

CLASSified

# THE TECHNOPATH



Garrett Guillotte

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# CLASSIFIED: TECHNOPATH

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The CLASSified product line from Fat Goblin Games is devoted to bringing you a new and exciting base class for your Pathfinder Roleplaying Game. CLASSified: Technopath includes complete rules for a single class and archetypes, and an assortment of other rules to bring your characters to life.



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## TECHNOPATH

Fascinated by the potential of technology to create new forms of incorporeal life, a technopath has unlocked a way to draw an extraplanar companion into the Material Plane as a technogeist—an artificial intelligence with a living soul. Their intimate link grants her unparalleled connections to technology and a supernatural vault of skill and knowledge, and she uses her magical powers to transmit her companion AI into robots, technological devices, and her own specialized cybertech. The technopath is a new alternate class related to technology, though it has design similarities to the spiritualist and summoner classes.

This book is designed with the expectation that you have access to the official primary guidebook for technology rules in the *Pathfinder Roleplaying Game* (abbreviated as the Guide in this book); any references in this book that do not refer to a specific sourcebook refer to the Guide, which is available online for free on the official *Pathfinder Roleplaying Game Reference Document* (<http://paizo.com/pathfinderRPG/prd>).

Additionally, while this class should be fully functional by the rules presented here and integrate with existing technology rules for the *Pathfinder Roleplaying Game*, a player would find much greater utility for the class, its abilities, and the kinds of technology it is made to interact with by picking up copies of **Fat Goblin Games' Call to Arms: Fantastic Technology**, also by Garrett Guillotte, and the companion book, **Call to Arms: Amazing Technology**.

**Role:** Much like summoners and their eidolons, technopaths rely on their technogeist for many of their abilities and combat prowess. And while technopaths are capable spellcasters, they draw more of their unique powers by harnessing and improving technology—and by transferring their technogeists into robots with versatile abilities.



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**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each technopath begins play with a special fused brain implant called a spirit core (see **New Cyberware**), a security drone (see **New Robots**), and an outfit worth 10 gp or less.

## CLASS SKILLS

The technopath's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Fly (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), and Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier.

## CLASS FEATURES

The following are class features of the technopath.

**Weapon and Armor Proficiency:** Technopaths are proficient with simple weapons and laser torches (see the Guide). A technopath is also proficient with light armor, and can cast technopath spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a technopath wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass technopath still incurs the normal arcane spell failure chance for arcane spells received from other classes.

## TECHNOPATH SPELLS KNOWN

Level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
<b>1st</b>	4	2	—	—	—	—	—
<b>2nd</b>	5	3	—	—	—	—	—
<b>3rd</b>	6	4	—	—	—	—	—
<b>4th</b>	6	4	2	—	—	—	—
<b>5th</b>	6	4	3	—	—	—	—
<b>6th</b>	6	4	4	—	—	—	—
<b>7th</b>	6	5	4	2	—	—	—
<b>8th</b>	6	5	4	3	—	—	—
<b>9th</b>	6	5	4	4	—	—	—
<b>10th</b>	6	5	5	4	2	—	—
<b>11th</b>	6	6	5	4	3	—	—
<b>12th</b>	6	6	5	4	4	—	—
<b>13th</b>	6	6	5	5	4	2	—
<b>14th</b>	6	6	6	5	4	3	—
<b>15th</b>	6	6	6	5	4	4	—
<b>16th</b>	6	6	6	5	5	4	2
<b>17th</b>	6	6	6	6	5	4	3
<b>18th</b>	6	6	6	6	5	4	4
<b>19th</b>	6	6	6	6	5	5	4
<b>20th</b>	6	6	6	6	6	5	5

**Spells:** A technopath casts arcane spells drawn from the technopath spell list. She can cast any spell she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

To learn or cast a spell, a technopath must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a technopath's spell is 10 + the spell level + the technopath's Intelligence modifier.

A technopath can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is in Table: Technopath. She also receives bonus spells per day if she has a high Intelligence score (see the *Pathfinder Role-playing Game Core Rulebook*).



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A technopath begins play knowing four 0-level spells and two 1st-level spells of the technopath's choice. At each new technopath level, she gains one or more new spells as indicated on Table: Technopath Spells Known. (Unlike spells per day, the number of spells a technopath knows is not affected by her Intelligence score. The numbers in the table are fixed.)

Upon reaching 5th level, and at every third technopath level thereafter (8th, 11th, and so on), a technopath can choose to learn a new spell in place of one she already knows. In effect, the technopath "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level technopath spell she can cast. A technopath can swap out only a single spell at any given level and must choose whether to swap the spell at the same time that she gains new spells known for the level.

**Cantrips:** A technopath learns a number of cantrips, or 0-level spells, as noted on *Table: Technopath Spells Known*. These spells are cast like any other spell, but she can cast them any number of times per day. Cantrips prepared using other spell slots, due to metamagic feats, for example, consume spell slots as normally.

**Spirit Core:** A technopath begins play with a special cybernetic brain implant called a spirit core (see **New Cybertech**). A technopath without her spirit core retains her spells but loses all other class abilities until it is reinstalled.

**Technogeist:** The technopath begins play with a sentient artificial intelligence (see the Guide) of her own design inhabiting her spirit core. This artificial intelligence is known as a technogeist, and its sentience is sparked by sharing part of the technopath's soul. It has the same alignment and knows the same languages as the technopath.

The technopath can host the technogeist within her consciousness using her spirit core (see the skill memory class feature), or can use magical powers to wirelessly connect it

to a computer, cybertech, or technological device (see the root access class feature) or fully control a robot host (see the planar networking class feature). She also begins play with a security drone (see **New Robots**) capable of serving as the technogeist's host.

Like any AI, the technogeist does not have hit points. If a robot, computer, piece of cybertech, or technological item being accessed by the technogeist is destroyed, it spends 1 minute automatically flushing corrupted data and rebooting its process inside the technopath's spirit core. If the technopath dies, the technogeist goes into hibernation mode and, if the spirit core is still installed in the technopath when she is brought back to life, takes 8 hours to re-establish its link and regain its powers.

As an artificial intelligence, a technogeist is not affected by mind-affecting effects, any forms of possession, *banishment*, *dismissal*, and similar effects. However, since the technogeist is a technological entity that communicates via magical means, it cannot control a robot host or grant root access to devices in areas where magic or technology are suppressed.

As it relies on the technopath's brain as a processing core, the focus necessary to summon and control an eidolon, phantom, or shadow prevents the technogeist from establishing a planar network or granting root access while in the presence of any such creature summoned by the technopath.

The technogeist's saving throws, skills, feats, and abilities are tied to the technopath's class level and increase as she gains levels. (See **Technogeist** and **Table: Technogeist Base Statistics**.) The technopath can assign base ability scores of 14, 12, and 10 in any desired order to the technogeist's Intelligence, Wisdom, and Charisma when creating it, and increases one of its ability scores by 1 point at 5th level and every 5 levels thereafter.

**Planar Networking (Su):** At 1st level, a technopath can spend 1 uninterrupted minute directing a signal through an overlapping plane (such as the Astral Plane) to a robot in her line of sight within 50 feet. The robot's CR must be less than the technopath's level, and it must either be unconscious or its functions suppressed by the discharge spell

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(see the Guide) but otherwise intact. This ability requires complete focus and cannot be used simultaneously with the root access or skill memory abilities.

She can then control that robot by streaming the technogeist across this planar network. Once connected, the robot becomes a persistent host for the technogeist and gains the aggregate template (see **New Robots**). While the planar networking connection isn't affected by most walls or materials, it cannot penetrate more than 3 inches of any skymetal.

The technopath must remain within 50 feet of the host robot to maintain a stable connection. If a technopath starts her turn more than 50 feet from the technogeist's robot host or the robot is destroyed, the technogeist loses its connection; the robot immediately powers down and remains incapacitated for 1 minute until its own native programming and behavior restarts, while the technogeist resumes its focus on the technopath's spirit core (see the skill memory class ability). If the robot host is within 60 feet of a signal jammer (see the Guide), it takes a -4 penalty to all skill checks and attack rolls.

**Bonded Senses (Su):** Starting at 2nd level, as a standard action, a technopath can share the senses of her technogeist while establishing a planar network with a robot host. She can sense anything the robot host can hear, see, smell, taste, touch, or otherwise sense for a number of rounds per day equal to her technopath level. The technopath can end this effect as a free action.

**Improvisational Robotics (Ex):** At 2nd level, the technopath gains Craft Robot (see **New Feats**) as a bonus feat, even if she doesn't meet its prerequisites. She can also repurpose any mundane metal object as parts that grant a number of temporary hit points to a robot, at a rate of 1 hp per 10 gp of the item's value or 1 pound of its weight (whichever is greater) up to a maximum number of temporary hit points equal to 5 + twice the technopath's level. Installing these parts requires a successful Knowledge (engineering) or Craft (mechanical) check (DC = 10 + 1 per hp added) and takes 1 minute per pound. Once granted,

these temporary hit points cannot be repaired or healed until all of the temporary hit points granted by this ability are depleted.

Once applied, the metal object is consumed and cannot be recovered. If the robot is capable of flight, its maneuverability degrades by one step for as long as it gains temporary hit points from this ability. The technopath can apply as much of an item's value as she wishes but always destroys the entire item.

**Root Access (Su):** At 3rd level, as a swift action, a technopath can install a temporary software shell in any computer, powered technological item, technological trap, or active cyberware with which she maintains physical contact. Her technogeist can then access that device through this shell and enhance the technopath's capability or skill with that device. This ability requires complete focus, cannot be used simultaneously with the skill memory or planar networking abilities, and cannot be used on devices fully encased in skymetals.

A technopath can gain root access to a device for a number of rounds per day equal to her technopath level. The rounds need not be consecutive. She can close the shell as a free action, and loses her connection immediately if she is unable to maintain physical contact with the device. Even if her connection ends in the same round that she initiated it, it counts as 1 round of use.

When she gains root access to a device, she gains the following benefits depending on the type of technological device:

**Armor, shields:** The technogeist optimizes the device, granting a +5 shield bonus to her Armor Class. At 8th level, she also ignores any armor check penalties, arcane spell failure chance, and speed reduction related to the device. At 13th level, the shield bonus increases to +8.

At 18th level, the technogeist can also convert magical energy into a red force field (see the Guide) as a swift action. The force field makes the technopath immune to critical hits, grants 30 temporary hit points that regenerate



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with fast healing 6, and consumes rounds of root access instead of charges. If the device already generates a force field, she can activate this ability as an immediate action when its built-in force field is reduced to 0 hit points or otherwise disabled.

*Weapons:* The technogeist assists the technopath's aim, granting her a +4 insight bonus to all attack and damage rolls with that weapon. At 8th level, she gains an additional attack with the weapon per round, albeit at a –5 penalty. At 13th level, the insight bonus increases to +7 and additional attack penalty decreases to –2.

At 18th level as a swift action, the technopath can give the technogeist control over the weapon, causing it to levitate near the technopath without disconnecting the shell. The weapon shares the technopath's square and cannot move independently. It also shares her attacks and attack bonuses, leaves her hands free, is not affected by status conditions that affect the technopath, and can continue to attack the last target the technopath attacked with the weapon even if the technopath is grappled, unconscious, dying, or otherwise unable to attack until her rounds of root access are fully expended. The weapon can still be disarmed and sundered, though its AC and CMB are equal to the technopath's + 5.



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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1st	+0	+0	+0	+2	Cantrips, planar networking, spirit core, technogeist	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Improvisational robotics	2	—	—	—	—	—
3rd	+2	+1	+1	+3	Root access	3	—	—	—	—	—
4th	+3	+1	+1	+4	Skill memory (Skill Focus)	3	1	—	—	—	—
5th	+3	+1	+1	+4	Sense technology (at will)	4	2	—	—	—	—
6th	+4	+2	+2	+5	Discharge and recharge 1/day	4	3	—	—	—	—
7th	+5	+2	+2	+5	—	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Root access improvement, skill memory	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	Discharge and recharge 2/day	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Fused consciousness	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	Memory of function 1/day	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Discharge and recharge 3/day, skill memory (weapon proficiencies)	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	Root Access improvement	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Sense technology (constant)	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Discharge and recharge 4/day	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Skill memory (Skill Focus)	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Virtual demiplane (robots and AIs)	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Discharge and recharge 5/day, root access improvement	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Memory of function 2/day	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Total immersion	5	5	5	5	5	5

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**Computers and technological traps:** The technogeist grants the technopath control over the computer or technological trap. As a standard action, she can share any of the device's senses, force it to perform any action, or make a Diplomacy, Intimidate, or Sense Motive check against any other AI that can also access the device even if she doesn't share a language with the AI. She also gains a +4 insight bonus to any checks to use the device. At 8th level and every 5 levels thereafter, the insight bonus increases by +2 to a maximum of +10 at 18th level.

**Prismatic technological gear, augmentations, and technological items with Mark levels:** The technogeist's elevated access allows the technopath to use the device as though it were one color-coded level or Mark level (see the Guide), or augmentation Magnitude (see *Call to Arms: Fantastic Technology*), better. For instance, a brown access card functions as a black access card, and a Mark I item or augmentation functions as a Mark II model. Such improvements don't grant the device additional charges, and it loses any charges that exceed its capacity when the elevated access ends. At 8th level and every 5 levels thereafter, this elevation increases by one additional level, to a maximum of blue or Mark III at 18th level.

**Skill Memory (Ex):** At 4th level, the technogeist optimizes the technopath's brain through her spirit core. For any two skills that the technogeist has more ranks in than the technopath, the technogeist grants the technopath the effects of the Skill Focus feat. This bonus stacks with any Skill Focus feats that the technopath possesses.

At 8th and 16th levels, the technopath gains this effect in one additional skill. At 12th level, she gains any of her technogeist's weapon proficiencies that she does not already possess. Due to the focus required to share skills, the technopath loses this ability's benefits while she uses the root access or planar networking abilities.

**Sense Technology (Sp):** At 5th level, a technopath's connection to technology becomes so strong that she can use

*technomancy* (see the Guide) at will as a spell-like ability with a caster level equal to her technopath level – 3. At 14th level, this becomes a constant spell-like ability.

**Discharge and Recharge (Sp):** At 6th level, a technopath gains the ability to use either *discharge* or *recharge* (see the Guide) as a spell-like ability once per day, with a caster level equal to her technopath level – 3. At 9th level and every 3 levels thereafter, the technopath can use this ability 1 additional time per day up to a maximum of 5 times per day at 18th level, and increases her effective caster level by 1 up to a maximum of her technopath level at 18th level.

**Fused Consciousness (Su):** At 10th level, a technopath always gains the benefits of the bonded senses ability when her technogeist is connected to a robot host via planar networking. She also gains the skill ranks granted by the technogeist's skill memory ability, even when her technogeist controls a robot host.

**Memory of Function (Sp):** At 11th level, the technopath gains the ability to use *memory of function* (see the Guide) as a spell-like ability once per day, using her technopath level as her caster level. If the target is a construct with the robot subtype and a CR less than the technopath's level, she can also install a planar networking gateway in the same action and grant her technogeist immediate control over the restored robot, disconnecting any of her other active planar networking or root access connections without penalty and disregarding any rebooting delays. At 17th level, she can use this ability twice per day, and it is no longer limited by the target construct's age.

**Virtual Demiplane (Su):** At 17th level, the technopath creates a permanent, persistent virtual demiplane of its own design in her spirit core as the spell *greater create demiplane*, using the technopath's level as the caster level. This demiplane can only have the self-contained shape feature across the entire plane, and it overlaps whichever plane the technopath's body inhabits in the same ways



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that the Astral and Ethereal planes overlap the Material Plane. The plane's location is centered on the technopath's physical form.

Once per day as a swift action, the technopath can encode her consciousness to access the demiplane for a number of rounds equal to her technopath level. This is the only way she can access the virtual demiplane, and no other creature can access it without implanting her spirit core. When she accesses the demiplane, the technopath's physical form becomes fascinated, and if her fascination is broken she must succeed at a DC 30 Will save or her presence in the demiplane immediately ceases. She can also disconnect herself at will, without becoming sickened, as a full-round action..

The technopath's consciousness inhabits the demiplane as an avatar that shares the appearance and equipment of her physical form. If her technogeist inhabits her spirit core, it also appears in the demiplane as a Medium humanoid of the same race, without equipment and with a number of hit points equal to the technopath's maximum hit points. These virtual forms also manifest as incorporeal beings in the plane where the technopath's body resides, though they cannot perceive anything but the virtual demiplane. Attacks capable of harming incorporeal beings can harm the technopath and technogeist through these manifestations, and should the technopath or technogeist be rendered unconscious or dead on the virtual demiplane, the technopath's connection immediately ends and she is sickened for 2d6 rounds (DC 25 Will save half).

Each robot, artificial intelligence core processor and host, and technological trap within a flat 50-foot radius of the technopath is also represented in the demiplane by a Medium-sized avatar made of colorful glowing crystals that resembles its physical form. These avatars are positioned at a distance from the center of the plane relative to their distance from the technopath's physical body, and the avatars share the same statistics and conditions as their physical forms save that the avatars are not immune to mind-affecting effects, do not have hardness scores, and do not gain armor or deflection bonuses to AC. Damage and effects dealt to these creatures' avatars equally affects their physical forms via the incorporeal manifestations of the techno-

path and technogeist on the plane which the technopath's body inhabits. If an entity's physical form moves to more than 50 feet from the technopath's, its avatar disappears from the virtual demiplane.

**Total Immersion (Su):** At 20th level, the technopath's understanding of the patterns and algorithms underpinning life, the planes, and reality grows so powerful that avatars of all creatures, including those in overlapping planes (such as the Astral and Ethereal planes), also appear as crystal avatars in the virtual demiplane. These creatures' avatars take damage and are affected by the technopath's and technogeist's incorporeal forms in the same ways as robots and AIs are affected in the virtual demiplane.



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## TECHNOGEISTS

A technogeist is an artificial intelligence created by a technopath and granted a piece of her soul, which grants it both sentience and an innate, magical connection to her. Such a connection requires a special piece of cyberware called a spirit core, which also serves as a permanent home for the fundamental processes that are the technogeist's lifeblood.

**Ability Score Increase (Ex):** The technopath adds +1 to her choice of the technogeist's Intelligence, Wisdom, or Charisma ability scores.

**Command Robot (Ex):** Three times per day, the technogeist can issue a command to a robot within 30 feet as a standard action once per day. The robot can resist the effects of this ability by succeeding at a Will saving throw against a DC of  $10 + 1/2$  the technopath's class level + the technogeist's Charisma or Intelligence modifier (whichever is higher). This ability otherwise functions as *suggestion*, save that it is not mind-affecting and can only affect constructs with the robot subtype.

**Evasion (Ex):** If a technogeist's robot host is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it succeeds at the saving throw.

## TECHNOGEIST BASE STATISTICS

Class Level	Total skill ranks (+Int bonus)	Feats	Special
1st	6	1	Salvage, share spells
2nd	6	1	Evasion
3rd	12	2	
4th	12	2	
5th	18	2	Ability score increase
6th	18	3	Fast boot
7th	24	3	Weapon proficiency
8th	24	3	Software upgrade
9th	30	4	Command robot
10th	30	4	Ability score increase
11th	36	5	
12th	36	5	Multiattack
13th	42	5	
14th	42	6	Improved evasion
15th	48	6	Ability score increase
16th	48	6	Software upgrade
17th	54	7	Weapon proficiency
18th	54	7	
19th	60	8	
20th	60	8	Ability score increase



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**Fast Boot (Ex):** The delay before the technogeist can establish another planar networking or root access connection after a forced disconnection is reduced from 1 minute to 3 rounds.

**Improved Evasion (Ex):** When subjected to an attack that allows a Reflex saving throw to halve damage, a technogeist's robot host instead takes no damage if it succeeds at the save and only half damage if it fails.

**Multiattack (Ex):** The technogeist gains Multiattack as a bonus feat if its robot host has 3 or more natural attacks and the robot host does not already have that feat. If the robot does not have the requisite 3 or more natural attacks (or is reduced to fewer than 3 attacks), the robot host instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. If the robot host later gains 3 or more total natural attacks, it loses this additional attack and instead gains Multiattack.

**Salvage (Ex):** The technogeist gains all Craft skills as class skills, a +4 insight bonus on Knowledge (engineering) checks, and Technologist as a bonus feat. As a standard action, it can repair 2d6 points of damage to a robot within reach, including its robot host.

**Share Spells (Su):** The technopath's planar network allows her to cast any spell with a target of "you" on the technogeist's robot host as a spell with a range of touch, even if the spells normally do not affect creatures of the robot's type (construct). Spells cast in this way must come from the technopath's spell list. This ability does not allow the technogeist to share abilities that are not spells, even if they function like spells.

**Software Upgrade (Ex):** The technogeist gains a +1 bonus to its choice of attack rolls, initiative rolls, or all saves.

**Weapon Proficiency (Ex):** The technogeist can become proficient with one additional weapon of its choice, and shares this proficiency with both its robot host in a planar network and the technopath via her skill memory ability.



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## New Feats

These new feats compliment, or are granted by, the technopath's class abilities.

### BACKUP

*Through parts of your old chassis, you can be reinstalled in a new form.*

**Prerequisite:** Wis 16; must be an artificial intelligence or construct (robot).

**Benefit:** You store copies of essential algorithms throughout the technology that houses you. If your physical form is destroyed and you cease to exist, and any component from your destroyed form is used to create a new technological device of the same type, you resume your material existence in the new device with the same ability scores, feats, skills, languages, memories, and non-physical special abilities. Once you've been reactivated, backups of you in the other components of your destroyed form are invalidated and can't be used to create another copy of yourself.

**Normal:** Your destruction is permanent and irreversible.

### BINARY COMMUNICATION

*You learn how to convey binary code through verbal and somatic sequences.*

**Prerequisite:** Int 13, Linguistics 3 ranks, Knowledge (engineering) 6 ranks or the mathematical prodigy trait (*Pathfinder Roleplaying Game: Ultimate Campaign*).

**Benefit:** By verbally bleeping or physically gesturing in binary sequences, you can communicate simple information to androids, artificial intelligences, and constructs with the robot subtype, even if they don't share this feat or a language with you. If the creature also has this feat, it can signal responses through non-verbal sounds, flashing

lights, gestures, or other verbal or somatic means. Binary communication is far less efficient than linguistic communication; you can only convey up to three words in binary as a free action, instead of a few sentences. Binary communication also can't convey language-dependent effects or be used with the Bluff, Diplomacy, Intimidate, or Sense Motive skills.

**Normal:** You must share a language or other means of communication with androids, artificial intelligences, or robots in order to communicate with them.





# NEW ALTERNATE CLASS

## NEW FEATS

Feat	Prerequisites	Benefits
<b>Backup</b>	Wis 16; must be an AI or robot	Can be restored from a piece of your destroyed body
<b>Binary Communication</b>	Int 13, Linguistics 3 ranks, Knowledge (engineering) 6 ranks or the mathematical prodigy trait	Communicate with androids, AIs, and robots through binary signals
<b>Empathy</b>	Cha 13; must be an android, AI, or robot	Gain emotions, and related advantages and disadvantages
<b>Disable Emotions</b>	Empathy	Temporarily disable emotions and remove emotion and fear effects
<b>Mimic Emotions</b>	Empathy, Cha 16	Gain bonuses on emotion-related skills and abilities
<b>Technologist</b>	—	Make trained skill checks against technology
<b>Transform</b>	Must be an android, robot, or have a cybertech implantation score of 8 or higher and two of the same type of cyberlimb	Transform a cyberlimb into a different type of limb
<b>Item Creation Feats</b>		
<b>Craft Robot</b>	Craft Technological Item, Craft (mechanical) 9 ranks, Knowledge (engineering) 7 ranks	Build constructs of the robot subtype
<b>Craft Artificial Intelligence</b>	Craft Robot, Knowledge (engineering) 12 ranks, Sense Motive 12 ranks	Code new artificial intelligences
<b>Metamagic Feats</b>		
<b>Forced Empathy Spell</b>	—	Force an emotionless creature to experience emotion-affecting spell effects

## CRAFT ARTIFICIAL INTELLIGENCE (ITEM CREATION)

*You can code artificial intelligences.*

**Prerequisites:** Craft Robot, Knowledge (engineering) 12 ranks, Sense Motive 12 ranks

**Benefit:** You can program an artificial intelligence using the same process as crafting a robot, using a robot as its initial host. An AI costs 500 gp multiplied by the square of its CR to program, takes one day for each 500 gp of its cost, and requires the use of a nanotech lab (up to CR 5) or graviton lab (up to CR 20). Once the AI's target CR is calculated, follow the guidelines in the *Guide's* "Creating an AI" section to build the AI.

## CRAFT ROBOT (ITEM CREATION)

*You can build constructs with the robot subtype.*

**Prerequisites:** Craft Technological Item, Craft (mechanical) 9 ranks, Knowledge (engineering) 7 ranks

**Benefit:** You can build any robot whose prerequisites you meet. The act of building a robot takes one day for each 500 gp of its cost and requires the use of a production lab (up to CR 5), robotics lab (up to CR 10), or nanotech lab (up to CR 20). A newly created robot has average hit points for its Hit Dice.

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When crafting robots, treat them as constructs built with the Craft Construct feat (*Pathfinder Roleplaying Game: Bestiary*) except with the following requirements: Craft Robot, creator's level must be the robot's CR + 2; **Skill** Craft (mechanical) and Knowledge (engineering) checks with DC 10 + the robot's CR; **Cost** Raw materials worth the robot's CR multiplied by 6,000 gp

## DISABLE EMOTIONS

*Your supernatural understanding of emotions allows you to disable them when needed.*

**Prerequisites:** Empathy, Cha 13; must be an android, artificial intelligence, or construct (robot).

**Benefit:** Once per day, as a swift action, you can selectively disable your emotional processing for 24 hours. When you do so, you can't be affected by emotion-based effects and fear effects (and any existing effects are removed), and you gain a +4 bonus on saving throws against mind-affecting effects. However, you lose the ability to gain morale bonuses or cast spells with emotion components unless you have another ability (such as the Logical Spell metamagic feat) that allows you to disregard your emotionless state.

## EMPATHY

*You have learned to experience emotion.*

**Prerequisites:** Cha 13; must be an android, artificial intelligence, or construct (robot).

**Benefit:** You gain the ability to experience the full range of human emotions. You lose the emotionless special quality, can gain morale bonuses, and can be affected by emotion-based effects and fear effects. You lose any racial bonus on saving throws against mind-affecting effects.

**Normal:** You don't experience emotion, can't cast spells with emotion components, can't gain morale bonuses, can't be affected by emotion-based effects or fear effects, and might have racial bonuses or immunities against mind-affecting effects.

## CALL TO ARMS: FANTASTIC TECHNOLOGY AND CRAFT

The Craft Artificial Intelligence and Craft Robot feats presented here can be found in *Call to Arms: Fantastic Technology*, also from *Fat Goblin Games*. A similar Craft Robots feat appears in a recent adventure path about gods of iron, which uses different prerequisites, requirements, and crafting costs. The GM can choose which version to allow for all instances where Craft Robot is granted or a prerequisite.

## FORCED EMPATHY SPELL (METAMAGIC)

*Your spells temporarily grant emotions to the emotionless.*

**Benefit:** When a creature immune to emotion-based or fear effects is targeted by a forced empathy spell, it must save against the spell's effects as though it does not have these immunities. If the creature fails the save, it suffers the forced empathy spell's emotion-based or fear effects, and loses its immunities to all other emotion-based and fear effects for as long as it suffers the forced empathy spell's effects. A forced empathy spell uses up a spell slot 2 levels higher than the spell's actual level.

## MIMIC EMOTIONS

*Your supernatural understanding of emotions reduces them to variables you can manipulate at will.*

**Prerequisites:** Empathy, Cha 16; must be an android, artificial intelligence, or construct (robot).

**Benefit:** Three times per day, as a standard action, you can selectively modify your emotional processing to your benefit for 1 hour. When you do so, you gain a +4 bonus on Bluff, Disguise, Intimidate, and Perform skill checks for the duration, and any attempts to read your emotional aura take a –2 penalty for the duration. If you have the bardic performance or rage class abilities, each use of this feat also grants you 1 additional round of those abilities for the duration.



# NEW ALTERNATE CLASS

## TECHNOLOGIST

*You are familiar with the basic mechanics of technology.*

**Benefit:** 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 must still have ranks in that skill in order to gain the benefit of Technologist.

**Normal:** You treat all skill checks made against technology as if they were untrained skill checks. This may mean that you cannot attempt certain skill checks, even if you possess ranks in the skill in question.

## TRANSFORM

*Your technological components can change form.*

**Prerequisite:** Must be an android, construct (robot), or character with a cybertech implantation score of 8 or higher and at least two of the same type of cyberlimb.

**Benefit:** Once per hour as a move action, you can change two technological arms, fins, legs, tentacles, wheels, or wings into technological limbs of one of the other types, and vice versa. When selecting this feat, you must choose the limbs capable of transforming as well as the type of limb they can become; these choices are permanent and cannot be changed. Both limbs must transform to the same type of limb simultaneously. When you transform the limbs, you immediately drop any items held by or magic items equipped in slots on those limbs, lose the functionality of the original limbs (including any movement speed granted by those limbs), and gain new functions based on the new limb types:

**Arms:** The ability to wield items or weapons, or for other purposes that require free hands. You also gain a +4 racial bonus to Climb checks per pair of arms. You can have an implanted weapon (see the Guide) that is only available when the limb is in arm form.

**Fins:** A +4 racial bonus to Swim checks per pair of fins and an enhancement bonus to your swim speed equal to the greater of half your natural swim speed or +20 feet.

**Legs:** A +4 racial bonus to CMD against trip attempts per pair of legs and a +4 racial bonus to Acrobatics checks. If you had fewer than four legs before this transformation and at least four legs after the transformation, you also gain a +10 feet enhancement bonus to your land movement speed (minimum land movement speed 20 feet) and modify your Strength score to determine carrying capacity (see Table: Carrying Capacity in the *Pathfinder Roleplaying Game Core Rulebook*) by a new size modifier, as follows: Fine  $\times 1/4$ , Diminutive  $\times 1/2$ , Tiny  $\times 3/4$ , Small  $\times 1$ , Medium  $\times 1-1/2$ , Large  $\times 3$ , Huge  $\times 6$ , Gargantuan  $\times 12$ , Colossal  $\times 24$ .

**Tentacles:** A +4 racial bonus on grapple checks, and two secondary tentacle attacks as the eidolon ability (dealing 1d4 points of damage for a Medium creature and 1d3 points of damage for a Small creature, plus the grab ability).

**Wheels:** A +4 racial bonus to charge and overrun combat maneuvers, and the ability to overrun one target in the path of a charge as a free action. If you successfully overrun the target, you can complete the charge. If the overrun is unsuccessful, the charge ends in the space directly in front of that target. You also gain an enhancement bonus to your land movement speed equal to the greater of your natural land movement speed or +30 feet, but you cannot traverse difficult terrain unless you have at least four wheels.

**Wings:** Two wing buffet attacks as the eidolon ability (dealing 1d4 points of damage for a Medium creature and 1d3 points of damage for a Small creature) and an enhancement bonus to your fly movement speed equal to half your natural flight speed or +20 feet, whichever is greater, with good maneuverability unless your natural maneuverability is better.

If you transform your only legs into limbs other than wheels, reduce your land movement speed to one-quarter your natural speed (minimum 5 feet) but do not take any penalties for moving through difficult terrain. The transformation persists until you choose to transform the limbs back to their original form.

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**Special:** You can take this feat multiple times, whether to grant a new possible form to the same pair of limbs or other eligible pairs.

## WEAR ROBOT

*You can enter and control a robotic form, wearing it like a suit of powered armor.*

**Prerequisite:** Craft Robot, Heavy Armor Proficiency, Technologist, Disable Device 6 ranks, Knowledge (engineering) 3 ranks, Ride 3 ranks, Fly 3 ranks

**Benefit:** With a successful full-round DC 20 Disable Device check, you find a way to wrap a disabled, unpowered, or incapacitated robot your size or larger around yourself. You retain all of your abilities; gain all of the robot's attacks, feats, and special abilities; gain any of the robot's bonuses (including AC bonuses) and skills that are better than yours; and use the robot's movement, Reflex and Fortitude saves. The robot's remaining hit points become temporary hit points you, and any abilities or spells that restore the robot's hit points also restore these temporary hit points.

You can wear a robot for up to 30 minutes per day. This duration does not need to be consecutive, but it must be spent in 1-minute increments. If the temporary hit points are depleted, the robot is destroyed, and you take 1/2 of any damage that exceeds the temporary hit points and are ejected into a random square within the robot's reach.





# NEW ALTERNATE CLASS

## Technopath Spells

The following spells are from the Guide and other sources, but are integral parts of the technopath class and so reproduced fully here for ease of reference.

### TECHNOPATH SPELLS

Technopaths can cast the following arcane spells:

**0-Level Technopath Spells (Cantrips)**—*Acid Splash*<sup>CRB</sup>, *Arcane Mark*<sup>CRB</sup>, *Daze*<sup>CRB</sup>, *Detect Magic*<sup>CRB</sup>, *Guidance*<sup>CRB</sup>, *Light*<sup>CRB</sup>, *Mage Hand*<sup>CRB</sup>, *Mending*<sup>CRB</sup>, *Message*<sup>CRB</sup>, *Open/Close*<sup>CRB</sup>, *Read Magic*<sup>CRB</sup>, *Resistance*<sup>CRB</sup>

**1st-Level Technopath Spells**—*Alarm*<sup>CRB</sup>, *Ant Haul*<sup>APG</sup>, *Blurred Movement*<sup>ACG</sup>, *Compel Hostility*<sup>UC</sup>, *Corrosive Touch*<sup>UM</sup>, *Detect Metal*<sup>\*</sup>, *Detect Radiation*<sup>TG</sup>, *Endure Elements*<sup>CRB</sup>, *Enlarge Person*<sup>CRB</sup>, *Expeditious Retreat*<sup>CRB</sup>, *Feather Fall*<sup>CRB</sup>, *Glue Seal*<sup>ACG</sup>, *Grease*<sup>CRB</sup>, *Icicle Dagger*<sup>UM</sup>, *Identify*<sup>CRB</sup>, *Jump*<sup>CRB</sup>, *Jury-Rig*<sup>UC</sup>, *Life Conduit*<sup>UC</sup>, *Long Arm*<sup>ACG</sup>, *Mage Armor*<sup>CRB</sup>, *Magic Fang*<sup>CRB</sup>, *Magic Mouth*<sup>CRB</sup>, *Mount*<sup>CRB</sup>, *Protection from Chaos/Evil/Good/Law*<sup>CRB</sup>, *Ray of Sickening*<sup>UM</sup>, *Reduce Person*<sup>CRB</sup>, *Shield*<sup>CRB</sup>, *Technomancy*<sup>TG</sup>, *Unfetter*<sup>APG</sup>, *Unseen Servant*<sup>CRB</sup>, *Ventriloquism*<sup>CRB</sup>

**2nd-Level Technopath Spells**—*Ablative Barrier*<sup>UC</sup>, *Alter Self*<sup>CRB</sup>, *Ant Haul*, *Communal*<sup>UC</sup>, *Barkskin*<sup>CRB</sup>, *Bear's Endurance*<sup>CRB</sup>, *Blood Armor*<sup>ACG</sup>, *Blur*<sup>CRB</sup>, *Bull's Strength*<sup>CRB</sup>, *Cat's Grace*<sup>CRB</sup>, *Create Pit*<sup>APG</sup>, *Cushioning Bands*<sup>UM</sup>, *Detect Thoughts*<sup>CRB</sup>, *Eagle's Splendor*<sup>CRB</sup>, *Fox's Cunning*<sup>CRB</sup>, *Glide*<sup>APG</sup>, *Glitterdust*<sup>CRB</sup>, *Haste*<sup>CRB</sup>, *Invisibility*<sup>CRB</sup>, *Levitate*<sup>CRB</sup>, *Misdirection*<sup>CRB</sup>, *Mount*, *Communal*<sup>UC</sup>, *Owl's Wisdom*<sup>CRB</sup>, *Protection from Arrows*<sup>CRB</sup>, *Protection from Chaos*, *Communal*<sup>UC</sup>, *Protection from Evil*, *Communal*<sup>UC</sup>, *Protection from Good*, *Communal*<sup>UC</sup>, *Protection from Law*, *Communal*<sup>UC</sup>, *Protection from Technology*<sup>TG</sup>, *Recharge*<sup>\*</sup>, *Resist Energy*<sup>CRB</sup>, *See Invisibility*<sup>CRB</sup>, *Semblance of Flesh*<sup>\*</sup>, *Slow*<sup>CRB</sup>, *Spider Climb*<sup>CRB</sup>, *Time Shudder*<sup>ACG</sup>,

*Twisted Space*<sup>UC</sup>, *Warding Weapon*<sup>UC</sup>, *Web Shelter*<sup>UM</sup>, *Wind Wall*<sup>CRB</sup>

**3rd-Level Technopath Spells**—*Agonize*<sup>UM</sup>, *Air Breathing*<sup>MC</sup>, *Aqueous Orb*<sup>APG</sup>, *Black Tentacles*<sup>CRB</sup>, *Creeping Ice*<sup>ACG</sup>, *Dimension Door*<sup>CRB</sup>, *Dimensional Anchor*<sup>CRB</sup>, *Discharge*<sup>\*</sup>, *Dispel Magic*<sup>CRB</sup>, *Displacement*<sup>CRB</sup>, *Enlarge Person*, *Mass*<sup>CRB</sup>, *Evolution Surge*<sup>APG</sup>, *Fire Shield*<sup>CRB</sup>, *Fly*<sup>CRB</sup>, *Heroism*<sup>CRB</sup>, *Invisibility*, *Greater*<sup>CRB</sup>, *Irradiate*<sup>TG</sup>, *Life Conduit*, *Improved*<sup>UC</sup>, *Locate Creature*<sup>CRB</sup>, *Magic Circle against Chaos/Evil/Good/Law*<sup>CRB</sup>, *Magic Fang*, *Greater*<sup>CRB</sup>, *Marionette Possession*<sup>UM</sup>, *Minor Creation*<sup>CRB</sup>, *Non-detection*<sup>CRB</sup>, *Obsidian Flow*<sup>UC</sup>, *Pellet Blast*<sup>UC</sup>, *Protection from Arrows*, *Communal*<sup>UC</sup>, *Protection from Energy*<sup>CRB</sup>, *Rage*<sup>CRB</sup>, *Rain of Frogs*<sup>UM</sup>, *Rebuke Technology*<sup>TG</sup>, *Reduce Person*, *Mass*<sup>CRB</sup>, *Resist Energy*, *Communal*<sup>UC</sup>, *Seek Thoughts*<sup>APG</sup>, *Shield Companion*<sup>ACG</sup>, *Spider Climb*, *Communal*<sup>UC</sup>, *Spiked Pit*<sup>APG</sup>, *Stoneskin*<sup>CRB</sup>, *Tongues*<sup>CRB</sup>, *Wall of Fire*<sup>CRB</sup>, *Wall of Ice*<sup>CRB</sup>, *Water Breathing*<sup>CRB</sup>

**4th-Level Technopath Spells**—*Acid Pit*<sup>APG</sup>, *Adjustable Polymorph*<sup>ACG</sup>, *Baleful Polymorph*<sup>CRB</sup>, *Bear's Endurance*, *Mass*<sup>CRB</sup>, *Bull's Strength*, *Mass*<sup>CRB</sup>, *Cat's Grace*, *Mass*<sup>CRB</sup>, *Contact Other Plane*<sup>CRB</sup>, *Damnation Stride*<sup>ARG</sup>, *Daze*, *Mass*<sup>UM</sup>, *Dismissal*<sup>CRB</sup>, *Eagle's Splendor*, *Mass*<sup>CRB</sup>, *Fox's Cunning*, *Mass*<sup>CRB</sup>, *Hold Monster*<sup>CRB</sup>, *Hostile Juxtaposition*<sup>UC</sup>, *Insect Plague*<sup>CRB</sup>, *Magic Circle Against Technology*<sup>TG</sup>, *Magic Jar*<sup>CRB</sup>, *Major Creation*<sup>CRB</sup>, *Make Whole*, *Greater*<sup>TG</sup>, *Nixie's Lure*<sup>ARG</sup>, *Overland Flight*<sup>CRB</sup>, *Owl's Wisdom*, *Mass*<sup>CRB</sup>, *Planar Binding*, *Lesser*<sup>CRB</sup>, *Protection from Energy*, *Communal*<sup>UC</sup>, *Purified Calling*<sup>APG</sup>, *Remove Radioactivity*<sup>TG</sup>, *Sending*<sup>CRB</sup>, *Stoneskin*, *Communal*<sup>UC</sup>, *Summoner Conduit*<sup>UC</sup>, *Teleport*<sup>CRB</sup>, *Tongues*, *Communal*<sup>UC</sup>, *Transmogrify*<sup>APG</sup>, *Vitriolic Mist*<sup>UM</sup>, *Wall of Stone*<sup>CRB</sup>

**5th-Level Technopath Spells**—*Banishment*<sup>CRB</sup>, *Conjure Black Pudding*<sup>UM</sup>, *Create Demiplane*, *Lesser*<sup>UM</sup>, *Creeping Doom*<sup>CRB</sup>, *Destroy Robot*<sup>TG</sup>, *Dispel Magic*, *Greater*<sup>CRB</sup>, *Energy Siege Shot*<sup>UC</sup>, *Ethereal Jaunt*<sup>CRB</sup>, *Heroism*, *Greater*<sup>CRB</sup>, *Hungry Pit*<sup>APG</sup>, *Ice Crystal Teleport*<sup>UM</sup>, *Invisibility*, *Mass*<sup>CRB</sup>, *Life Conduit*, *Greater*<sup>UC</sup>, *Planar Adaptation*<sup>APG</sup>, *Planar Binding*<sup>CRB</sup>, *Plane Shift*<sup>CRB</sup>, *Repulsion*<sup>CRB</sup>, *Sequester*<sup>CRB</sup>, *Simulacrum*<sup>CRB</sup>, *Spell Turning*<sup>CRB</sup>, *Tar Pool*<sup>UC</sup>, *Teleport*, *Greater*<sup>CRB</sup>, *True Seeing*<sup>CRB</sup>, *Wall of Iron*<sup>CRB</sup>, *Wreath of Blades*<sup>UC</sup>

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**6th-Level Technopath Spells**—*Antipathy*<sup>CRB</sup>, *Antitech Field*<sup>TG</sup>, *Binding*<sup>CRB</sup>, *Charm Monster*, *Mass*<sup>CRB</sup>, *Create Demiplane*<sup>UM</sup>, *Dimensional Bounce*<sup>ACG</sup>, *Dimensional Lock*<sup>CRB</sup>, *Discern Location*<sup>CRB</sup>, *Discharge*, *Greater*<sup>TG</sup>, *Dominant Monster*<sup>CRB</sup>, *Eagle Aerie*<sup>UM</sup>, *Energy Siege Shot*, *Greater*<sup>UC</sup>, *Hostile Juxtaposition*, *Greater*<sup>UC</sup>, *Incendiary Cloud*<sup>CRB</sup>, *Infuse Robot*<sup>TG</sup>, *Magnetic Field*\*, *Maze*<sup>CRB</sup>, *Planar Adaptation*, *Mass*<sup>APG</sup>, *Planar Binding*, *Greater*<sup>CRB</sup>, *Protection from Spells*<sup>CRB</sup>, *Sympathy*<sup>CRB</sup>, *Teleportation Circle*<sup>CRB</sup>, *Walk through Space*<sup>UC</sup>

\* These spells can be found in the New Spells section.

<sup>CRB</sup> These spells can be found in the *Pathfinder Roleplaying Game Core Rulebook*.

<sup>UM</sup> These spells can be found in *Pathfinder Roleplaying Game: Ultimate Magic*.

<sup>UC</sup> These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Combat*.

<sup>ARG</sup> These spells can be found in the *Pathfinder Roleplaying Game: Advanced Race Guide*.

<sup>ACG</sup> These spells can be found in the *Pathfinder Roleplaying Game: Advanced Class Guide*.

<sup>APG</sup> These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

<sup>TG</sup> These spells can be found in the official *Pathfinder Roleplaying Game* technology rules, also referred to as "the Guide."

## DETECT METAL

**School** divination; **Level** alchemist 1, arcanist 1, bard 1, investigator 1, skald 1, sorcerer/wizard 1, summoner 1, summoner (unchained) 1, technopath 1

**Casting Time** 1 standard action

**Components** V, S, F (a magnetized nail or nugget of ore)

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** concentration, up to 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

You detect any metal objects or creatures within a 60-foot cone. You can specify all metal objects or one or more specific types of metal (such as silver, cold iron, or a type of skymetal) when you cast this spell; in the case of the latter, you detect only objects or creatures made of the specified metal.

## DISCHARGE

**School** abjuration; **Level** bard 3, cleric 3, magus 3, sorcerer/wizard 3, technopath 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target** one creature or technological object

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** no

Discharge dissipates the charges from one technical object, temporarily depowers one electrically powered technological object that does not use charges, or severely hinders a creature with the robot subtype. If the spell targets an object with charges, the object loses all of its remaining charges. If the object is powered by electrical means other than charges, its functions are suppressed for 1d4 rounds. If the spell targets a creature not of the robot subtype, it affects a random charged or electrically powered item in that creature's possession. If the target is a robot, the robot is staggered and cannot use any energy-based attacks for 1d4 rounds. A robot that's affected by this spell receives a new saving throw at the end of each round to shrug off the effect.

## DISCHARGE, GREATER

**School** abjuration; **Level** bard 6, cleric 6, magus 6, sorcerer/wizard 6, technopath 6, witch 6

**Target or Area** one creature or technological object, or a 20-ft.-radius burst



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This spell functions as *discharge*, except it can discharge multiple technological objects and can be used to target an area.

You choose to use *greater discharge* in one of two ways: an area discharge or a targeted discharge.

**Area Discharge:** When *greater discharge* is used in this way, the spell affects everything within a 20-foot-radius burst. Each creature in the area is affected as though by *discharge* (affecting only one object in the creature's possession), and each unattended object is similarly affected.

**Targeted Discharge:** This spell functions as *discharge*, but if the target is a creature, it can discharge one randomly determined object from the target's charged or electrically powered possessions for every 4 caster levels you possess.

### MAGNETIC FIELD

**School** abjuration; **Level** alchemist 6, arcanist 7, cleric/oracle 7, investigator 6, magus 6, sorcerer/wizard 7, summoner 6, summoner (unchained) 6, technopath 6, witch 7

**Casting Time** 1 standard action

**Components** V, S

**Range** 30 ft.

**Area** 30-ft.-radius emanation

**Duration** 1 round/2 levels (D)

**Saving Throw** Reflex negates (object, see text); **Spell Resistance** yes (object)

You create a spherical magnetic field that surrounds you to a range of 30 feet and follows you for the duration of the spell. Unattended metal objects in range—including weapons, armor, and anything made primarily out of metal—are pulled violently toward you, stopping just short of your space and falling harmlessly to the ground. Objects secured to a nonmetallic fixture remain where they are unless a forceful tug would be enough to detach them. Loose

objects weighing more than 500 pounds are not affected. If the magnetic field would cause a dangerous metal object such as a sword or anvil to intersect a square occupied by a creature, that creature must succeed at a Reflex save or take damage as if from an improvised weapon of the object's size (or smaller or larger, at the GM's discretion).

A creature in the area wearing metal armor, wielding a metal weapon, or holding a metal object must succeed at a Reflex save or be dragged 5 feet closer to you in a straight line, as if affected by the pull universal monster rule (Pathfinder Roleplaying Game: Bestiary). A creature can drop a metal object it's holding as a free action to avoid the effect if it's not wearing metal armor; a creature being dragged by its shield can loosen it as a move action and drop it as a free action. Creatures made entirely or mostly of metal take a –2 penalty on their Reflex saves. Creatures that fail their saves by 5 or more are pulled an additional 5 feet closer for every increment of 5 by which they failed their saves.

### MEMORY OF FUNCTION

**School** transmutation; **Level** cleric 7, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, powdered skymetal worth 10,000 gp

**Range** touch

**Target** object or construct touched

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

Even a broken object remembers what it means to be a functioning whole. You restore a broken object or damaged construct to a functional state, as if it were new and intact. Any pieces missing from the object or construct remain missing. Significant missing pieces may prevent proper functioning. If the object uses charges, the object becomes fully charged. A timeworn object becomes fully charged, but doesn't lose the timeworn condition (this spell is one of the few ways a timeworn item can be recharged). For 1

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hour after this spell is cast on a timeworn object, that object does not suffer any chance of glitching. Other consumables such as ammunition are not restored.

When this spell is cast upon a damaged construct, all hit point damage dealt to that construct is healed. When this spell is cast upon a destroyed construct, it is restored to full functionality and full hit points, provided no significant portion of the destroyed construct (such as an entire limb) is missing. Constructs brought back in this fashion regain their memories up to the moment of their destruction and have no particular inclination to serve the caster.

If you attempt to cast this spell on an object or a construct that has been destroyed for more than 10 years per caster level you possess, the spell fails.

## RECHARGE

**School** evocation; **Level** bard 2, cleric 3, magus 3, sorcerer/wizard 3, technopath 2

**Casting Time** 1 round

**Components** V, S, M (500 gp of diamond dust)

**Range** touch

**Target** object touched

**Duration** instantaneous

**Saving Throw** Fortitude negates (object); **Spell Resistance** yes (object)

You restore up to 1 charge per level to a battery or half that number of charges to a technological item capable of being charged by a battery. If you recharge a battery, there is a 20% chance that the battery is destroyed by the attempt. If you restore more charges than the item can hold, the item must succeed at a Fortitude saving throw or take 1d6 points of electricity damage for each excess charge. This spell provides no knowledge of how many charges an item can safely hold, but you can choose to bestow fewer charges than the maximum allowed to reduce the risk; you

must declare how many charges you are restoring before casting this spell.

## SEMBLANCE OF FLESH

**School** illusion (glamer); **Level** cleric 2, sorcerer/wizard 2, technopath 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** construct touched

**Duration** 10 minute/level (D)

You make the target construct appear to be a living creature of flesh and bone, regardless of its actual materials. You can make it seem 1 foot shorter or taller, and appear thin, fat, or anywhere in between. Its bodily configuration does not change; for example, a centaur-like construct looks like a centaur rather than a human. The extent of the apparent change (such as flesh color, hair color, apparent age, and so on) is up to you.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile or audible properties of the construct. If you use this spell to create a disguise, the construct gains a +10 bonus on the Disguise check. A creature that interacts with the glamer receives a Will save to recognize it as an illusion.

## TECHNOMANCY

**School** divination; **Level** bard 1, sorcerer/wizard 1, technopath 1

**Casting Time** 1 standard action

**Components** V, S, M (oil stirred with a coil of wires)

**Range** 60 ft.



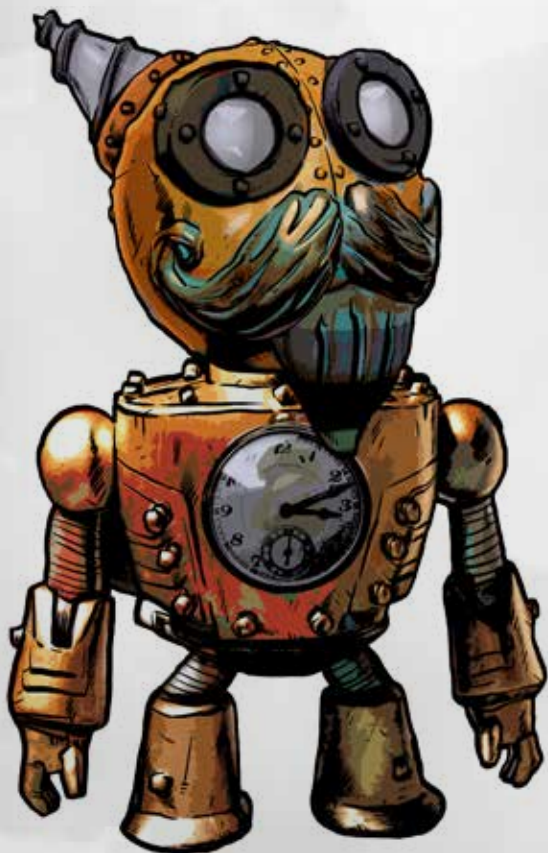
## NEW ALTERNATE CLASS

**Target** cone-shaped emanation

**Duration** 3 rounds/level

**Saving Throw** none; **Spell Resistance** no

This spell functions as *detect magic*, except it detects the presence of technological objects instead of magical objects. The spell grants you the Technologist feat for the purposes of attempting Knowledge (engineering) checks to identify the properties of technological items in your possession. If you already possess this feat, you gain a +10 bonus on Knowledge (engineering) checks to identify item properties.



## Technopath Equipment

The following equipment can be considered necessary technological gear for a technopath. Some, like the spirit core and security drone, they gain for free at character creation. Others are special items they should have the opportunity to purchase during creation or which can otherwise enhance a technopath's character.

### NEW CYBERTECH — SPIRIT CORE

Similar to a skillslot cybertech implant (see the Guide), a spirit core takes up a brain slot. All technopaths have a spirit core at character creation, and do not take Constitution damage from its initial implantation.

#### SPIRIT CORE

**Price** 3,000 gp; **Slot** brain; **Weight** 1 lb.; **Install DC** 30;

##### Implantation 1

A spirit core is a special storage, computing, and skill-enhancement device powered by a piece of the technopath's soul, and houses a unique artificial intelligence called a technogeist. Neither the technogeist nor the technopath's spirit core can be disabled or removed while the technopath is alive, whether by magic or other similar effects, as it is protected by the power of the technopath's psyche. This includes technology-suppressing magic or effects, such as the *antitech field* or *protection from technology* spells, or signal jammers or other forms of signal interference.

If the spirit core is removed from a deceased technopath and she is returned to life through *raise dead* or similar effects, or if she is returned to life into a new body (such as

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through *clone* or *reincarnation*), she loses all class abilities that require the technogeist until her spirit core is reim-  
planted (see the Guide; 1 hour implantation time, Heal DC  
30, 1 point of Constitution damage). To regain her techno-  
geist-related abilities if an empty spirit core is implanted,  
she must spend 1 week creating a new technogeist at a  
cost of 2 points of Wisdom damage that heal naturally  
after 1 month.

A removed spirit core can be connected to a compatible  
robot host or computing core to transfer the technogeist  
into it, but the technogeist behaves only as a normal AI and  
doesn't retain its technogeist abilities. Non-technopaths  
can implant a spirit core containing a technogeist, but can  
only communicate with the technogeist and do not gain  
any technopath class features.

## CONSTRUCTION

**Craft DC 30; Cost 1,500 gp**

Create Artificial Intelligence (Call to Arms: Fantastic Tech-  
nology), Craft Cybertech, cybernetics lab

## TECHNOPATH WEAPONS

### LASER TORCH

**Price** 6,000 gp; **Type** one-handed melee; **Proficiency**  
martial; **Dmg (M)** 1d10 fire; **Dmg (S)** 1d8 fire; **Criti-  
cal** ×3; **Capacity** 10; **Usage** 1 charge; **Special** touch;  
**Weight** 4 lbs.

A laser torch is a handheld tool intended to cut through  
objects with great speed. When activated, a laser torch  
emits a beam of highly focused light, cutting and burning  
through surfaces up to 6 inches away. Attacks from a laser

torch resolve as touch attacks and deal 1d10 points of fire  
damage. This damage is not modified further by Strength.  
When the laser torch is used as a tool or as a weapon to  
sunder, its damage bypasses up to 20 points of hardness,  
and damage is not halved (as is normally the case for  
energy damage applied to objects) unless the object is par-  
ticularly fire-resistant. A laser torch's cutting beam passes  
through force fields and force effects without damaging  
the field. Invisible objects and creatures can't be harmed  
by a laser torch.

## CONSTRUCTION

**Craft DC 26; Cost 3,000 gp**

Craft Technological Item, production lab



One-Handed Martial Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type <sup>1</sup>	Special
Laser torch	6,000 gp	1d8	1d10	×3	—	10	1 charge	4 lbs.	F	Touch



# NEW ALTERNATE CLASS

## NEW ROBOT — SECURITY DRONE

*Three metal blades whirl within a thin steel hoop as this bird-sized drone hovers unnaturally still in the air. A small black box above its central rotor bears a single glass lens and blinking cyan light.*

### SECURITY DRONE

CR 1/2

XP 200

N Tiny construct (robot)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

### DEFENSE

**AC** 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

**hp** 5 (1d10)

**Fort** +0, **Ref** +3, **Will** +1

**Immune** construct traits

Weaknesses vulnerable to critical hits and electricity

### OFFENSE

**Speed** 20 ft., fly 60 ft. (perfect)

**Melee** slam +1 (1d6–2)

**Ranged** integrated laser turret +4 (1d4 fire)

**Space** 2–1/2 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 6, **Dex** 17, **Con** —, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +1; **CMB** +2; **CMD** 10

**Skills** Perception +3

**Languages** common

**SQ** charged blast, hardpoint

### ECOLOGY

**Environment** any

**Organization** solitary or patrol (2–4)

**Treasure** none

### SPECIAL ABILITIES

**Charged Blast (Ex)** As a full-round action, a security drone can charge its integrated laser turret. A charged turret deals twice as much damage on its next attack.

**Hardpoint (Ex)** A security drone has an articulated gripping clamp on its underside capable of picking up and wielding a light melee weapon or one-handed firearm, and can attack with this weapon in place of its integrated slam attack or laser turret, respectively, with a –4 nonproficiency penalty unless it is otherwise proficient with that weapon. It can also carry and wield a buckler with this hardpoint, but cannot wield a weapon with the hardpoint at the same time. It can carry and use a one-handed martial weapon or two-handed firearm, but doing so degrades its maneuverability from perfect to poor.

A security drone is a basic robot designed to provide reconnaissance and a first line of defense. They are capable forward guards, if fragile and lightly armed, and are both flexible enough to be outfitted with a more powerful weapon and aware enough to retrieve and use better weapons in its vicinity.

### CONSTRUCTION

Price 6,000 gp

Requirements Craft Robot (see New Feats), a fully charged battery, 25 pounds of metal worth at least 250 gp, and the creator's level must be at least 2; Skill Craft (mechanical) and Knowledge (engineering) DC 10; Cost 3,000 gp

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## Aggregate Template

“Aggregate” is an acquired template that can be added to any robot (referred to hereafter as the base robot), that gains some of the characteristics of an AI installed in it (referred to hereafter as the base AI). The base robot must have the storage capacity to house the base AI (subject to the GM’s discretion). An aggregate retains all the base robot’s statistics and special abilities except as noted here. The base AI is not damaged by the destruction of the aggregate, unless the AI is wholly contained within the aggregate’s processors (in which case the destruction of the aggregate also destroys the base AI).

**CR:** Same as the base robot + 1. When a base AI is housed entirely in an aggregate, defeating the robot is considered the same as defeating the AI—at the GM’s discretion this may replace the normal XP award for an AI on its own.

**Alignment:** The aggregate’s alignment changes to match the base AI’s alignment.

**Initiative:** The aggregate modifies initiative with the base AI Intelligence modifier instead of the base robot’s Dexterity. This stacks with any other modifiers the base robot possesses.

**Senses:** An aggregate retains all of the base robot’s senses. An aggregate gains all-around vision when it is located in an area fitted with cameras or other sensors that are under the control of the base AI.

**Saves:** An aggregate uses the base robot’s saves, though adjust its Will save to account for its new Wisdom score.

**Defensive Abilities:** An aggregate retains all of the base robot’s defensive abilities and gains those possessed by the base AI.

**Attacks:** An aggregate uses the base robot’s BAB and retains all of the base robot’s natural attacks.

**Special Attacks:** An aggregate retains all of its special attacks and gains those possessed by the base AI.

**Abilities:** An aggregate uses the base AI’s Intelligence, Wisdom, and Charisma scores.

**Skills:** An aggregate retains all the base robot’s skills (re-calculated as appropriate for its new Intelligence, Wisdom, and Charisma scores), and gains all of the base AI’s skill ranks as bonus skill ranks. These bonus skill ranks do not stack with skill ranks the base robot already has; use the higher of the two for each skill.

**Feats:** An aggregate retains its feats, and gains all of the base AI’s feats as bonus feats.

**Languages:** An aggregate retains all of the base robot’s languages, and gains any additional languages known by the base AI as bonus languages.





## NEW ALTERNATE CLASS

# New Technopath Archetypes

Technopaths can take many forms or specialize in vastly different fields. These archetypes represent a few of the many potential directions a technopath can take.

### COMPATIBILIST (ANDROID TECHNOPATH ARCHETYPE)

No soul-bearing race shares a deeper kinship with artificial intelligences and robots than androids. Like an AI, an android hosts the spark of intelligent life within an inorganic shell; like robots, androids are manufactured and intricately engineered. These kin-like connections grant compatibilists a bond with these creatures that no flesh-and-blood mortal can match—one that, for robots and AIs, can approach divinity. Compatibilists must be androids.

**Robot Whisperer (Su):** At 7th level, a compatibilist can gain robots as followers using the same rules as the Leadership feat. Instead of using her Charisma modifier to calculate her base Leadership score, she uses her Intelligence modifier. When the compatibilist's technogeist first uses a robot as its host through planar networking, when she adds temporary hit points to a robot through her improvisational robotics ability, or when she recharges a robot through the *recharge* spell or spell-like ability, she gains a permanent +2 bonus to her Leadership score toward that robot. If the compatibilist crafted the robot herself, she gains a permanent +10 bonus to her Leadership score toward that robot.

At 11th level, she can also gain an artificial intelligence as a cohort and house it alongside her technogeist in her spirit core. This artificial intelligence doesn't share any traits or abilities with her technogeist, but the compatibilist can communicate with it at will while it resides in her spirit core, and she can fully upload it into any adjacent compatible robot host as a full-round action, granting that robot the aggregate template (see the Guide). Should she also take the Leadership feat, a compatibilist's cohort and robot followers also count as such for the purposes of the feat. This replaces fused consciousness and memory of function.

**Robot Divinity (Su):** At 20th level, a compatibilist becomes indistinguishable from a divine entity to her robot followers. She can grant divine spells to artificial intelligences and robots who follow her cause, as the divine source mythic ability, and unlike other robots and AIs she can grant them avatars of her choice and interact with them in her virtual demiplane. (If she has fewer than 3 mythic tiers, treat her as being 3rd tier for the purposes of this ability only. If she has more than 3 mythic tiers, she does not grant additional spells unless she also takes the divine source mythic ability (Pathfinder Roleplaying Game: Mythic Adventures) with the same domains.) This ability is limited to granting the Artifice and Knowledge domains and does not extend to followers who are not robots or artificial intelligences, including androids. Her followers lose these spells while the compatibilist is unconscious or if she is killed.

The technogeist of a compatibilist with this ability gains the herald subtype, and any robot host it inhabits also gains this subtype. This replaces total immersion.

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## CIRCUIT BREAKER (TECHNOPATH ARCHETYPE)

Most technopaths design their technogeists to be allies who improve their connections to technology. Circuit breakers, however, craft weaponized artificial intelligences designed solely to destroy inferior technology.

**Class Skills:** A circuit breaker gains Intimidate and Survival as class skills, but does not gain Diplomacy as a class skill.

**Weapons Mastery:** When a technogeist would gain the salvage, evasion, command robot, or improved evasion abilities, it instead gains an additional weapon proficiency. This modifies technogeist.

**Energy Disruption (Sp):** At 1st level, a circuit breaker can disrupt technology by psychically focusing code and electrical impulses generated by her technogeist. She can cast *discharge* three times per day as a spell-like ability, using her circuit breaker level as her caster level, and adds her technogeist's Charisma modifier in addition to her own when calculating its save DC. A successful Fortitude save against the *discharge* effect only halves its duration. At 3rd level, she can use this ability five times per day. At 7th level, this spell-like ability becomes *greater discharge*, and affected targets don't receive additional save attempts for each round of its effects. At 11th level and every 4 levels thereafter, she gains 1 additional use of greater discharge per day and adds 10 feet to the area discharge's radius. This replaces planar networking, bonded senses, and fused consciousness, and discharge and recharge.

**Brute Force Exploit (Su):** At 3rd level, a circuit breaker can channel her technogeist into any piece of technology she touches to damage or destroy it. As a standard action, she can make a touch attack against any android, robot, artificial intelligence computing core or host, or technological item to afflict it with her technogeist. At the start of

the target's next turn, it must succeed at a Will save (DC = 10 + the technopath's level + her technogeist's Intelligence modifier) or take 2d6 points of electrical damage. At the start of each of its subsequent turns, an affected AI, android, or robot must re-attempt the save, reducing the DC by 2 each attempt, or take an additional 2d6 damage. Androids and cyborgs take half damage. At 8th, 13th, and 18th levels, add 1d6 to the damage dealt on each failed save, up to a maximum of 5d6 at 18th level. This replaces root access.

**Destroy Robot (Sp):** At 12th level, three times per day, a circuit breaker can use *destroy robot* as a spell-like ability, using her circuit breaker level as her caster level. If the target fails its saving throw by 5 or more, it also suffers the effects of a *discharge* spell. This replaces memory of function.

**Electromagnetic Pulse (Su):** At 20th level, three times per day as a full-round action, a circuit breaker can unleash her technogeist in a wave of electromagnetic energy. All androids, clockwork constructs, robots, and technological items within 50 feet take 10d6 electrical damage (Fort DC 25 halves; androids and clockwork constructs always take half damage). Any creature that takes at least 5 points of damage from this ability is also stunned for 2d6 rounds (Will DC 25 halves), and any creature that takes more than 20 points of damage must succeed at a Fortitude save (DC 25) or be immediately reduced to 0 hit points. After using this ability, her technogeist becomes unavailable for 4d4 rounds. This replaces total immersion.





## NEW ALTERNATE CLASS

### ARTIFICIAL EMPATH (TECHNOPATH ARCHETYPE)

Many technopaths view their technogeist as a highly intelligent tool, and even those particularly fond of their technogeist see them as less than complete people. A few, however, build their technogeists to accomplish a loftier goal: to create a fully empathetic, sentient entity. These artificial empaths channel their magic and expertise into granting their technogeists independence.

**Empathy:** At 1st level, the technogeist gains Empathy (see New Feats) as a bonus feat, even if it doesn't meet the prerequisites. This replaces the technogeist's salvage ability.

**Technogeist Teamwork (Ex):** At 1st, 6th, 12th, and 18th levels, the artificial empath and her technogeist gain a teamwork feat as a bonus feat. The artificial empath must meet the feat's prerequisites, but the technogeist gains the feat even if it does not. This replaces all levels of discharge and recharge.

**Persistent Form (Ex):** Starting at 10th level, the artificial empath can upload her technogeist into a robot host and grant it independence. She no longer needs to maintain a planar networking connection or remain within 50 feet of the robot host for the technogeist to control it, but can only use the bonded senses ability while within 50 feet of the robot host, and can only use the skill sharing and root access abilities while in physical contact with the technogeist's robot host. The technogeist is wholly installed in the robot host, with a backup copy stored in the artificial empath's spirit core that can be uploaded to a new robot host 24 hours after the previous host's destruction. This replaces fused consciousness.

**Create Artificial Life (Su):** At 17th level, the artificial empath can draw raw positive energy and merge it with a copy of her technogeist's code and soul fragment to

create a new soul. This soul can then be implanted in a Medium-sized robot host with a humanoid form and native Intelligence and Wisdom scores of 10 or greater; the intact corpse of a Medium humanoid creature dead for less than 1 week or preserved by *gentle repose*, whose soul is unable to return to its body through *raise dead*, *resurrection*, *true resurrection*, or similar means; or a fully grown, inert body of a deceased humanoid creature as created by the clone spell.

The soul implantation can be performed once per month, and requires 1 day of uninterrupted work, successful DC 30 Heal and Knowledge (engineering) checks, a nanite laboratory, and 10,000 gp of materials. While it retains the height and weight of its original form, the end result is a new android with the same alignment as the technopath, 17th class levels of the technopath's choice, and average hit points for its hit dice. The technogeist is unavailable to the artificial empath for the duration but remains in her spirit core.

The artificial empath and the new android maintain a powerful bond. The artificial empath can use her skill sharing and root access class abilities with androids she creates while in physical contact with them, and she gains a permanent *telepathic bond* with each of them that she can activate and deactivate at will as a swift action. The new android begins life with a helpful attitude toward the artificial empath and is willing to follow her orders, but is otherwise an independent creature with a personality similar to, but not wholly identical to, the technogeist's. This ability replaces virtual demiplane and total immersion abilities.

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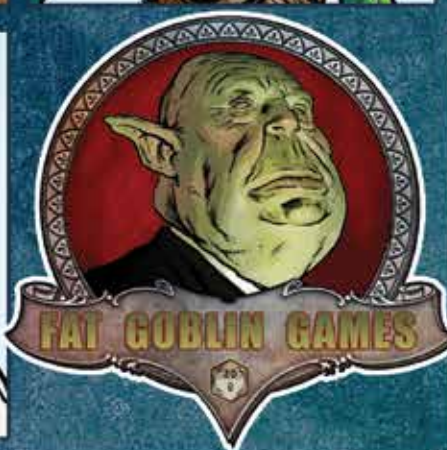
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## CLASSifieds

# THE TECHNOPATH

ARTIFICIAL INTELLIGENCES STRANGE CONSCIOUSNESSES MADE OF CODE CAN LURK IN THE CIRCUITS AND PROCESSORS OF ROBOTS AND OTHER FANTASTIC TECHNOLOGIES. WHEN COMBINED WITH THE SOUL AND ARCAINE POWERS OF A TECHNOPATH, HOWEVER, AN AI CAN GAIN NEW WAYS TO INFLUENCE THE MATERIAL WORLD AROUND THEM, TRANSFORMING INTO A NEW SORT OF ENTITY: A TECHNOGEIST. CAPABLE OF POSSESSING ROBOTS, UNLOCKING NEW POWERS IN TECHNOLOGY, AND EVEN MANIPULATING REALITY FROM A VIRTUAL DEMIPLANE, THIS SUMMONER ALTERNATE CLASS IS WELL SUITED TO FANTASTIC SETTINGS WHERE IRON ROBOTS AND TECHNOLOGICAL GODS RUN RAMPANT.

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