to fit the ammunition through.

IMPROVED USER INTERFACE

Gadgets you create can be designed to be more or less user friendly to users that are not you. You can create gadgets with superior user interface, granting a +5 to the check to activate the gadget.

You can also create gadgets with a lock (be it a literal lock, or just a difficult way to utilize the gadget) preventing creatures from benefiting from superior user interface bonuses as well as imposing a -5 penalty to activate the gadget unless they possess a key (be it a literal key or a passcode, or just the proper method of activating your tech).

If you possess at least 10 ranks in Craft (mechanical), you may take this talent a second time increasing the bonuses and penalties granted by this talent by an additional 5.

INTERNAL TOOL (ACCESSORY, AUGMENT, DRONE, GADGET)

You may create an accessory or augment that can be used to store a single tool, weapon, or (non-augment) gadget for quick retrieval chosen at the time of the gadget's creation. The integrated tool can be simply stored inside the accessory or augment, and can be retrieved as a standard action, and put back the same way. Or the tool or weapon may be configured in such a way to be integrated with the gadget. Tools integrated this way can be retrieved and stored as a swift action, can be sundered but cannot be disarmed, or detached. Tools integrated as an augment still require the user to use the limb they normally use to operate such a tool (for instance thieves tools integrated in an ear slot would still require hands to utilize). If you possess the Quickdraw feat, Fast Draw talent, or similar ability, you can retrieve stored or integrated weapons or gadgets as a free action.

The maximum size of the tool depends on the slot used to store the tool (assuming the creature is Medium-sized). Arm: 1 Tiny object, Leg: 1 Small object, Body: 1 Small object, Ears, Eyes, Brain, and Head: 1 Fine object; however the tool may be stored between different slots as long as its modular enough to do so (gadgets are assumed to be so by default), however it only functions when together. Failing a Will save against remote control, allows the controller to withdraw or retract integrated tools or drop or prevent access to stored tools for 1 round.

JET-BOOSTERS (DRONE, GADGET)

Jet-boosters consist of a pair of cylindrical tanks which may be attached to any empty item slot as a move action (although are normally used with the feet or shoulder slot) and are created with a pair of motion-sensitive rings worn on the thumbs that are used as wireless thrust and attitude controls. The jet-boosters once activated, grant a fly speed of 60 ft. with poor maneuverability. If the wearer successfully hovers near ground level, she obscures visibility as though she was Large size and had the Hover feat. The exhaust isn't hot or concentrated enough to be used as a weapon. The jet-boosters use up 1 charge per round of use.

Jet-boosters can be operated in slow burn mode as a rote function, giving the wearer a fly speed of 30 ft. with perfect maneuverability and consuming 1 charges per 4 hours (in consecutive 4 hour periods). You cannot fly while carrying anything other than a light load while in this mode. In addition, this fly speed only allows you to maintain yourself a 3 ft. above the surface of the ground. If you are higher than that on the end of your turn, you glides to 3 ft. above the ground, taking no falling damage. Jet-boosters operated in slow burn do not obscure visibility. Jet-boosters can be operated in overdrive, giving the wearer a fly speed of 90 ft. with clumsy maneuverability and consuming 2 charges per round (instead of the normal 1 per round).

Jet-booster canisters may be attached to an unwilling creature with a successful melee touch attack, which when activated, will forcefully move the creature in the chosen direction. Creatures with ranks in the Fly skill can attempt a Fly check vs. your Tech sphere saving throw to reduce this forced movement by half. The creature will keep flying in that direction (which can be changed as a movement action by remote control) until charges run out, or unless the creature spends a standard action on its turn to forcefully remove the jet-boosters.

As an alternative the jet-boosters can be designed to function underwater, and grant propulsion underwater the same way they can grant a flight speed above ground, except that creatures gain a swim speed instead of fly speed. When used underwater, creatures with ranks in the Swim skill may attempt a Swim check vs. your Tech sphere saving throw to reduce the forced movement by half. The type of booster this talent functions as must be chosen at the time of creation.

LASER PACK (ACCESSORY)

You may choose a gadget with the (moddable) descriptor that deals fire damage to deal laser damage, removing all other damage types except fire. This choice must be taken at the time of the gadget's creation. If you have 10 ranks in Craft (mechanical) you may have the weapon retain its other damage types (instead of dealing only fire damage), but still be treated as a laser weapon.

LASER WEAPONS

Laser damage can pass through force fields and force effects, such as a wall of force, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers do not provide cover from lasers—but unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to laser damage. Fog, smoke, and other clouds provide cover in addition to concealment from laser damage. Darkness (magical or otherwise) has no effect on lasers other than providing concealment,

and a lasers do not provide significant illumination to change the light levels of a surrounding area.

Laser weapons always target touch AC no matter the range increment, but cannot benefit from Strength modifiers to damage.

MASS DRONE DEPLOYMENT

You may expend your martial focus as a full-round action to activate any number of drones you have created. You still must be within signal range to activate your drones.

MECHANICAL RANGED WEAPONRY (GADGET, MODDABLE)

You may select this talent multiple times, each time expanding the list of ranged weapons you may create as a gadget (chosen at time of creation). Unlike normal weapons of their kind, weapons created with this talent have built-in adapters allowing them to use charges (at a one-one ratio) instead of regular ammunition, if so desired. Reloading a weapon with a charge is a free action.

The first time you gain this talent, you may create your choice of hand crossbow, repeating heavy crossbow, and repeating light crossbow. A hand crossbow is an exotic light crossbow, the repeating light crossbow is an exotic one-handed crossbow, and the repeating heavy crossbow is an exotic two-handed crossbow.

The second time you gain this talent, you expand your list to include the blunderbuss, musket, and pistol. The blunderbuss and musket are exotic two-handed early

firearms, while the pistol is an exotic one-handed early firearm.

The third time you gain this talent, you expand your list to include the revolver, rifle, and shotgun. A revolver, is an exotic one-handed advanced firearm, while the rifle and shotgun are exotic two-handed advanced firearms.

MECHANICAL TOOL (DRONE, GADGET)

You create a gadget can be used as an advanced tool chosen at the time of the gadget's creation. When crafting this gadget, pick a skill from the list: Acrobatics, Craft (any), Climb, Disable Device, Escape Artist, Fly, Heal, Perception, Profession (any), Ride, Sleight of Hand, Stealth, or the Swim skill. This gadget counts as master-work tools for the purposes of that skill. Using the gadget this way requires 1 charge per 8 hours use as a rote function. Or you can spend a charge to have the tool grant a competence bonus to that skill for 1 specific use equal to $3 + 1/2$ your ranks in Craft (mechanical).

A mechanical tool is a Tiny object that can expand up to a Small-sized object for its use (the GM is the final arbiter on its necessary size).

MODULAR SLOT (AUGMENT, GADGET)

You create a modular augment slot, for any augment slot of your choice. After the modular slot is donned for that augment slot, the wearer may remove or attach a single augment gadget to that slot as a standard action (or as a move action by expending your martial focus).

Exotic Crossbows

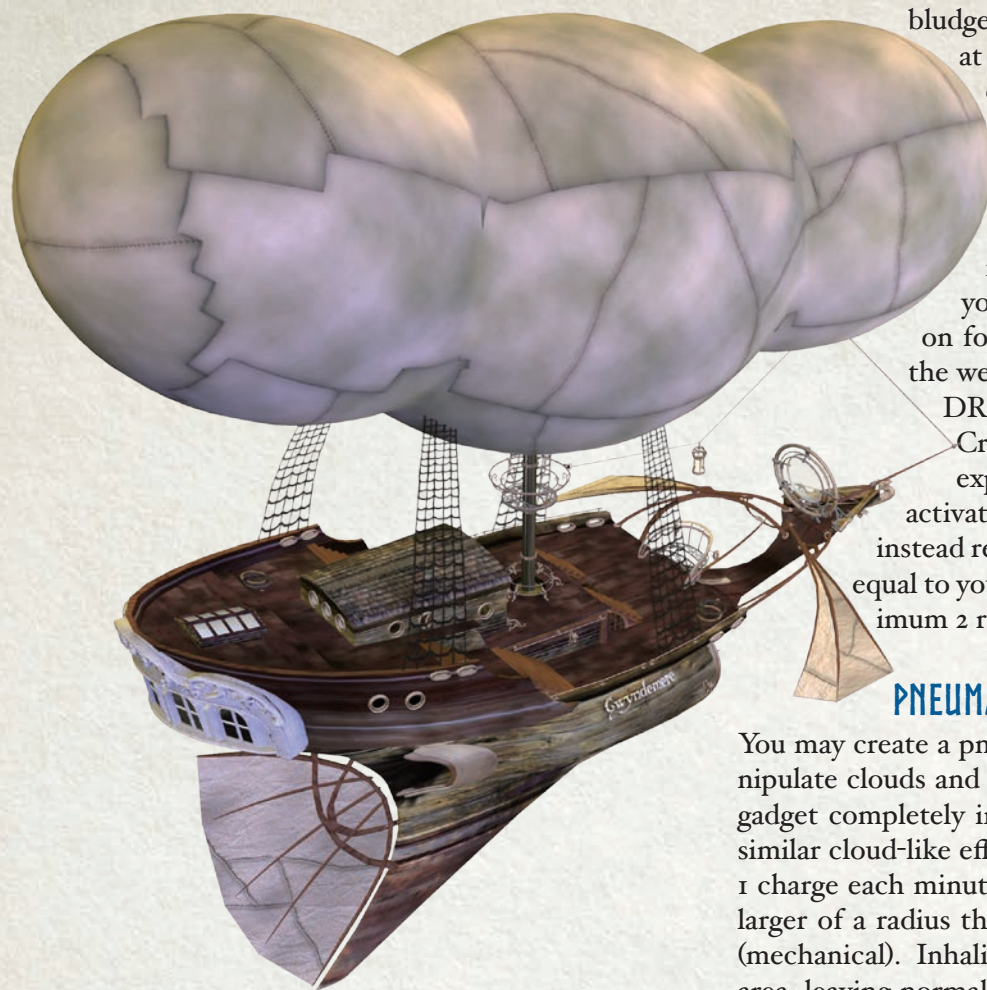
	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Crossbow, Hand	1d3	1d4	19-20/x2	30 ft.	-	1	2 lbs.	P	-
Crossbow, Heavy Repeating	1d8	1d10	19-20/x2	120 ft.	-	5	12 lbs.	P	-
Crossbow, Light Repeating	1d6	1d8	19-20/x2	80 ft.	-	5	6 lbs.	P	-

Early Firearms

	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Blunderbuss	1d6	1d8	x2	special	1-2 (10 ft.)	1	8 lbs.	B and P	scatter, touch
Musket	1d10	1d12	x4	40 ft.	1-2 (5 ft.)	1	9 lbs.	B and P	touch
Pistol	1d6	1d8	x4	20 ft.	1 (5 ft.)	1	4 lbs.	B and P	touch

Advanced Firearms

	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Revolver	1d6	1d8	x4	20 ft.	1	6	4 lbs.	B and P	touch
Rifle	1d8	1d10	x4	80 ft.	1	1	12 lbs.	B and P	touch
Shotgun	1d6	1d8	x2	20 ft.	1-2	1	12 lbs.	B and P	scatter, touch



bludgeoning, piercing, or slashing (chosen at time of creation). The appearance of the weapon may be shaped to one that appeals to the wielder, but regardless of appearance, the particle weapon uses the stats found in the table below. While the weapon normally doesn't require charges to use, you may activate the particle weapon for 1 round, allowing any attacks that the weapon makes to bypass an amount of DR or Hardness equal to your ranks in Craft (mechanical) while active. If you expend your martial focus when you activate the particle weapon, the weapon instead remains active for a number of rounds equal to your practitioner ability modifier (minimum 2 rounds).

PNEUMATIK BOX (GADGET)

You may create a pneumatically sealed box that can manipulate clouds and gaseous forms. When activated, the gadget completely inhales one gas, fog, smoke, mist, or similar cloud-like effect expending charges at the rate of 1 charge each minute. The cloud-like effect can have no larger of a radius than 10 ft. + 5 ft. per 5 ranks in Craft (mechanical). Inhaling the cloud removes it from the area, leaving normal breathable air in its place. Gaseous creatures gain a Reflex save to avoid being inhaled. If the cloud has a duration, the time the cloud is contained within the gadget counts toward that duration (gaseous creatures are immediately and harmlessly expelled from the device, breaking the pneumatic box, should their gaseous form expire).

While the cloud or gaseous form is contained, if the pneumatic box should break (hardness 8, hit points 10), the device immediately deactivates. When deactivated, any gas, fog, smoke, or similar cloud-like effect is expelled as a breath weapon, filling a 60-ft. cone (or the cloud's original area, if smaller). Any creature in the breath's area is subject to its normal effects, making saving throws and spell resistance checks as appropriate against the cloud's original DC's. The exhaled cloud resumes its duration, if any.

The modular slot requires no charges, as it receives its required charge through the other augment.

For every device you dedicate to create an augment gadget (excluding modular slots) you may create a modular augment slot without requiring a device. Failing a Will save against remote control, allows the controller to simply reject the attached augment causing it to fall to the ground in your square.

PARTICLE WEAPON (GADGET, MODDABLE)

You may create a small handheld device which as a move action (or as a free action with the Quick Draw feat, or similar ability), folds out into one of three simple technological melee weapons, which deal your choice of

	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Charge Use</i>	<i>Weight</i>	<i>Type</i>	<i>Special</i>
Light Particle Weapon	1d4	1d6	x2	-	1	1 lb.	B, P, or S	
One-Handed Particle Weapon	1d6	1d8	x2	-	1	2 lbs.	B, P, or S	
Two-Handed Particle Weapon	1d10	2d6	x2	-	1	4 lbs.	B, P, or S	

REMOTE CONTROL (GADGET, SIGNAL)

A remote control is a handheld device fitted with a circular screen and a set of buttons. This remote control grants centralised control over all gadgets you have created. It allows you to activate and deactivate your gadgets that are within the remote controls signal range and line of sight as if you were adjacent to them. You may spend a charge from the remote control to activate up to 2 gadgets you created + 1 gadget per 4 ranks you possess in Craft (mechanical) as a single move action. Creatures other than you still must succeed on a Craft (mechanical) check in order to activate or deactivate each gadget you created. You may create multiple remote controls and set limits to the gadgets each one can control individually.

You may use the remote control to control augments worn by others by spending a move action to do so. Remote controlling augments fundamentally grants control of said augment as long as the creature with the augment is not resisting control. The creature with the augment must make a saving throw to avoid suffering the negative result of your control. This allows the controller to move the limb in ways it's capable of doing (legs can take you elsewhere, arms can open doors or punch yourself, exoskeletons can carry your body), however if the creature is resisting the effect is only limited to what's listed for each limb.

The remote control uses up 1 charge per 4 hours of use (in nonconsecutive 4 hour increments).

REPAIRABLE DRONE

Instead of being destroyed when your drone reaches 0 hit points, it becomes deactivated until it is restored to 1 hit point or more. If a drone takes damage from a single attack equal to or greater than its maximum hit points while it has 0 current hp, the drone is destroyed.

SEEKER MISSILE CANNON (GADGET, MODDABLE)

A seeker missile cannon is a martial two-handed technological firearm. As a full-round action, you can expend 2 charges in order to launch an advanced homing missile against a creature or object within long range (400 ft. + 40 ft. per rank in Craft (mechanical)). You can even choose to designate a target that you have no line of sight to, as long as it broadcasts a signal, and you are within its signal range. The missile travels up to 800 ft. on your turn towards its target, following a path of least deviation. However the missiles are capable of course correction, turning itself on your turn 90 degrees a number of times equal to 1 + 1 per 5 ranks you have in Craft (mechanical). If the missile does not reach its target in the same round it is launched, the missile may be attacked, having a touch AC equal to your Craft (mechanical) modifier, 1 hit point, and automatically fails any saves as an

unattended object. Any missiles that reach their maximum range before reaching their target, stop flying and becomes a harmless dud.

Once a missile reaches its target, it explodes into an area of effect dealing 1d4 damage, half bludgeoning and half fire damage to each creature or object in a 5-ft. radius burst (Reflex half). For every rank you have in Craft (mechanical), you may launch an additional missile during your turn at no additional charge cost. If you shoot multiple missiles you may allocate your targets however you wish, having each missile strike a different target or the same target. Creatures or objects that are in the area of multiple missile explosions at once combine all their base damage together, make a single Reflex save for half damage, and are treated as a single area of effect for the purposes of dealing damage to swarms.

When you possess 10 ranks in Craft (mechanical) the targeted missile cannon instead has a range of extreme (1000 ft. + 100 ft. per rank in Craft (mechanical)), and only requires a standard action to activate.

SELF DESTRUCTIVE DEVICE (MODDABLE)

You may as a move action (or an immediate action if you expend martial focus) cause an already activated gadget that you created to explode. If you possess a remote control, you can affect any of your gadgets within signal range, otherwise the range is 30 feet. All creatures within 10 ft. of the device must make a Reflex save or take 1d6 bludgeoning/piercing/slashing and fire damage per remaining charges left on the device or ranks in Craft (mechanical), whichever is lower, (minimum 2d6) (Reflex half). If used to destroy an augment, the creature takes a -5 penalty to their Reflex save. If the augment occupied a brain slot, the creature must succeed on a Fortitude save (DC is 10 + damage taken) or be slain instantly as their head explodes.

SIGNAL ATTENUATOR (DRONE, GADGET)

You may create a gadget that either boosts or jams signals of other technological equipment within close range. Signals boosted by the gadget have their signal strength increased by one step: touch range become close range, close range become medium range, medium range become long range, long range become extreme range. Signals jammed by the gadget have their signal strength reduced by one step: extreme range become long range, long range become medium range, medium range become close range, close range become touch range. Multiple signal attenuators may be used at once, their effects are additive (using two signal boosters will increase the signal strength by two steps, while using two signal jammers will reduce the signal strength by two steps). Each time you activate this gadget, you may choose whether to use it as

- a signal booster or signal jammer. Activating this gadget uses up 1 charge per 4 hours of use.

SYNAPTIC REACTION MAXIMIZER (AUGMENT, DRONE, GADGET)

When activated with 1 or more charges, the attached creature gains a +2 enhancement bonus to Dexterity. The maximizer uses up 1 charge per minute of use. This bonus to Dexterity increases by +2 per 7 ranks in Craft (mechanical). The reaction maximizer occupies the brain slot. Failing a Reflex save against remote control makes you paralyzed for 1 round.

TASER (GADGET, MODDABLE)

You may create a weapon that sends electric shocks through a target to incapacitate them. You may attach the taser to any weapon as part of the same action used to draw the gadget, otherwise the gadget must be attached to a weapon as a move action. Once attached, the wielder may expend 2 charges from the taser to make a special attack action with the weapon. On a successful attack the attack deals only nonlethal electricity damage, and deals an additional 1d8 damage nonlethal electricity damage per 2 ranks you have in Craft (mechanical) (minimum 1d8), and the damaged creature is sickened and staggered for 1 round. Creatures with the robot subtype take lethal electricity damage instead of nonlethal. Creatures damaged may make a Fortitude save to reduce the damage taken by half and avoid the sickened and staggered condition. If attached to a net (or similar weapon), the taser expends a charge each round that a creature begins its turn entangled after the initial attack, and deals 1d8 damage nonlethal electricity damage per 5 ranks you have in Craft (mechanical) (min 1d8) damage again, forcing additional Fortitude saves versus sickened and staggered as well as the damage.

TECH SAVVY

You are considered to be trained in any skill used against a technology-based subject. If the skill in question requires training to use even against non-technological

subjects, you may instead make a Craft (mechanical) check in its place with a -5 penalty. Associated Feat: Technologist.

TRACKER CHIP (GADGET, SIGNAL)

You create a gadget that usually appears to be a Fine-sized object composed of metal or circuit-board. When activated with 1 or more charges, the tracker chip pulses a signal that is usually traced using a remote control gadget or similar device. The tracker chip uses up 1 charge per 4 hours of use (in 4 hour increments). As a melee or ranged touch attack (range 15 ft.), you may attach the tracker chip to a creature or object. Finding a tracker chip that has been attached to a creature or object requires a Perception check made against your Tech sphere DC. Once the tracker chip has been located, it can be removed from a creature or object as a standard action.

It tracks creatures or objects with a margin of error of 10 feet.

You may attach the tracker chip to a different ranged weapon as long as the weapon fires a physical projectile, and use its range increments for its effect.

In addition, if you possess this talent, gadgets you create can all also radiate their own signal as long as they are activated (chosen at time of their creation).

TURRET (DRONE, GADGET)

This gadget takes the function of a automated system of machinery that attaches itself to a pre-existing weapon and allows it to fire without needing to be wielded. The setup process takes a full-round action. You can make a turret out of any ranged weapon with a maximum size based on your ranks in Craft (mechanical), see Table: Turret Size below. Follow the general rule for weapon sizes (light weapon counts as a Tiny object, a one-handed weapon as a Small object, etc.) when determining the weapons base size however many exceptions apply and are up to the GM to determine. The guideline is that a heavy crossbow is a Small weapon, a hand crossbow is a Tiny weapon, and a shuriken is a Diminutive weapon.

Consider the turret a 1 HD construct with hp equal to the attached weapon, size equal to the weapon, no ability scores except Strength and Dexterity scores of 10, an AC equal to 10 + 1/2 your ranks in Craft (mechanical), a bonus to saves equal to +0, and movement speed of 0. Turrets possess no



magic item or augment slots. Unless activated, the construct gets no actions of its own, and must be activated to perform any set of actions. A turret requires 1 charge per minute of operation (in 1 minute nonconsecutive increments).

The turret may be activated as a standard action, which gives the turret its own actions set for that turn (granting it a swift, move, and standard action); it can use these actions to load and attack (provoking attacks of opportunity as normal). The creature activating the gadget uses their base attack bonus + your practitioner modifier (or their own, if higher) when calculating the weapon's attack bonus, with the appropriate size modifiers for the weapon's size (i.e., -4 for Gargantuan, etc.). The controller may make attack actions and apply feats and martial talents to attacks made with this Turret as if it were a ranged weapon the controller is wielding.

While there are many similarities between a turret and a siege engine, there are also many noticeable differences. First, unlike a siege weapon, the turret doesn't require a crew to arm and aim it; as the turret is a creature, it can fire in any direction at any time.

However, just like a siege engine, the turret can take multiple rounds to reload. Each weapon lists a 'reload time', which indicates the number of standard actions the turret must spend reloading the weapon before it can be fired again. Reload times of 1/2 require a move action on the part of the drone, while reload times of 0 require only a free action.

If integrated as part of a drone, this gadget functions differently. The turret is considered part of the drone, and as such uses the drones statistics, and actions. It does not require setup time, and the turret cannot be detached from the drone. Instead of requiring a pre-existing ranged weapon to be built into into it, select a weapon the creator is proficient with as its base. After which its base size is adjusted until its the same size as the drone.

Each time the weapon's base size is increased, increase the weapons base range increment by half (and this range increase is additive; a weapon with a 100 ft. base range that's increased in size twice has a base range of 200 ft., not 225 ft.), as well as its damage and loading times following the charts below.

Integrated turrets require no charge to function.

Turret Size

Ranks in Craft (mechanical)	Maximum Weapon Size	Example
1 rank	Tiny	Hand crossbow
3 ranks	Small	Heavy crossbow
6 ranks	Medium	Large heavy crossbow
9 ranks	Large	Light ballista, light catapult
12 ranks	Huge	Heavy ballista, standard catapult
15 ranks	Gargantuan	Gate breaker, heavy catapult
18 ranks	Colossal	Colossal ram

Adjusted Damage

Base	Size Categories Increased							
0	1	2	3	4	5	6	7	8
1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6
1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6	8d6
1d4	1d6	1d8	2d6	3d6	4d6	6d6	8d6	12d6
1d6	1d8	2d6	3d6	4d6	6d6	8d6	12d6	16d6
1d8	2d6	3d6	4d6	6d6	8d6	12d6	16d6	20d6
2d4	2d6	3d6	4d6	6d6	8d6	12d6	16d6	20d6
1d10	2d8	3d8	4d8	6d8	8d8	12d8	16d8	20d8
1d12	3d6	4d6	6d6	8d6	12d6	16d6	20d6	24d6
2d6	3d6	4d6	6d6	8d6	12d6	16d6	20d6	24d6
2d8	3d8	4d8	6d8	8d8	12d8	16d8	20d8	24d8
2d10	4d8	6d8	8d8	12d8	16d8	20d8	24d8	28d8

Adjusted Loading Time

Base Loading	Size Categories Increased							
	0	1	2	3	4	5	6	7
8	Free	0	0	0	0	0	1/2	1/2
1	1	Swift	0	0	0	1/2	1/2	1
1	2	2	Move	1/2	1/2	1/2	1	1
2	2	3	3	Full-round	1	1	1	2
2	3	3	4	4				

EQUIPMENT TALENTS

TRAP TALENTS

PARTICLE BLADE EMULATION

When unfolding any particle blade, you may treat it as though it was any other melee weapon of the same category (light, one-handed, or two-handed) that you are proficient with for the purpose of benefiting from feats, talents, or abilities. While treating the particle blade as another melee weapon, the particle blade also gains any special features that a weapon of its kind would normally gain. For example, if you were also proficient with the longspear, you could unfold a two-handed particle blade and treat it as if it were a longspear for the purposes of the Weapon Focus (longspear) feat, and grant the particle blade the brace and reach weapon specials.

TECHMANIAK (DISCIPLINE)

You gain proficiency with all technological weapons. Additionally, you gain a +2 competence bonus to Craft (mechanical) checks made to activate gadgets. At +10 base attack bonus, this bonus increases to +4.

TECHNO TRIGGER (SNARE)

You may rig a technological item (including technological items, gadgets, inventor inventions and other such things determinable by the GM) that requires activation to be triggered by your snare. If the item requires a longer activation time than the time that would be required to place the trap, then the time required to place the trap increases to match the item activation time. If activating the item requires a skill check of some sort, this check must be made as part of setting the trap. This trap is not destroyed when triggered. Each time it is triggered, it consumes one charge from the item (if it is a charged item; single use items are counted as possessing 1 charge for this purpose), destroying the trap when the remaining charges reach 0.

The duration of the trap also decreases by 5 rounds each time it is triggered. Once the trap is destroyed, any item used may be recovered, less any charges used. If the technological effect targets a creature, the triggering creature is targeted. If it targets an area, the effect originates from one corner of the square from which it was triggered (your choice). Shapes such as cones or lines must have their orientation determined when the trap is placed.



STORN

Section 4

LEGENDARY TALENTS

ARCANOSCIENTIFIC TOOL (DRONE, GADGET)

Prerequisites: Mechanical Tool, at least 3 other Tech sphere talents.

Benefit: You may make another mechanical tool, which can be used for Use Magic Device checks. While attached to a magical item, you may substitute a Craft (mechanical) check for any Use Magic Device check made to activate a magic item. The tool can attach magical items to itself for easy access such as wands, or even scrolls. In addition, you may spend a charge from the arcanoscientific tool to prevent a mishap from occurring.

BIO AUGMENT

Prerequisites: At least 3 augment talents, Hidden Augment, Craft (mechanical) 10 ranks, Disguise 10 ranks.

Benefit: You can create augments that are designed to near replicate the bodily functions of the creatures wearing them. Not only does the augment receive a circumstance bonus to Disguise checks equal to 5 + your ranks in Craft (mechanical) to appear to be part of the creature, but body scans, magical detection, and other forms of detection will not register the augment as a separate part of the being. A Bio Augment must be made for a specific creature for the disguise to work.

In addition, Bio Augments (or Bio Augment Grafts) are not subsumed as part of a creature's equipment if the creature is affected by polymorph effects.

Creatures wearing bio augments take an additional -5 penalty against remote control.

COMBAT LIMBS (AUGMENT, GADGET)

Prerequisites: Anatomical Structure, Craft (mechanical) 3 ranks.

Benefit: The arms worn with the Anatomical Structure augment can enter "combat mode" and be used to make additional attacks following the rules for creatures with multiple limbs. Combat mode consumes a charge for every minute of use. In addition this talent can be selected an additional time at 8 ranks in Craft (mechanical) and every 5 ranks thereafter (13, 18, etc.), each time allowing you to attach an additional pair of limbs to the creature, occupying the same slot. These limbs then also can go into combat mode, however each additional pair of limbs in combat mode consumes an additional charge per every minute of use.

ENERGY EFFICIENT AUGMENTS

Prerequisites: At least 2 (augment) talents, Craft (mechanical) 5 ranks.

Benefit: Effects of the augments you create that last for a minute per charge last for 5 minutes per charge instead. When the number of ranks you have in Craft (mechanical) reaches 10, they last for 10 minutes per charge instead, and finally when your ranks in Craft (mechanical) reaches 15, they last for 30 minutes per charge instead.

EXTREME DISTANCE COMMUNICATION (GADGET)

Prerequisites: Remote Control, Tracker Chip, or Commset.

Benefit: The signal range of your gadgets are increased, determined by the number of ranks you possess in Craft (mechanical) at the time of its creation:

1 rank: 1 mile per rank in Craft (mechanical)

5 ranks: 10 miles per rank in Craft (mechanical)

10 ranks: 100 miles per rank in Craft (mechanical)

15 ranks: 1 billion miles per rank and across planes.

HAMMERSPACE AUGMENT

Prerequisites: Internal Tool, Craft (mechanical) 3 ranks.

Benefit: When crafting an Internal Tool, the augments advanced compression properties allow it to store objects that shouldn't be able to be realistically stored inside. Each internal tool augment is capable of storing a object 2 size categories larger than before. When stored this way the object is compressed to comfortably fit inside the augment, but is only functional when retrieved. This is considered a extradimensional effect similar to a bag of holding.

HIDDEN GADGET

Prerequisites: Craft (mechanical) 5 ranks, Disguise 5 ranks.

Benefit: You can create gadgets that are designed to look like mundane objects and receive a circumstance bonus to Disguise checks equal to $2 + \frac{1}{3}$ your ranks in Craft (mechanical) to hide their nature.

Augments also no longer inflict a penalty to Disguise checks to be hidden. The disguise is obviously broken if the augment is used in a display that shows off its mechanical nature (taking out an integrated tool from an augment). A hidden augment must be made for a specific creature for the disguise to work.

LONG DISTANCE FUEL PACK (DRONE, GADGET)

Prerequisites: Battery, Jet-boosters or Diga Drill, Craft (mechanical) 11 ranks.

Benefit: You can create a specific battery type, that when used to power a Jet-boosters, allows the Jet-boosters to function for 10 minutes per charge as a rote function, or 1 minute per charge when used in overdrive.

When used with a Diga Drill, it allows it to function in its breaker form for 10 minutes per charge spent (in non-consecutive 1 minute increments) as a rote function.

PROTONIC ENERGYPACK (ACCESSORY, GADGET)

Prerequisites: Alternate Element Pack, Craft (mechanical) 5 ranks.

Benefit: The Protonic Energypack is a modified kind of gadget designed to store transdimensional energy. The energypack can be attached to a gadget with (moddable) as a move action (and detached the same way), and allows the user to activate it as an immediate action to spend 1 charge to allow all the attacks inflicted with said

weapon to deal full damage and inflict full effect to incorporeal targets for 1 minute.

SIGNAL PENETRATION

Prerequisites: Signal Attenuator, Craft (mechanical) 5 ranks.

Signals from your gadgets that are normally reduced by dense substances, now only have their remaining signal range reduced by half with 5 ft.. of stone, 6 inches of common metal, a half inch of lead, or 15 ft. of wood. You may take this legendary talent a second time increasing the thickness of dense substances required to reduce a signals remaining range in half to 10 ft. of stone, 1 ft. of common metal, an inch of lead, or 30 ft. of wood.

SUPERIOR MECHANICAL MELEE WEAPONRY (GADGET, MODDABLE)

Prerequisites: Particle Weapon.

Benefit: You may create the chainsaw or the monowhip as a gadget (chosen at time of creation).

A chainsaw is an exotic two-handed technological melee weapon, that can be activated as a standard action, and doing so consumes a charge of power. The chainsaw continues to run constantly after activation, draining an additional charge each hour. A dropped chainsaw automatically turns off unless it is set down carefully as a move action. The buzzing of a chainsaw's blade is loud and distracting (but not deafening), causing anyone carrying an activated chainsaw to take a -10 penalty on Stealth checks. An activated chainsaw grants a proficient user a +2 morale bonus on Intimidate checks.

A monowhip is an exotic light technological melee weapon, that can be activated as a move action; once activated, the whip consumes power incredibly quickly, at the rate of 1 charge per round. Wielded like a whip, a monowhip slices deeply into targets and can inflict grievous critical hits with shocking ease. Unlike other reach weapons, the reach of the monowhip has reach equal of a creature two size categories larger than your own (Small 10 ft., Medium 15 ft.), though you don't threaten the area into which you can make an attack with the monowhip with this extended reach. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). However, using a monowhip provokes an attack of opportunity, just as if you had used a ranged weapon. Attacks made with a monowhip resolve as touch attacks, and they ignore

Technological Weapons

	Dmg (S)	Dmg (M)	Critical	Range	Charge Use	Weight	Type
Chainsaw	1d12	3d6	18-20/x2	-	1/hr.	10 lbs.	S
Monowhip	1d10	2d6	18-20/x3	-	1/rnd.	1 lbs.	S

hardness as if the monofilament were made of adamantine. A monowhip's damage cannot be enhanced by strength, as the monofilament slices with equal ease regardless of the force applied.

SUPERIOR MECHANICAL RANGED WEAPONRY

Prerequisites: Mechanical Ranged Weaponry x3.
Benefit: You may select this legendary talent multiple times, each time expanding the list of ranged weapons you may create with your Mechanical Ranged Weaponry talent.

The first time you gain this talent, you expand your list to include the nagant revolver, mosin-nagant rifle, and light machine gun. A nagant revolver, is an exotic one-handed modern firearm, while the mosin-nagant rifle and light machine gun are exotic two-handed modern firearms.

The second time you gain this talent, you expand your list to include the plasma pistol, plasma rifle, and plasmathrower. A plasma pistol is an exotic one-handed technological firearm, while the plasma rifle and plasmathrower are exotic two-handed technological firearms. All three of these technological firearms deal half electrical, half fire damage.



Modern Firearms

	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
Revolver, Nagant	1d6	1d8	x4	80 ft.	1	7	4 lbs.	B and P	touch
Rifle, Mosin-Nagant	1d8	1d10	x4	80 ft.	1	5	9 lbs.	B and P	touch
Machine Gun, Light	1d10	2d6	x4	100 ft.	1-2	20, 30, or 40	20 lbs.	B and P	automatic, touch

Technological Firearms

	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Charge Use	Weight	Type	Special
Plasma Pistol	1d6	1d8	x2	50 ft.	10	1	2 lbs.	electricity and fire	semi-auto, touch
Plasma Rifle	1d10	2d6	x2	150 ft.	20	1	6 lbs.	electricity and fire	automatic, touch
Plasmathrower	2d10	4d6	19-20/x2	60 ft.	20	2	15 lbs.	electricity and fire	automatic or slow-firing, scatter, touch

Automatic, Semi-Automatic, and Slow Firing

By default, automatic and semi-automatic weaponry were not designed to function with Spheres of Might in mind. The following revisions should help integrate it.

Automatic: This weapon can act as a semi-automatic weapon (see below), or it can fire a burst of shots with a single pull of the trigger to attack all creatures in a line as a full-round action that counts as a special attack. This line starts from any corner of the wielder's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a -2 penalty. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 charges or uses of ammunition.

If the wielder of this weapon possesses the Barrage sphere, they can choose to spend their martial focus to make additional line attacks as if making a barrage attack. The same area can be targeted by the same burst twice, and apply (blitz) talents to every creature in said lines.

Semi-Automatic: A semi-automatic weapon normally fires one shot as an attack. However, the user can take a special attack action to fire twice, as if using the Barrage sphere's barrage ability (including taking a -2 penalty on all attacks), except using the Barrage sphere this way does not allow the user to expend martial focus for additional attacks. If the wielder has the Barrage sphere's barrage ability, they can instead count their base attack bonus as five points higher exclusively for the purposes of qualifying for additional attacks when martial focus is expended.

Slow-Firing: A slow-firing weapon requires a full-round action to use, and thus cannot be used to make iterative attacks or used with attack actions or special attack actions.

TRANSPORTER (GADGET)

Prerequisites: Tracking Chip, Remote Control, Craft (mechanical) 10 ranks.

Benefit: This gadget takes the form of two small disks which when unfolded become 5 ft. bases for a linked teleporter. Additional pairs of disks can be added to the set similarly to commsets. Folding and unfolding a transporter requires a full-round action. A creature on the platform or adjacent to it can activate the transporter as a movement action, teleporting a creature or object on the base to another linked and unfolded platform of their choice. This uses up 4 charges from the individual disk. A transporter can only teleport to another transporter within signal distance, and only one creature and its carried equipment. The failsafes inside the transporter prevent horrific fusion accidents. When using the transporter you can spend an additional 2 charges to have the teleportation disk to come with you as opposed to staying behind.

UNTRACEABLE GADGET

Prerequisites: Hidden Augment, Craft (mechanical) 10 ranks, Disguise 10 ranks.

Benefit: You can create gadgets that are designed to fool more than just cursory examination in regards to their nature. They receive a circumstance bonus of 5 + your ranks in Craft (mechanical) to appear to be something else, and scans, magical detection, and other forms of nonstandard detection will not detect the gadget unless they succeed on a MSB check (or some other kind of check if appropriate) opposed by 11 + your Tech sphere modifier.

You can create augments that are designed to near replicate the bodily functions of the creatures wearing them. Not only does the augment receive a circumstance bonus to Disguise checks equal to 5 + your ranks in Craft (mechanical) to appear to be part of the creature, but body scans, magical detection, and other forms of detection will not register the augment as a separate part of the being unless they succeed on a MSB check (or some other kind of check if appropriate) opposed by your Tech sphere modifier. A bio augment must be made for a specific creature for the disguise to work.

In addition, bio augments, cybernetics, and grafts are not subsumed as part of a creature's equipment if the creature is affected by polymorph effects.

Creatures wearing bio augments take an additional -5 penalty against remote control.

Section 5

PLAYER OPTIONS

FEATS

<RAFT AUGMENT GRAFT (ITEM <REATION)

Prerequisites: Craft Permanent Gadget, Craft (mechanical) 5 ranks.

Benefit: You can create graft versions of your augments, and implant them into creatures. Augments created this way automatically double the duration of any of its effects that require spending charges (this also applies to any non-graft augment attached to a grafted modular augment slot). They also no longer occupy augment slots and instead occupy graft slots, allowing for additional augments to be worn over them. Creatures with augment grafts created for them can always recharge their grafts as if they possessed the Tech sphere and had access to an engineering kit. Creating an augment graft functions like creating a permanent gadget for purposes of determining cost and time to create. Creatures with grafts take a -5 penalty to saves against remote control.

Implanting and Removing Augment Grafts

Like cybertech, each augment graft has an implantation value indicating how invasive the implant is. Unless otherwise noted, an augment graft's implantation value is 2. The total combined implantation values of all cybertech and augment grafts implanted in a single creature can't exceed either that creature's Constitution score or Intelligence score—a creature's Constitution sets the physical limit of what its body can accept in the form of cybernetic or augment graft

implants, while the creature's Intelligence sets the mental limit of what its brain can control. Creatures with no Constitution score, but are treated like having a Constitution score of 10, are treated as having no Constitution score for the purpose of implantation. An implant whose implantation value would cause the total to exceed either of these two scores does not function but still takes up a body slot. In addition, as long as a character has augment graft implants installed whose combined implantation exceeds his Constitution or Intelligence, he takes a -4 penalty on all saving throws. A creature with neither a Constitution score nor an Intelligence score cannot receive benefits from augment grafts, but a creature with only one of these scores can.

Similar to cybertech, installing an augment graft takes a number of hours equal to the implantation value if the installation is done by hand—certain technological items can speed this installation time. Unlike cybertech, while the target must be willing or helpless during the entire installation, the installer is not required to make a Heal check to install the augment graft, nor does the target take Constitution damage for implanting or removing the graft (unlike with cybertech). Instead, when removing an augment graft, the attached target must make a Fortitude save or become fatigued. Creatures that fail their save and are already fatigued instead become exhausted, while exhausted creatures instead become unconscious.

CRAFT PERMANENT GADGET (ITEM CREATION)

Prerequisites: Tech sphere, Craft (mechanical) 3 ranks.

Benefit: You can create permanent versions of Tech sphere gadgets that you know. Permanent gadgets don't count towards the maximum amount of gadgets you can maintain with the Tech sphere. Unless otherwise stated, the cost to craft a permanent gadget using this feat is equal to 400 x the creator's ranks in Craft (mechanical) gp. Permanent gadgets are crafted with a maximum charge capacity equal to half your ranks in Craft (mechanical) (minimum 1). Crafting a permanent gadget uses the same time crafting rules as magic items, and just as with magic items, you may reduce your effective number of ranks in Craft (mechanical) (minimum 2 ranks) when creating a permanent gadget. Permanent gadgets can be recharged with the Tech sphere during the same 15/30 minute time period as a battery.

Permanent gadgets are considered masterwork quality and may be permanently enhanced with use of the Smith Magical Weapons and Armor item creation feat, when applicable.

MOBILE DRONE

Prerequisites: Tech sphere, Drone.

Benefit: Drones you create gain the Athletics sphere as a bonus talent. If the drone already possess the Athletics sphere, they instead gain a bonus talent from the Athletics sphere. In addition, each drone is created with Acrobatics, Climb, Fly, and Swim as class skills.

Special: This feat may be taken multiple times, each time granting an additional talent from the Athletics sphere.

RECEPTIVE TO GRAFTS

Benefit: Your body is more capable of handling a larger amount of cybertech, grafts, and other implants. When determining your maximum implantation value, increase it by 1 for every 2 Hit Dice you possess (minimum 1).

RECKLESS DRONE

Prerequisites: Tech sphere, Drone.

Benefit: Drones you create add twice their base attack bonus to their maximum hit points. In addition, drones you create gain the Berserker sphere or Brute sphere as a bonus talent. If the drone already possess the sphere, they instead gain a bonus talent from either sphere.

Special: This feat may be taken multiple times, each time granting an additional talent from the Berserker or Brute sphere.

RECON DRONE

Prerequisites: Tech sphere, Drone.

Benefit: Drones you create gain the Scout sphere as a bonus talent. If the drone already possess the Scout sphere, they instead gain a bonus talent from the Scout sphere. In addition, each drone is created with Perception, Sense Motive, and Stealth as class skills.

Special: This feat may be taken multiple times, each time granting an additional talent from the Scout sphere.

REMOTE HACKING

Prerequisites: Tech sphere, Remote Control, Craft (mechanical) 5 ranks.

Benefit: Your remote control can be used to override signals that don't belong to you. Locating foreign signals with the remote control requires a Craft (mechanical) check opposed by their sphere DC. Each time you spend an action to control their gadgets you must make a Craft (mechanical) check opposed by their sphere DC +5.

SHIELD DRONE

Prerequisites: Tech sphere, Drone.

Benefit: Drones you create are proficient with all shields (including tower shields). In addition, drones you create gain the Guardian sphere or Shield sphere as a bonus talent. If the drone already possess the sphere, they instead gain a bonus talent from either sphere.

Special: This feat may be taken multiple times, each time granting an additional talent from the Guardian or Shield sphere.

TECHNICAL COMPATIBILITY

Prerequisites: Independent Invention, Tech sphere, Drone.

Benefit: Your independent inventions are considered drones for purposes from benefiting from effects that affect drones, and vice versa. In addition as independent inventions you can select Drones as a base form (these independent inventions don't count towards the maximum number of Hit Dice of drones you may maintain). You may also apply improvements and technical insights to your drones (1 improvement for every 10 levels of technician you possess (minimum 0)).

TECHNOLOGICALLY ALCHEMICAL AMMO (DUAL SPHERE)

Prerequisites: Tech sphere, Ammo Spitter, Alchemy sphere (formulae) package.

Benefit: Your ammo spitter may create alchemical or complex ammunition (such as alchemical cartridges firebreath cartridges, or vial bolts) costing 25 gp or less. This alchemical ammunition doesn't have to be made exclusively for firearms but the weapon firing it must still meet all the prerequisites (such as having the scatter quality).

TRAITS

TECHNOPHILE (SOCIAL)

You were raised around technological equipment, granting you an insight in their use.

Benefit: You gain a +2 trait bonus to all Craft (mechanical) checks you make; your charge pool's maximum size increases by 2 (if you possess one).

ALTERNATE RACIAL TRAITS

Android*, Atstreidi**, or Created*** - Integrated Parts

Sometimes the artificial protective plating of these creatures were fabricated including compartments where tools or weapons may be stored. They gain Extra Combat Talent in the Tech sphere as a bonus feat at 1st level. The free gadget must be the Internal Tool (augment, gadget) talent. For androids, this replaces nanite surge. For atstreidi, this replaces naturally psionic. For created, this reduces the number of creation points it gains from created traits by 1.

Tatulani*** - Scrapper

Some tatulani managed to hoard and scrounge away bits and pieces of advanced technology and through trial and error managed to troubleshoot and reproduce such devices. They gain Extra Combat Talent in the Tech sphere as a bonus feat at 1st level. This replaces technological.

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MARTIAL TRADITIONS

GEARHEAD

Gearheads primarily utilize gadgets, guns, and other technological equipment in combat.

Bonus Talents: *Equipment:* Techmaniac, Toolkit Training

Tech sphere

Variable: Gearheads gain either Tech Savvy from the Tech sphere, or the Trap sphere as a bonus talent.

EQUIPMENT

ADVENTURING GEAR

KIT, ENGINEERING

This kit contains the various components needed to assemble the temporary gadgets granted by the Tech sphere, and other mechanical and technological equipment.

Cost 20 gp; **Weight** 10 lbs.

ALCHEMICAL ITEMS

BLACK POWDER (20 DOSES)

Price 200 gp; **Weight** 1 lb.

Black powder is both an alchemical reagent and an important component for most firearms. Black powder, being an explosive, is dangerous in large quantities.

Alchemical Recipe

Recipe* ((13 Darkwood) / Calcination) + (75 Saltpeter, 12 Sulfur) / fermentation))

Craft DC 15

Time* 1 day

Tools Crucible, Mortar and Pestle

Type fuel (explosive)

Special Unlike other recipes, this recipe produces not 1, but 20 doses of black powder; sufficient enough to fill 2 powder horns.

ETHANOL

Price 25 gp; **Weight** 1lb

A highly flammable substance often used as a propellant. May also be used as a very expensive alternative to oil as a fuel source for lanterns.

Alchemical Recipe

Recipe* (40 Spirit of Wine) / Distillation

Craft DC 12

Time* 1 day

Tools Retort

Type fuel (alcohol)

***Spontaneous Alchemy:** Those utilizing the spontaneous alchemy variant crafting system may utilize the recipe and crafting time listed above. Players otherwise craft the alchemical item using the crafting rules found in the Core Rulebook pg 91-93.

MECHANICAL PARTS

Mechanical parts are built for or recovered from creatures of the construct creature type and may be used in the building of schematic devices. Each mechanical part may also be used to reduce the creation cost of a construct. Mechanical parts used in the creation of constructs or schematic devices are expended after use.

Harvesting Mechanical Parts: Constructs possessing the automaton, alchemical, clockwork, robot, or steam subtypes are far more likely to have harvestable mechanical parts recovered than others. In order to harvest and utilize recovered mechanical components, a character must attempt three checks: one to determine what parts of the construct are worth harvesting for mechanical parts, one to determine if she successfully harvests the mechanical parts without damaging or ruining them, and one to turn the mechanical parts into a permanent schematic device.

Identifying Parts: To identify what portions of a construct have value as mechanical parts, a character must succeed at a Knowledge (engineering) check. The DC for this check is equal to 15 + the creature's CR. This examination takes 1 minute to perform.

Harvesting Mechanical Parts: Once a character identifies potential parts, she must attempt a skill check to harvest the relevant components. This is typically a Disable Device check. The DC for this check is equal to 15 + the creature's CR. Harvesting mechanical parts generally takes 10 minutes of work (at the GM's discretion, this could be as much as 1 hour of work for creatures whose bodies are particularly difficult to work with).

Creating Technological Devices: Once mechanical parts are harvested, they generally remain viable indefinitely until they are used, broken, or destroyed. In order to turn mechanical parts harvested from a construct into a permanent technological device, a character must attempt a Craft (mechanical) check. The DC of this check is equal to item's Craft DC. Mechanical parts may be used as either raw materials or as crafting components for the spontaneous inventions variant crafting system, which works similarly to spontaneous alchemy.

SELLING MECHANICAL PARTS AND DEVICES

Once a mechanical part or technological device is created, it can be kept or sold. Generally, a mechanical part can be sold to any merchant for its full value, as if it were raw crafting materials. Technological devices on the other hand are generally sold for half value, but at the GM's discretion, certain devices may require the PC to seek out black markets or specialized merchants to sell at even half price. In some societies, selling certain devices may be illegal or have other ramifications.

The value of each harvested mechanical part is listed in the table below:

Mechanical Part	Cost	Weight*
Boiler	15 gp	4 lbs.
Capsule	5 gp	1 lb.
Chain (1 foot)	3 gp	1/5 lb.
Circuits	15 gp	1/4 lb.
Clamp	5 sp	1/4 lb.
Cogs	1 gp	1/2 lb.
Funnel	5 gp	2 lbs.
Lever	5 gp	5 lbs.
Magnet	5 sp	1/2 lb.
Oil (1-pint flask)	1 sp	1 lb.
Plating	5 gp	6 gp
Screws (5)	1 cp	1/10 lb.
Springs	4 sp	1/5 lb.
Tubing	5 sp	1 lb.
Vial	1 gp	1/10 lb.
Wheel	1 gp	4 lbs.
Wire, Copper (10 ft.)	5 sp	1/5 lb.
Wire, Gold (10 ft.)	2 gp	1/5 lb.
Wire, Iron (10 ft.)	2 sp	1/5 lb.
Wire, Silver (10 ft.)	1 gp	1/5 lb.

**Most of these mechanical parts are weighted for parts harvested from a Medium-sized constructs. These items weigh one-quarter the amount for each size category smaller than Medium, and weigh four times the amount for each size category larger than Medium.*

AUTOMATON CONSTRUCTS

Identify Parts Knowledge (engineering)

Harvestable Parts *Automaton core (1), clamps (2d4), oil (1d4), plating (2d4)

**Automaton cores have their own rules for harvesting (see Pathfinder Campaign Setting: Construct Handbook)*

ALCHEMICAL CONSTRUCTS

Identify Parts Knowledge (engineering)

Harvestable Parts Reagents (**), funnel (1d4), tubing (1d6), vial (1d4)

***roll on the Harvestable Reagents table below to determine how many and which reagents are harvestable.*

Harvestable Reagents

Alchemical Element***	Reagents
Acid	Black powder (1d4), brain mold spores (1d4), brimstone (3d4)
Cold	Spirit of wine (5d10), urea (5d8)
Electricity	Black powder (3d4), phosphorus (8d10)
Fire	Magnesium (3d6), saltpeter (4d6), spirit of wine (5d6)
Force	Cold iron (1d6), darkwood (1d4), mugwort extract (1d8), silver (1d6)
Negative	Quicksilver (1d6), realgar (1d6), salt (3d6)
Positive	Ginger extract (1d4), gold (3d4), keif (1d4), moon dew (1d4)
Sonic	Magnesium (3d6), myrrh (4d6), saltpeter (1d6)
Mixed	Black powder (2d6), brimstone (2d6), myrrh (2d6), saltpeter (2d6), urea (2d6)

***Some alchemical constructs are focused on a particular element, but instead uses a variety of different elemental attacks. If the construct in question has no particular focus, feel free to utilize the mixed element result.

CLOCKWORK CONSTRUCTS

Identify Parts Knowledge (engineering)
Harvestable Parts Chain (1d10), cogs (2d6), springs (1d6), wheels (2d6)

ROBOT CONSTRUCTS

Identify Parts Knowledge (engineering)
Harvestable Parts Circuits (2d4), lever (2d4), magnet (1d3), wires (4d8)

STEAM CONSTRUCTS

Identify Parts Knowledge (engineering)
Harvestable Parts Boiler (1), canister (1d4), screws (4d6), tubing (1d6)

TECHNOLOGICAL GEAR

BATTERY, GALVANIC CELL

Price 10 gp; **Weight** 1 lb.

This device is most commonly used by criminals in the fabrication of false coins through the process of electroplating; however, this device also contains sufficient energy to create a single charge that can be used to power

gadgets from the Tech sphere and other technological devices.

Device Schematic

Diagram* (1 Capsule + 2 Wires (mixed) +1 Electrolyte Fluid (acid flask or alkali flask))

Craft DC 25

Time* 1 hour

Tools engineer's kit

Type fuel (battery)

ELECTRIC BOX FAN

Price 120 gp; **Weight** 12 lbs.

A Small-sized device capable of creating up to strong winds in a 15-ft. cone. Producing wind severity 1 requires a single charge per minute of use, producing wind severity 2 requires two charges per minute of use, and producing wind severity 3 requires four charges per minute of use (in 1 minute increments).

Device Schematic

Diagram* (1 Lever + 30 Magnets + 5 Platings + 10 Screws + 7 Silver Wires + 8 Tubings)

Craft DC 20

Time* 1 day

Tools engineer's kit

Type tool



ELECTRIC LIGHT

Price 2 gp; **Weight** 1 lb.

Shines light as a torch. Requires 1 charge per hour of use (in 1 hour increments).

Device Schematic

Diagram* (2 Copper Wires + 1 Iron Wire + 1 Vial)

Craft DC 15

Time* 10 minutes

Tools engineer's kit

Type tool

FIREARM, PIPE GUN

Price 20 gp; **Weight** 12 lbs.

This two-handed improvised firearm fires pellets or a bullet from its crude pipe barrel, making it adaptable to the situation. The pipe gun fires in a 15-ft. cone when firing pellets, and has a 10-ft. range increment when firing a bullet. A pipe gun uses a bullet or pellets and a single dose of black powder or a single alchemical cartridge as ammunition.

Device Schematic

Diagram* (1 Lever + 1 Screw + 1 Spring + 2 Tubings)

Craft DC 20

Time* 1 day

Tools gunsmith's kit

Type weapon (firearm)

GRAPPLE GUN

Price 50 gp; **Weight** 12 lbs.

Instead of regular ammunition, this two-handed simple technological firearm fires only rope and grappling hooks, making it valuable tool to adventurers and vigilantes.

If you attack and hit a creature whose size category is equal to or smaller than yourself, you may as a free action make a drag combat maneuver at range without provoking an attack of opportunity. You needn't move with the target. The target cannot move further away than the length of the rope without first breaking it, or making a drag combat maneuver against you, pulling you along.

If you attack and hit a creature whose size category is larger than yourself, or if you attack a wall, floor, or ceiling, you move to that spot, provoking attacks of opportunity as normal, except for the space which you began your movement. If you end your movement in the air such as dangling from a wall or ceiling, you may end your turn hanging in place, or may grab a ledge or even let go and fall to the ground. You cannot remain hanging in the air for more than 1 round, after which the grapple gives way and you fall. Dangling from the grapple gun counts as climbing a rope for all purposes.

Device Schematic

Diagram* (1 Clamp + 10 Cogs + 2 Levers + 1 Screw + 1 Spring + 2 Tubings + 3 Wheels)

Craft DC 20

Time* 1 day

Tools gunsmith's kit

Type weapon (firearm)

LOCK, AVERAGE MECHANICAL

Price 40 gp; **Weight** 1 lb.

Requires a DC 25 Disable Device check to open.

Device Schematic

Schematic* (1 Canister + 10 Cogs + 3 Levers + 10 Wheels)

Craft DC 25

Time* 1 hour

Tools engineer's kit

Type gear

LOCK, GOOD MECHANICAL

Price 80 gp; **Weight** 1 lb.

Requires a DC 30 Disable Device check to open.

Device Schematic

Diagram* (2 Canisters + 30 Cogs + 4 Levers + 30 Wheels)

Craft DC 30

Time* 1 hour

Tools engineer's kit

Type gear

	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Misfire</i>	<i>Capacity</i>	<i>Weight</i>	<i>Type</i>	<i>Special</i>
Pipe Gun	1d6	1d8	x2	Special	1-4	1	12 lbs.	B and P	scatter
	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range</i>	<i>Misfire</i>	<i>Capacity</i>	<i>Weight</i>	<i>Type</i>	<i>Special</i>
Grapple Gun	1d4	1d6	x2	50 ft.	1-2	1	12 lbs.	P	

LOCK, SIMPLE ELECTRONIK

Price 100 gp; **Weight** 1 lb.

With the Technologist feat (or similar ability), this lock requires a DC 20 Disable Device check to open. Without the Technologist feat (or similar ability), this lock requires a DC 35 Disable Device check to open.

Device Schematic

Diagram* (1 Canister + 5 Chips + 2 Levers + 60 Magnets)

Craft DC 20

Time* 1 hour

Tools engineer's kit

Type gear

LOCK, SIMPLE MECHANICAL

Price 20 gp; **Weight** 1 lb.

Requires a DC 20 Disable Device check to open.

Device Schematic

Diagram* (1 Canister + 5 Cogs + 2 Levers + 5 Wheels)

Craft DC 20

Time* 1 hour

Tools engineer's kit

Type gear

LOCK, SUPERIOR MECHANICAL

Price 150 gp; **Weight** 1 lb.

Requires a DC 40 Disable Device check to open.

Device Schematic

Diagram* (5 Canister + 50 Cogs + 8 Levers + 50 Wheels)

Craft DC 40

Time* 1 hour

Tools engineer's kit

Type gear

PARASOL, UMBRELLA

Price 2 gp; **Weight** 3 lbs.

Grants you or an adjacent creature (of your size or smaller) a +1 circumstance bonus on your hourly Fortitude saves against heat, and reduces the damage from a failed save by 1 hit point (minimum 1). In addition, the umbrella being waterproof, keeps the affected creature dry in the rain or snow. It provides insufficient protection in conditions of severe or greater heat categories. You must hold the umbrella in one hand to gain its benefits.

Device Schematic

Diagram* (4 Canvas + 1 Oil + 1 Tubing + 6 Wires (iron))

Craft DC 20

Time* 1 hour

Tools engineer's kit

Type gear

STEAM-CARRIAGE, TOY

Price 150 gp; **Weight** 10 lbs.

A Tiny-sized mechanical construct in the shape of a carriage which spews forth steam or smoke when activated. Upon being activated as a move action, the toy will "Run" moving at x4 its movement speed of 30 ft. in a straight line for the round, at which time it will need to be refilled. While often built by gnome tinkers for their children to play with, adventurers sometimes purchase these toys to check for pressure plates in dungeons. The steam-carriage toy has an effective Strength score of 3 allowing it to carry up to 10 lbs. without affecting its speed. If carrying more than 10 lbs. (but less than 20) the toy's movement speed will be reduced to 20 ft. due to its medium load. If carrying more than 20 lbs. (but less than 30) the toy is only capable of "running" at x3 its reduced movement speed of 20 feet. The steam-carriage may be fueled with 1 pint of ethanol, oil, or water as a swift action.

Device Schematic

Diagram* (1 Boiler + 1 Canister + 40 Cogs + 1 Funnel + 12 Wheels)

Craft DC 20

Time* 1 day

Tools engineer's kit

Type gear (toy)

***Spontaneous Invention:** Those utilizing the spontaneous invention variant crafting system may utilize the diagram and crafting time listed above. Players otherwise craft the device schematic using the crafting rules found in the Core Rulebook pg 91-93.

Tech Sphere Drones

BUILDING YOUR TECH SPHERE DRONE

Drones are considered creatures that possess the construct creature type, but they cannot be awakened or modified as a construct can. A drone possesses its own hit points, armor class, saving throws, and ability scores. It can carry items like a horse or wagon can. However, unlike other construct creatures, drones cannot act, move, or attack on their own. Drones are mindless, even compared to other constructs. Unless otherwise stated, they possess only a Strength and Dexterity score, with no skill points or feats or magic item slots.

A drone must first be activated to perform actions; a drone with 0 hit points or no charges remaining will automatically deactivate at the end of its turn. In order to perform actions, a creature must be adjacent to the drone (or have it within signal range if they possess a remote control), and spend a standard action operating the

drone. The drone may take a full turn of actions at the time it is operated, but cannot take more than one turn per round (i.e., so long as the creator or another creature has piloted the drone that round, another creature cannot make actions with the drone unless he impedes the piloting creature from controlling the drone for 1 round). Piloting a drone functions similarly to activating it, and requires a Craft (mechanical) check against your Tech sphere DC (as the drone piloting action). The controller may make attack actions and apply feats and combat talents to attacks made with drones as if they were made by the controller. You always succeed at piloting your own drones.

Rather than exclusively being composed of the components gathered during the day, each drone is composed of further parts that are found and/or processed over dedicated workdays. The components for drones of Tiny size or smaller are always assumed to be at hand, but for drones of bigger size, time is required to acquire the parts. This time may always be waived by simply paying for the parts directly removing the need for the additional time investment altogether. While the specific kind of material is not set in stone, it is considered to be

expensive or rare material components for the the purpose of the Creation sphere and similar spells or abilities. Finding the parts requires 8 hours of per workday. This period does not require a comfortable environment, is not limited to an investment of 8 hours per day, and need not be consecutive. However the parts gathered for a drone can only be used for a drone its size or smaller.

You can repair an drone for an amount of hp equal to his ranks in Craft (mechanical) with 1 hour of work or heal them completely full with 8 hours of work.

All drones are created proficient with simple weapons. While not proficient in any armor, a drone can wear barding. However, most drones do not wear barding as they are considered to always be wearing armor with an AC bonus determined by its Hit Dice. This armor may be enchanted, but at twice the normal cost. Drones gain a stat bonus increase for every 4 Hit Dice, just like other creatures.

A drone gains the base form outlined below. In addition to the qualities provided by ranks in Craft (mechanical), size, and base form, each drone begins with a hardness of 5 and a 30 ft. land speed.

Table: Drones

<i>Creator's ranks in Craft (mechanical)</i>	<i>Hit Dice (average)</i>	<i>Maximum Size</i>	<i>Minimum Size</i>	<i>Armor Bonus</i>	<i>Base Saving Throws (all)</i>
1	1d10 (5)	Medium	Medium	+0	+0
2	2d10 (11)	Medium	Medium	+0	+0
3	3d10 (16)	Medium	Medium	+1	+1
4	4d10 (22)	Medium	Medium	+1	+1
5	5d10 (27)	Large	Small	+1	+1
6	6d10 (34)	Large	Small	+2	+2
7	7d10 (39)	Large	Small	+2	+2
8	8d10 (45)	Large	Small	+2	+2
9	9d10 (50)	Huge	Tiny	+3	+3
10	10d10 (56)	Huge	Tiny	+3	+3
11	11d10 (61)	Huge	Tiny	+3	+3
12	12d10 (67)	Huge	Tiny	+4	+4
13	13d10 (72)	Gargantuan	Diminutive	+4	+4
14	14d10 (78)	Gargantuan	Diminutive	+4	+4
15	15d10 (83)	Gargantuan	Diminutive	+5	+5
16	16d10 (89)	Gargantuan	Diminutive	+5	+5
17	17d10 (94)	Colossal	Fine	+5	+5
18	18d10 (100)	Colossal	Fine	+6	+6
19	19d10 (105)	Colossal	Fine	+6	+6
20	20d10 (111)	Colossal	Fine	+6	+6

Drone Base Form: Drones are designed with 2 simple grasping limbs. Far too crude to do anything more complex than wield weapons or lift a box (they can also be used for unarmed strikes). However drones are designed to be built with innate gadgets with the (drone) descriptor. Innate gadgets that are part of the drone don't require a skill check to activate, and cannot be activated by anything but the drone. However piloting the drone allows one to activate or deactivate any one of its gadgets. If innate gadgets require a drone to possess items or augment slots the drone is considered to have those item slots for the purposes of the function of the innate gadget. A drones can contain a number of innate gadgets equal to 4 + 1 for every 4 ranks you possess in Craft (mechanical).

<i>Size</i>	<i>Time</i>	<i>Cost</i>	<i>Weight</i>
Fine	16 Workdays	5,000 gp	.1 lb.
Diminutive	8 Workdays	1,000 gp	1 lb.
Tiny	4 Workdays	500 gp	10 lbs.
Small	2 Workdays	100 gp	40 lbs.
Medium	1 Workday	50 gp	200 lbs.
Large	2 Workdays	100 gp	1 ton
Huge	4 Workdays	500 gp	5 tons
Gargantuan	8 Workdays	1,000 gp	25 tons
Colossal	16 Workdays	5,000 gp	125 tons

Table: Size Bonuses and Penalties

<i>Size</i>	<i>Base Str/Dex</i>	<i>Hit Points</i>	<i>AC/Attack</i>	<i>Natural AC</i>	<i>CMB/CMD</i>	<i>Space</i>	<i>Natural Reach</i>	<i>Fly Skill</i>	<i>Stealth Skill</i>
Fine	4/18	+0	+8	+4	-8	1/2 ft.	0	+8	+16
Diminutive	4/16	+0	+4	+4	-4	1 ft.	0	+6	+12
Tiny	6/14	+0	+2	+4	-2	2 1/2 ft.	0	+4	+8
Small	10/12	+10	+1	+4	-1	5 ft.	5 ft.	+2	+4
Medium	14/10	+20	+0	+4	+0	5 ft.	5 ft.	+0	+0
Large	22/8	+30	-1	+6	+1	10 ft.	10 ft.	-2	-4
Huge	30/6	+40	-2	+9	+2	15 ft.	15 ft.	-4	-8
Gargantuan	38/6	+60	-4	+13	+4	20 ft.	20 ft.	-6	-12
Colossal	46/6	+80	-8	+18	+8	30 ft.	30 ft.	-8	-16

Section 6

GM TOOLBOX

ADAPTING THE TECH SPHERE TO YOUR CAMPAIGN

First off, it should be recognized that the Tech sphere is not appropriate for every campaign setting or playstyle. For example, in low-magic, low-fantasy campaigns taking place in the stone ages, it is likely wildly inappropriate for characters to have access to the Tech sphere. But even still, an adventure where fantasy characters journey from the future to the past could still rectify this.

Outliers and exceptions aside, there are many ways to re-fluff the Tech sphere to work in other settings. This could be as simple as changing the names and power source to something more in-line with the setting or technological age. Charges of your devices could be re-fluffed to be clockwork or steam to work within an industrial age. In more magic-based settings, the Tech sphere could be introduced as a sphere of artifice, where specialists and tinkers jury-rig broken wands and other knick-knacks to build their devices, powering their makeshift devices with alchemical canisters.

Player's who desire to utilize the Tech sphere should work with their GM's to determine how the sphere fits within the theme and setting of the campaign. GM's who feel that adapting the Tech sphere would be inappropriate for the game should perhaps encourage the player to instead use the technician class from Spheres of Might.

FIREARMS IN YOUR CAMPAIGN

While the Tech sphere generally provides a level of technology above that which is available to the commonwealth, GMs should be encouraged to take special care when handling the Mechanical Ranged Weaponry talent and the Superior Mechanical Ranged Weaponry

legendary talent. Below are suggestions on how a GM may modify the talent to fit their particular campaign setting:

No Guns: If you do not want firearms in your campaign, simply limit the number of times a character may take Mechanical Ranged Weaponry to only once. Even in primitive eras where crossbows are normally rare or non-existent, it should normally be appropriate for characters with this sphere to gain access to the exotic crossbows with one instance of the talent.

Very Rare Guns: If early firearms exist, but are very rare, so much so that even the gunslinger class is restricted to only NPCs, limit the number of times a character may take Mechanical Ranged Weaponry to only twice.

Emerging Guns: If early firearms are more common, and the gunslinger class is available to PCs, but advanced firearms are still relatively rare, characters should not be limited with Mechanical Ranged Weaponry, but probably still restricted from the Superior Mechanical Ranged Weaponry legendary talent. This is generally considered the standard for many Pathfinder Campaign Settings.

Commonplace Guns: If firearms are very common, so much so that they are now considered martial weapons (instead of exotic), characters who invest a single talent into Mechanical Ranged Weaponry should unlock both exotic crossbows and early firearms. Investing a second talent should unlock advanced firearms. Superior Mechanical Ranged Weaponry if allowed, should be available to PCs with two talents invested in Mechanical Ranged Weaponry (instead of 3).

Guns Everywhere: If firearms are so common that they are considered simple weapons (instead of exotic), characters who invest a single talent into Mechanical Ranged Weaponry, should unlock exotic crossbows, early firearms, and advanced firearms as if investing three talents. Players should treat the first instance of Superior Mechanical Ranged Weaponry not as a legendary talent

but as a basic talent. The second instance of Superior Mechanical Ranged Weaponry should still be treated as a legendary talent unless other technological weapons are available on the open market.

STARFINDER CONVERSION

In addition to the conversion rules found in *Spheres of Might* (pages 232 - 235), make the following changes when converting the Tech sphere to the Starfinder system.

- Any reference to the Craft (mechanical) skill should now refer to the Engineering skill.
- Any reference to the Profession (driver) skill should now refer to the Piloting skill.

The Drone talent has the following changes:

Drone (gadget, signal)

You may build and modify a drone, similar to those available to the mechanic class. Your effective mechanic level for the purpose of this drone is equal to your ranks in Engineering -3 (minimum 1). If you already possess a drone or if you take this talent a second time, your effective mechanic level increases by 4, to a maximum of your character level. Your effective mechanic level stacks with those from other sources to a maximum of your character level.



BrinLee

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