



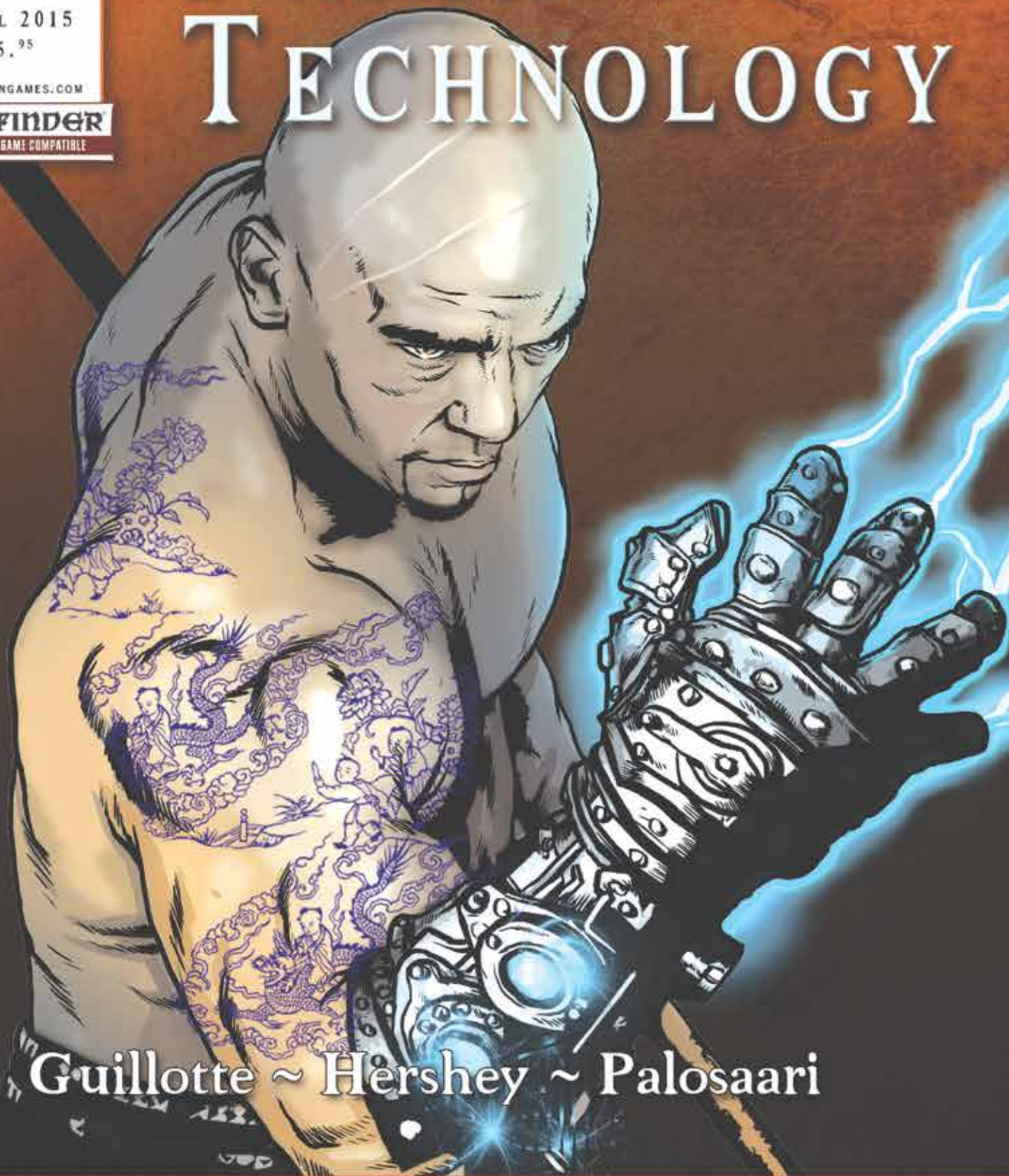
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# Call to Arms FANTASTIC TECHNOLOGY



Guillotte ~ Hershey ~ Palosaari



# Call to Arms FANTASTIC TECHNOLOGY

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Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

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# Call to Arms

## FANTASTIC TECHNOLOGY

**Call to Arms** is a book line for players and gamemasters alike. Each book focuses on a different type of item, expanding rules for those items and adding everything from new mundane and magical examples of the item to new character options related to the item. **Call to Arms: Fantastic Technology** brings new eras of scientific advancement into your setting, including rules, setting, and plot options for researching and developing new technologies and applications. New kingdom-building rules let rulers build their fantasy nations into technological juggernauts, and new crafting rules help engineers bolt and tape technology onto their favorite mundane and magical weapons and armor. New setting concepts ease the gradual introduction of tech into fantasy worlds, gremlin-tainted crafting materials offer new ways to “curse” technological gear, and new artificially intelligent item options help get digital life out of its shell and into your sword. Capped with a new artifact, new legendary item abilities, and new feats, **Call to Arms: Fantastic Technology** makes it easier than ever to add super-science tech to classic swords and sorcery.

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/pathfinder-RPG/prd>).

Some options employ the basic firearms rules published in *Pathfinder Roleplaying Game: Ultimate Combat* and kingdom-building rules in *Pathfinder Roleplaying Game: Ultimate Campaign*. Many of the core rules for technology and firearms have not been reproduced here, and references are written assuming you own these books or can access them online through either **Paizo Publishing’s** main website or websites like [d20pfsrd.com](http://d20pfsrd.com).



# Table of Contents

New Ways to Integrate Technology	7	Tier 4 Bonus	17
Arcane Advances	7	Tier 5—Atomic Age	17
Integrating Rules	7	Tier 5 Bonus	17
Inspiration	8	New Buildings	18
Adventure Hooks	8	New Terrain Improvements	20
Precursors' Gifts	8	New Technological Applications	21
Integrating Rules	8	New Material	21
Inspiration	9	Augmented Items	21
Adventure Hooks	10	New Weapon Special Abilities	23
Divine Inspiration	10	New Armor Special Abilities	28
Integrating Rules	10	New Technological Items	30
Inspiration	10	Technological/Augmented Weapons	31
Adventure Hooks	11	Melee Weapons	33
Researching Advanced Technology	11	Ranged Weapons	34
Technology Tree	11	Technological Armors	36
Technological Tiers	13	New Cause of Glitches	39
Tier 0—Labor Age	13	Artificially Intelligent Items	39
Tier 0 Bonus	13	Legendary Technology	41
Tier 1—Clockwork Age	13	New Technological Artifact	42
Tier 1 Bonus	14	New Vehicle Propulsion Devices	42
Tier 2—Steam Age	14	New Feats	43
Tier 2 Bonus	15		
Tier 3—Combustion Age	15		
Tier 3 Bonus	16		
Tier 4—Laser Age	16		

*The silver-armed cleric of the Signal dropped to the metal floor and covered his face with his robes as blue arcs of electricity streaked at random from the massive horacalcum coil.*

*"Stay your brutish hand, barbarian!" Valen shouted over the thunderous hum of the vibrating brassy structure. "Strike the Continuum with that... thing once more and it will do far worse than spew sparks and flame!"*

*"I call it a moonblade, little worm," Caith bellowed back, unflinching as the last streaks of electricity singed her mohawk. "Bright like the Moon, but unstoppable as the rising tide." The half-orc circled around the coil as her anger built over being unexpectedly interrupted. "And I know what this coil will do next—question is, how do you?"*

*Valen scrambled back to his feet, pulling himself up by the cold black glass-covered rail surrounding the coil. The elf raised his arm at the encroaching barbarian, his robe's sleeve falling back to expose the green pulsing channels and rainbow of wires crisscrossing it like a tangle of leeches.*

*"That's no 'moonblade'; it's the Ancients' graviton technology. Now, I call this a dagger," he said, a small leather-gripped blade popping out of a compartment in his palm and into his hand, "bearing a mark III electromagnetic pulse generator of the Signal's own superior design."*

*The half-orc laughed and raised the moonblade over her head as a mad grin broke across her face. "That knife won't stop me."*

*As the barbarian swung the blade down at the coil, Valen hurled his dagger into the sword's path. Meeting inches from the coil, Caith's hypermassive sword punched through Valen's dagger like air—but the moonblade itself immediately dropped straight into the floor with a deafening thud, shattering the barbarian's wrist as the sword's weight suddenly matched its mass and fell like the ton of metal it had become.*

*"Gods above!" She cursed as she staggered to brace herself against the glass panel, hissing and clutching her broken hand, the moonblade sunk two feet into the floor. As the cleric started to reply, the panel lit up under their combined touch, and a warm voice filled the room with an ancient, harshly accented dialect of their common tongue.*

***"Chamber security breached 746 years and 8 months before Reawakening. Sealing chamber in five cycles."***

*Valen and Caith traded glances at each other, then at the red flashes of light on the panel under their hands. The massive rune-covered door behind them began to slide shut, and without another word Caith grabbed the stunned cleric and dragged him toward it.*

*"Still going to kill you, worm." The voice counted down as she hurled him through the closing passageway, staying on the other side. "Right after I kill your holy 'Signal.'"*



# A Brief History of Fantastic Technology

High fantasy and science fiction have a long and eclectic history together. Edgar Rice Burroughs sent an American Civil War veteran to Mars, while Mark Twain dropped a Connecticut Yankee into Arthurian legend. Terry Brooks built a magical civilization on the ruins of Earth's future, Anne McCaffrey's dragonriders defended a technologically mixed culture from spaceborne threats, Nnedi Okorafor's *Ooni* featured computers grown from seeds, and Stephen King threw everything into a tower-sized blender and handed the keys to a Wild West gunslinger. Writers have plumbed this intersection of genres for decades, often to comment on the disruptive—and sometimes redemptive—effects of science and civilization as they watch the world around them change.

In games, Gary Gygax brought this combination to roleplaying tables with the classic module *Expedition to the Barrier Peaks*, which introduced technology to Western mythology-inspired fantasy via a derelict alien shipwreck. The jarring mixture of swords and spells with lasers and robots provided a unique but mechanically compatible challenge to players more accustomed to mighty dragons and terrifying liches. Game designers continue to revisit *Barrier Peaks* for inspiration when seeking an isolated way to give powered armor to fighters, plasma rifles to rangers, and alien horrors un beholden to mythology to gamemasters.

As part of the *Barrier Peaks* lineage of fantastic technology, the Guide assumes the alien introduction of wholesale, intact technology

in a limited fashion to a specific location. However, fantasy worldbuilders can integrate technology into their settings in many more plausible or organic ways than an offworld intervention. From humanity's history, we can also draw inspiration from sudden technological shifts that revolutionized war, communication, and production.

For instance, the reintroduction of ancient, powerful, easy-to-use crossbows to Europe from Asia during the 12th Century's Crusades—and corresponding advances in composite bow technology from the Saracens and development of armor-piercing quarrels—helped launch the continent into broader, deadlier warfare and played a crucial role in military tactics until European firearms emerged centuries later.

In the 15th Century, public demand for religious texts would motivate European publishers to develop flexible moving-type printing presses. From their divinely inspired beginnings, mass-producing religious books and tracts, these devices revolutionized literacy, commoditized information, accelerated and democratized the spread of news and opinion, and inspired collaborations and debates that accelerated scientific and technological development in ways no other technology would for centuries to come.

Also, at opposite ends of the globe and separated by centuries, 11th-Century Chinese and 19th-Century British metallurgists—relying on highly refined techniques and intense study—each developed new ways to decarbonize iron and manufacture steel with incredible efficiency. These new techniques for producing large amounts of quality steel led to rapid economic development and provided the raw materials to develop dominating war engines and sprawling commercial centers.

Minding these examples and the innumerable others that could be used, we can apply similar ideas in fantasy worlds, then push them to their



extremes with high magic. If arcane colleges already employ the world's brightest minds, is it implausible for these geniuses to instigate a scientific renaissance empowered by magic? If divine powers directly influence mortal life, what would happen if a god seeded technological inspiration in its followers to expand its influence? And if ancient ruins are littered with incredible magic, what are the chances this ancient "magic" is—as Arthur C. Clarke's well-trod saying might suggest—simply indistinguishable from advanced technology? Look to this book's New Technological Origins section for help integrating these concepts into your own setting.

Real-world technological advances don't arrive as fully-formed objects overnight; new concepts are often adapted from existing technology first, and crafters readily apply them to existing items. With New Ways to Integrate Technology and rules for kingdoms to Research Advanced Technology, this book offers ways to gradually and broadly augment existing gear with new technology, as well as a technology tree for managing the spread and advancement of technology in a way that's compatible with the kingdom-building rules in *Pathfinder Roleplaying Game: Ultimate Campaign*. New technological weapons, armor, items, rules options, and feats also give players and gamemasters exciting tools to help expand the role of super-science in fantasy campaigns.

## New Ways to Integrate Technology

When accounting for the supernatural forces in fantasy settings, gamemasters who want to add technology to their setting don't lack for ways to

justify it. This section offers three concepts for introducing or rationalizing the existence of technology in such a setting, each including advice on ways to modify or re-flavor technology rules to suit each concept, real-world inspirations that can help you flesh out each concept in your setting, and adventure hooks you can use to introduce technology using each concept.

### Arcane Advances

Wars or competition between world powers push leaders in the setting to seek out every possible advantage. Standing at the dawn of a technological revolution, technomancers who meld magic with science are both courted and hunted for their unique knowledge. Unstable prototypes concentrate natural and magical forces, bringing about devastating new implements of war and threatening to upend society. When magic-enhanced epiphanies bear scientific fruit, wide swaths of the world enter a period of rapid technological development.

#### Integrating Rules

**Arcane technologists:** Characters with the ability to cast arcane spells gain the Technologist feat as a bonus feat.

**Craftable laboratories:** Characters with the Craft Technological Arms and Armor or Craft Technological Item feats can build their own immobile crafting laboratories, at a one-time cost of 500 gp for each daily charge required to use the laboratory. Most centers of magical study, such as magical academies, include at least a production laboratory.

**Arcane magic powers technology:** Technological power supplies and generators are uncommon, and batteries do not exist. All items that consume charges are treated as though they have integrated, unremovable batteries that can be charged with the *recharge* spell.



Weapons can also be charged with any spell capable of dealing the same type of damage, granting a number of charges equal to the spell's level. Laboratories must also be charged with *recharge*, often requiring many spellcasters casting multiple *recharge* spells over the course of a day to provide the required daily charges for crafting. In rare cases natural sources of magical energy, such as a powerful artifact or bound creature, can be tapped to power technology, and control of these nodes of power play into international conflicts.

**Cybertech sacrifices spells:** Cybertech is powered by magic, though it still requires a cybertech laboratory to install. With the exception of dermal plating, a character receiving a piece of cybertech must permanently sacrifice a number of spell slots with a cumulative level equal to the cybertech's Implantation score, or have the means to cast *recharge* on the cybertech for at least as many charges as the number of installed pieces of cybertech. Removing cybertech does not restore the lost slots or points, and unpowered cybertech provides no benefits and incurs a –4 penalty on all saving throws that stacks with any other cybertech-related penalties.

## Inspiration

Wars and conflicts have long motivated some of humanity's greatest technological innovations. The rivalries and battles between China, Japan, and Korea directed centuries of tactical and technological development in Asia and continues today. In two World Wars over three decades, warfare transformed from cavalry and rifles to jet-powered airstrikes and nuclear devastation. The long-simmering Cold War birthed a daring race to putting people on the Moon. Magical settings often feature conflicts of similarly escalating power, making it easy to frame both magic's and technology's roles in similarly pitched conflicts.

## Adventure Hooks

**Hostile Takeover:** The PCs are tasked with recruiting a technomancer on the verge of discovering new technology for a rival—and abducting her if she refuses.

**Robot Rampage:** Bandits unleash a horrific arcane robot they can't control on a caravan the PCs are escorting. The PCs must survive long enough to prevent its escape.

**Technological Revolution:** Leaders of a kingdom task the PCs with sabotaging a ritual that powers a massive research project led by their own countrymen, in fear of potential challenges to their rule.

## Precursors' Gifts

Adventurers recover long-misunderstood relics from ruins of an ancient civilization that dot the known world. As researchers unravel their mysteries, they find the "magic" that baffled them for so long actually follows recently understood scientific theories. While adventurous technomancers integrate these precursor devices with contemporary gear, cautious observers wonder how the precursors fell—and what cataclysms would befall the world if, by exploiting this technology, they somehow bring about the end of magic itself.

## Integrating Rules

**Rare laboratories:** Ancient crafting laboratories are rare, cannot be built by hand, and require knowledge of dead or lost languages granted by the Technologist feat and Linguistics skill to operate them.

**Cybertech traps:** Many ancient traps are instead automated cybertech installation units, which will involuntarily install cybertech of all shapes and sizes in their victims—some of them helpful, but most of them detrimentally inva-





sive. When setting off a trap in an ancient ruin, gamemasters can roll 1d12; if the result is a 4 or less, randomly select a piece of cybertech with an Implantation score equal to the result. The trap attempts to install that cybertech by force, and characters must succeed at a Fort save of DC 16 + the cybertech's Implantation score to avoid the involuntary "upgrade." Only the most skilled technomancers can disable, relocate, and modify these traps to actually control what cybertech it installs. Intact cybernetics laboratories also have robotic attendants capable of installing any other intact cybertech.

**Rare intact technological items:** Intact pure technological items are exceedingly rare, making up no more than 10% of any treasure cache in ancient sites, all of it timeworn (see the Guide) and none of it with a price of more than 10,000 gp. Most intact technological items are immobile power generators and reactors at the heart of many ruins. Characters cannot use intact precursor technology without taking the Technologist feat.

**Common augmentations:** Many people refurbish or disassemble precursor technology and use it to augment mundane weapons and items, a process that does not require the Technologist feat and usually does not require access to a crafting laboratory (see New Technological Applications). In these settings, augmentations should be readily available for purchase, and characters with the Craft Technological Arms and Armor feat should be common even if there are few ways to craft new high-tech items from raw materials.

### Inspiration

Ancient civilizations continue to surprise modern engineers with their seemingly anachronistic technological excellence. Researchers continue to guess at the ways ancient civilizations across the world constructed massive pyramids, or how Damascus and Wootz steel achieved such legendary strength. The Greek Antikythera mechanism and Babylonian Nimrud lens still keep secrets about how much ancient civilizations



grasped modern scientific principles. Researchers spent centuries unsuccessfully guessing at the composition of concrete in Roman ruins or the metallurgical processes that resulted in the rust-resistant iron pillar of Delhi, structures that have remained intact for millennia. Archaeologists only recently determined that Viking used UV-reactive sunstones as accurate compasses centuries before magnetic compasses existed.

## Adventure Hooks

**Unintended Consequences:** With new knowledge of ancient artifacts, archaeologists accidentally bring an ancient ruin back to life and activate all its security measures. The PCs must delve in to rescue them.

**No Disassemble:** Precursor robots stored in a museum spring back to life after a powerful electrical storm. The PCs must subdue them without destroying them, as their reanimation is scientifically invaluable.

**The Lost Technopolis:** An outwardly primitive tribe long ignored in an obscure corner of the world is now thought to be a front for a surviving precursor settlement. Can the PCs negotiate a cooperative understanding, or do the precursors guard the secret of their demise?

## Divine Inspiration

Competing gods impart knowledge of technological concepts to their followers to draw more mortals into their congregations. Schisms divide pure divine casters and holy technomancers, weakening these gods against greater threats. Skeptics and other gods view these divine gifts as a corrupting force or an attempt to usurp power over the planes.

### Integrating Rules

**Divine technologists:** Characters who worship a deity whose portfolio

includes the Artifice, Construct, Knowledge, or Metal domains gain the Technologist feat as a bonus feat. Such deities also add these spells to their divine spellcasters' spell lists: *infuse robot*, *greater make whole*, *memory of function*, *recharge*, and *technomancy*.

**Divine magic powers technology:** Temples serve as power supplies (**Yield** 50; **Fort** +5; **Hardness** 2; **HP** 100; **Explosion** none; **Perception Penalty** +0) that function only when staffed by at least one full-time worshipper, and larger cathedrals and centers of worship can host crafting laboratories. Batteries are charged through channeling, with each device within a channeler's range gaining a number of charges equal to the number of dice the channeler rolls. These divine batteries are polarized—a battery that is first charged by positive channeled energy is discharged by negative channeled energy, and vice versa.

**Cybertech sacrifices spells:** Cybertech functions with the same requirements and limits as under Arcane Advances.

**Anti-technology heretics:** Technological items crafted in one deity's name gain timeworn traits (see the Guide) when wielded by other deities' followers. Deities whose portfolios include the Animal, Destruction, Plant, or Seasons domains also add these spells to their divine spellcasters' spell lists: *antitech field*, *destroy robot*, *discharge*, *magic circle against technology*, *protection from technology*, and *rebuken technology*.

### Inspiration

Some of humanity's greatest eureka moments are derived from visions and dreams, or at least tales from the inventors or contemporaries credit them as such. Otto Loewi claimed a recurring dream detailed the experiments needed to prove the chemical nature of the human nervous system, which led to a Nobel Prize. August



# Researching Advanced Technology

Kekulé's daydream of an ouroboros inspired his discovery of benzene's ring-like molecular shape. Elias Howe's nightmares of serving a brutal king whose soldiers' spears were tipped with pierced blades led to his design of the modern sewing needle and machine. Srinivasa Ramanujan said his nearly 4,000 mathematical theorems came to him in visions from his family's goddess. In a fantasy setting where the direct intervention of gods is common, sudden leaps in research should be as available as the gods themselves want them to be, though such advances aren't necessarily benign—ancient evils from distant worlds or other planes could be pulling such strings.

## Adventure Hooks

**One True Path:** Clerics of three opposing gods simultaneously receive visions of a device, and each sect interprets it differently: as a tool, a defense, and a weapon. The PCs must prevent the debate from becoming a war.

**Scientific Scourges:** A warpriest prophet shunned by his home city soon returns to threaten it with super-science torments, starting with a powerful laser fired from the heavens. Can the PCs uncover his secrets and stop him?

**Spontaneous Invention:** How do an inquisitor's impossible ideas become real objects overnight? The PCs must separate benevolent inspiration from evil conspiracy and uncover the truth.

Dropping anachronistic laser rifles into a swords-and-sorcery world can hamper efforts to build an immersive world, but in settings where spells like *scorching ray* and *dimension door* exist, gamemasters don't need marooned aliens to introduce rapid technological growth. Worldbuilders can weave fantasy and science together in organic ways without throwing out existing rules by taking a little inspiration from the real-world development of technology.

## Technology Tree

Regardless of how your kingdom pursues technological advancement, the process takes time, consumes resources, and requires a body of existing research. Individual technologies can be grouped into "tiers" related to their associated items with varying scientific prerequisites, ensuring that a civilization don't leap directly from bows to lasers.

This section allows nations using the kingdom-building rules from *Pathfinder Roleplaying Game: Ultimate Campaign* to spend resources toward researching and acquiring new technologies much like how they expand their borders and build settlements and structures. While expensive compared to most kingdom improvements, this research can provide powerful new ways for rulers to strengthen their nations.

To acquire a technology, your kingdom must first possess certain buildings and master its prerequisite technological concepts. Next, you



declare an improvement edict during the Edict phase that commits Build Points toward research, adding Consumption to be deducted over several turns' Upkeep phase. A kingdom can only research one technology at a time. The exact steps are as follows:

**Step 1—Provide academic infrastructure.**

Your kingdom must possess a sufficient number of academic buildings for the desired technology's tier. Each tier increases the infrastructural requirements.

**Step 2—Acquire the prerequisite technologies.** To acquire a technology, your kingdom must first master any listed component technologies. For instance, to acquire the Engineering technology and its benefits, your kingdom must first master the Architecture and Mathematics technologies.

**Step 3—Declare an improvement edict.** To direct research, you must declare an improvement edict, which consumes one settlement edict for the turn.

**Step 4—Commit resources.** You must commit Build Points as temporary Consumption to fund ongoing research toward the desired technology. The total cost to acquire the technology is defined by its tier and must be amortized over at least 12 turns; for example, the fastest rate at which a kingdom can pursue a Tier 1 technology is by spending 10 BP per turn over 12 turns. Research expenses are deducted during the Upkeep phase, starting with the first turn after the initial edict.

On each turn your kingdom works toward acquiring a technology, it must be able to afford the additional research Consumption, and must either have a Magister among its leadership or sacrifice a settlement edict for that

turn to direct research. If your kingdom cannot meet either requirement, it makes no research progress for that turn; if three consecutive turns pass without any progress, your kingdom loses all progress toward that specific technology, wasting all of the spent BP, and must start over if it starts research again.

Once acquired, a technology immediately adds mundane items to your kingdom's item shops as defined in its description. (Unless otherwise noted, these items can be found in the Guide.) Some technologies also unlock new buildings and terrain improvements, modify kingdom attributes, or even trigger changes in your setting. Acquiring all technologies in a tier also grants bonuses to your kingdom.

As an example, if your kingdom wants to re-search Manufacturing, it has to have a University and Academy in its borders to meet Manufacturing's tier requirements. If met, your kingdom also must have researched Engineering and Physics, the two component technologies of Manufacturing.

At this point, you can declare a settlement improvement edict during the Edict phase. Instead of building an improvement, you determine how many BP to add to your kingdom's Consumption to fund research over at least the next 12 turns to cover the 100 BP cost set by Manufacturing's tier.

Once the 100 BP are spent and the turns have passed, your kingdom gains the Manufacturing technology and its listed benefits, including characters in your kingdom having access to certain feats and crafting options, and settlements being able to build production labs.

This system presumes your kingdom's founders or setting's inhabitants have mastered some basic technological concepts related to their starting tier. For most games, this would mean



Tier 1 and knowing the following component technologies for free: **Metallurgy**, **Woodworking**, **Architecture**, **Mathematics**, and **Agriculture**. If your setting or founders are more technologically advanced, the GM may also grant additional technologies or a different starting tier during your kingdom's founding. A GM may also choose to have a kingdom start at a tier, gaining all previous tiers' component technologies, but not possessing any of the current tier's components. Mastering all of the component technologies of your current Technological Tier advances your entire kingdom to default to the next tier, meaning you gain certain other benefits related to the previous tiers.

## Technological Tiers

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Unless otherwise noted, all listed buildings and terrain improvements are from the *Pathfinder Roleplaying Game: Ultimate Campaign* kingdom building rules.

### Tier 0—Labor Age

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This is the default assumption of the core *Pathfinder Roleplaying Game*, where no major technologies exist or are very rare, and firearms don't exist. Gamemasters can determine whether the existence of magic also fills the role of any Tier 0 technology.

#### Minimum Research Buildings

1 Library

#### Component Technologies of Tier 0 (20 BP each)

##### Agriculture

*Buildings:* Granaries, stockyards.

*Terrain Improvements:* Farms, fisheries.

*Items:* Horses and pack animals, portable food.

##### Architecture

*Buildings:* Castles, cathedrals.

*Terrain Improvements:* All others listed in *Pathfinder Roleplaying Game: Ultimate Campaign*.

##### Mathematics

*Items:* Direct-fire siege engines (with Woodworking; no cannons), land and sea vehicles.

##### Metallurgy

*Items:* Low-tech armor and melee weapons (no firearms).

##### Woodworking

*Items:* Bows, crossbows, shields.

## Tier 0 Bonus

---

As the presumed starting point for most games, there is no benefit to having this tier beyond being able to build any of the the buildings or terrain improvements presented in the Kingdom Building rules. Treat firearms as "no guns" unless otherwise changed by the gamemaster.

### Tier 1—Clockwork Age

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This tier encompasses early applications of fundamental technologies that reveal new mysteries about the natural world and inspire new creations.

#### Minimum Research Buildings

1 Academy

#### Component Technologies of Tier 1 (60 BP each)

##### Agriscience (Agriculture + Metallurgy)

*Agricultural Improvements:* Farms and Fisheries cost half as much to build.





### **Engineering** (Architecture + Mathematics)

*New Items:* Alchemical vehicle engines (*Pathfinder Roleplaying Game: Ultimate Combat*), clockwork constructs (*Pathfinder Roleplaying Game: Bestiary 3*).

### **Physics** (Mathematics + Metallurgy)

*New Items:* Indirect-fire siege engines (*Pathfinder Roleplaying Game: Ultimate Combat*), cannons (with Chemistry), steam giants (*Pathfinder Roleplaying Game: Ultimate Combat*).

### **Chemistry** (Metallurgy + Woodworking)

*Build Gunworks:* See New Buildings.

*New Items:* Fireworks, gunpowder, and Early Firearms (*Pathfinder Roleplaying Game: Ultimate Combat*).

### **Biology** (Agriculture + Woodworking)

*Hospital Improvements:* Reduce the cost to build Hospitals by 5 BP, and increase Hospitals' Stability bonuses during plague events by 1.

## **Tier 1 Bonus**

Immediately upgrade your first Academy to a University for free. Increase the BP per turn earned from all Sawmills by 1. Treat firearms as "very rare guns" unless otherwise changed by the gamemaster.

## **Tier 2—Steam Age**

As your kingdom's collective body of research grows, technological advances inspire society-changing inventions.

### **Minimum Research Buildings**

1 University, 1 Academy

### **Component Technologies of Tier 2 (100 BP each)**

#### **Industrialized Agriculture** (Agriscience + Biology)

*Agricultural Improvements:* All Farms and Fisheries decrease Consumption by 1 additional point.

*Kingdom and Settlement Bonuses:* Double all bonuses provided by settlements' Menageries, Mills, and Stables.

*Settlement Base Value Increases:* Increase the base value of settlements containing Stockyards and Tanneries that linked by a river or Road to Farms by 250 gp per Farm.

#### **Manufacturing** (Engineering + Physics)

*Build Production Labs:* See New Buildings.

*New Items:* Gunworks can stock Advanced Firearms. Crafters can implement bullet-proof, chain blade, gripping, ion-taped, and magnetic augmentations, and can create items made from plastics (see New Technological Applications).



*Unlocked Feats:* Characters can take the Craft Technological Item and Craft Technological Arms and Armor feats.

### **Thermodynamics** (Physics + Chemistry)

*Build Geothermal Generators:* See New Terrain Improvements.

*Build Mill Generators:* See New Buildings.

*Build Power Lines:* See New Terrain Improvements.

*Kingdom Bonuses:* Increase the Economy bonuses of Academies and Universities by +1.

*New Items:* Crafters can implement atmospheric, cylex, and extinguishing augmentations (see New Technological Applications).

### **Combustion Engines** (Agriscience + Engineering)

*Combustion Engines:* See New Vehicle Propulsion Devices.

*Highway Improvements:* Your kingdom can build Highway terrain improvements regardless of its size.

### **Pharmaceuticals** (Biology + Chemistry)

*Build Medical Labs:* See New Buildings.

*Unlocked Feats:* Characters can take the Craft Pharmaceuticals feat (see the Guide).

## **Tier 2 Bonus**

Increase the base value of every settlement by 25%. Roads and highways cost 1 BP less to build (minimum 1 BP), and paved streets cost 6 BP less to build. Increase the population multiplier for settlements from 250 people per completed lot to 300. Military and Magical Academies count as Academies toward a technology tier's minimum research buildings. Treat firearms as "emerging guns."

## **Tier 3—Combustion Age**

With a growing portfolio of natural forces under technology's yoke, mortals augment

themselves to push their limits in unprecedented ways.

### **Minimum Research Buildings**

2 Universities, 1 Academy, 1 Medical Lab, 1 Production Lab

### **Component Technologies of Tier 3 (180 BP each)**

#### **Cybernetics** (Manufacturing + Pharmaceuticals)

*Build Cybernetic Labs:* See New Buildings.

*Unlocked Feats:* Characters can take the Craft Cybernetics feat.

#### **Computing** (Industrialized Agriculture + Manufacturing)

*Build Signal Towers:* See New Buildings.

*Kingdom and Settlement Bonuses:* Increase the Lore and Economy bonuses of Universities, Academies, and Libraries by 2.

*New Items:* Increase the maximum Craft DC of high-tech items stocked in Shops and Markets to 27, and the chance of a shop stocking Early or Advanced Firearms by 25%. Crafters can implement guided augmentations (see New Technological Applications).

#### **Lasers** (Manufacturing + Thermodynamics)

*Build Military Labs:* See New Buildings.

*Defensive Improvements:* Increase all bonuses provided by Forts and Watchtowers by 1.

*Kingdom and Settlement Bonuses:* Increase all bonuses provided by Barracks, Castle, and Garrison buildings by 1.

*New Items:* Crafters can implement laser augmentations (see New Technological Applications).

#### **Reaction Engines** (Combustion Engines + Thermodynamics)

*Build Airports:* See New Terrain Improvements.



*Reaction Engines:* See New Vehicle Propulsion Devices.

**Genetics** (Industrial Agriculture + Pharmaceuticals)

*Agricultural Improvements:* All Farms and Fisheries decrease Consumption by 2 additional points.

*New Items:* Increase the maximum Craft DC of pharmaceuticals stocked at Alchemists and in Black Markets to 27.

### Tier 3 Bonus

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Reduce the cost to build Hospitals by 5 BP. Gunworks can stock laser pistols. Increase the population multiplier for settlements from 300 people per completed lot to 500. Mass combat units with the Ranged Weapons resource gain the benefits of the Sharpshooter boon; all other mass combat units gain the benefits of the Triage boon. Treat firearms as “commonplace guns.”

### Tier 4—Laser Age

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Technological refinement leads to mundane sciences equalling, and in many cases surpassing, schools of magic. Mortals launch their first artificial satellites as a prelude to taking their first steps offworld.

#### Minimum Research Buildings

2 Universities, 2 Academies, 1 Airport, 1 Medical Lab, 1 Military Lab, 1 Production Lab

#### Component Technologies of Tier 4 (280 BP each)

##### Robotics (Computing + Cybernetics)

*Kingdom and Settlement Bonuses:* Increase the Economy and Productivity bonuses of all buildings that already provide one by 1.

*New Items:* Increase the maximum Craft DC of high-tech items stocked in Shops and Markets to 30, and the chance they stock Advanced Firearms to 75%.

*Unlocked Feats:* Characters can take the Craft Robot feat (see New Feats).

##### Nanotechnology (Cybernetics + Lasers)

*Build Nanotech Labs:* See New Buildings.

*New Items:* Increase the maximum Craft DC of high-tech items stocked in Shops and Markets to 27. Crafters can implement monofilament and nanite augmentations (see New Technological Applications).

##### Holography (Computing + Lasers)

*Kingdom and Settlement Bonuses:* Increase the Fame and Loyalty bonuses and Unrest reductions of all Arenas, Bardic Colleges, Signal Towers, and Theaters by 2.

*New Items:* Add non-prismatic hologram generators of any Craft DC to high-tech item stocks in Shops and Markets. Crafters can implement holographic augmentations (see New Technological Applications).

##### Atomic Fission (Computing + Reaction Engines)

*Kingdom and Settlement Bonuses:* Increase the Lore and Economy bonuses of Academies, Universities, and Libraries by 2.

*Launch Satellites:* Your kingdom can declare a terrain improvement edict to launch one Satellite (See New Terrain Improvements).

*Build Fission Reactors:* Your kingdom can build a Fission Generator (see the Guide) as a terrain improvement for 200 BP on any river or coastline hex connected to a Mine by a river or Road and not occupied by a settlement. Crafters can implement atomic and EMP augmentations (see New Technological Applications).

##### Bioengineering (Cybernetics + Genetics)

*Cybertech Accessibility:* Hospitals have a 75% chance of being able to install any piece of cybertech, and Shops and Black Markets can stock any piece of cybertech.

*Kingdom and Settlement Bonuses:* Increase the Stability, Loyalty, and Productivity bonuses provided by Hospitals and Medical Labs by 2.



*New Items:* Alchemists and in Black Markets can stock all pharmaceuticals.

### Tier 4 Bonus

Observatories gain additional +2 bonuses to Loyalty and Lore. Increase the range of all Airport benefits by 2 hexes. Increase the population multiplier for settlements from 500 people per completed lot to 750. Gunworks can stock all laser weapons. Each settlement without a Signal Tower can build its first one for free. Treat firearms as “guns everywhere.”

### Tier 5—Atomic Age

As mortals approach total comprehension of their home world, they look past the gods and into the stars for new adventures.

#### Minimum Research Buildings

3 Universities, 3 Academies, 2 Airports, 1 Cybernetics Lab, 1 Medical Lab, 1 Military Lab, 1 Nanotech Lab, 1 Production Lab

#### Component Technologies of Tier 5 (400 BP each)

**Androids** (Bioengineering + Robotics)

*Android Factories:* See New Buildings.

**Artificial Intelligence** (Bioengineering + Nanotechnology)

*Kingdom and Settlement Bonuses:* Increase the Productivity and Economy bonuses of all buildings that already provide one by 2.

*New Feat:* Characters can take the Craft Artificial Intelligences feat (see New Feats).

**Plasma Fusion** (Atomic Fission + Nanotechnology)

*Fusion Drives:* See New Vehicle Propulsion Devices.

*Fusion Reactors:* See New Terrain Improvements. Any Fission Reactor adjacent to water can be converted to a Fusion Reactor for 50 BP.

*New Items:* Crafters can implement plasma augmentations (see New Technological Applications).

**Gravitons** (Atomic Fission + Holography)

*Build Graviton Labs and Graviton Reactors:*

See New Buildings.

*New Items:* Shops and Markets can stock any high-tech item. Crafters can implement graviton augmentations (see New Technological Applications).

**Space Travel** (Androids + Artificial Intelligence + Plasma Fusion + Gravitons)

*Build a Space Station:* Your kingdom can build a permanent space station with a settlement improvement edict (see New Terrain Improvements).

*Interplanetary Travel:* Expanding your kingdom across planets is outside of the scope of *Call to Arms: Fantastic Technology*, but at this stage it should be within your kingdom’s capability.

### Tier 5 Bonus

Your kingdom no longer suffers vacancy penalties for absent leaders. Increase the base value of all settlements by one additional settlement size. Increase the population multiplier for settlements from 750 people per completed lot to 1,000. Gunworks can stock all beam weapons. All mass combat units gain the Bonus Tactic boon. Upgrade all Roads to Highways for free. Treat firearms as “guns everywhere.”

### New Buildings

#### ANDROID FACTORY

250 BP, 4 LOTS

**Kingdom** Economy +6, Stability +2, Unrest +3

**Discount** All buildings

**Limit** 1 per settlement; adjacent to 1 Production Lab, 1 Nanotech Lab, and 1 Cybernetics Lab

**Special** Increases the settlement’s population by 250 androids during the Upkeep phase of every turn, up



to a maximum of 5,000 androids; if more than half of a settlement's population is android, reduce Unrest to +1

**Settlement** Productivity +8

Efficiently manufactures android bodies and imbues them with the spark of life. Androids can live in the factory's storage chambers and do not require their own housing.

#### CYBERNETICS LAB

120 BP, 2 LOTS

**Kingdom** Economy +1, Stability +2, Unrest +1

**Limit** Adjacent to 1 Medical Lab

**Special** Hospitals have a 50% chance of being able to install any piece of cybertech with an Install DC of 26 or less; Shops and Black Markets have a 75% chance of selling any piece of cybertech with an Implant rating of 4 or less

**Settlement** Crime +1

Includes sensitive surgical equipment and a sterile manufacturing environment for crafting and implanting cybertechnology. To craft cybertech, a Cybernetics Lab requires 100 charges of power per day, either from power generators located in the settlement or connected to the settlement via Power Lines.

#### GRAVITON LAB

150 BP, 2 LOTS

**Kingdom** Economy +6

**Limit** 1 per settlement; adjacent to Graviton Reactor

**Settlement** Productivity +4

Supercharged infrastructure and tools provide the power necessary to twist natural forces and craft items that use gravitons. To craft items, a Graviton Lab requires 250 charges of power per day, either from power generators located in the settlement or connected to the settlement via Power Lines.

#### GRAVITON REACTOR

200 BP, 4 LOTS

**Kingdom** Stability +4

**Limit** 1 per settlement, cannot be adjacent to House, Mansion, Noble Villa, or Inn

**Special** Provides the following power generation to the settlement: **Yield** 800; **Fort** +14; **Hardness** 20; **HP** 2,500; **Explosion** 10d6 bludgeoning, 10d6 electricity, and 20d6 force (50-ft. radius; Reflex DC 20 half; see text); **Perception Penalty** -2

A power generator that bends the laws of physics using graviton theory to produce large amounts of power in a relatively safe manner and small space.

#### GUNWORKS

24 BP, 2 LOTS

**Kingdom** Economy +1, Stability +2, Unrest +1

**Upgrade from** Foundry

**Special** Choose one of the settlement's minor magic armor, shield, or weapon slots per gunworks and replace it with an Early Firearm whose price does not exceed the settlement's base value

**Settlement** Defense +2

Provides special forges, machinery, and tools to craft firearms.

#### MEDICAL LAB

40 BP, 1 LOT

**Kingdom** Loyalty +1, Stability +1

**Limit** Adjacent to 1 Hospital and 1 Alchemist

**Special** Alchemists and Black Markets have a 75% chance of stocking pharmaceutical items with a Craft DC of 24 or less

**Settlement** Productivity +1

An advanced medical research facility with tools to develop and synthesize pharmaceutical items. To craft pharmaceuticals, a Medical Lab requires 20 charges of power per day.

#### MILITARY LAB

120 BP, 2 LOTS

**Kingdom** Loyalty +2, Stability +4, Unrest +2

**Limit** Adjacent to 1 Castle or 1 Garrison; cannot be adjacent to House, Mansion, Noble Villa, or Inn

**Special** Increase the Defense bonuses provided by City Walls by +1 and Castles by +2; Black Markets have a 10% chance of stocking any weapon with laser in its name.



**Settlement** Crime -1, Law +1

Researches and devises new weapons and armor for battlefields. To craft items, a Military Lab requires 100 charges of power per day.

**MILL GENERATOR** 11 BP, 1 LOT

**Kingdom** Economy +1, Stability +1

**Limit** Adjacent to water district border

**Upgrade from** Mill

**Special** Provides the following power generation to the settlement: **Yield** 25; **Fort** +1; **Hardness** 8; **HP** 200; **Explosion** —; **Perception Penalty** -1.

A simple conversion allows any standard mill to generate hydroelectric power.

**NANOTECH LAB** 100 BP, 2 LOTS

**Kingdom** Economy +4

**Limit** Adjacent to 1 Production Lab

**Settlement** Productivity +2

Special clean rooms and computerized implements facilitate the production of nanites and development of new items that apply them. To craft items, a Nanotech Lab requires 150 charges of power per day.

**PRODUCTION LAB** 80 BP, 2 LOTS

**Kingdom** Economy +4, Stability +3, Unrest +1

**Discount** Shops, Markets, Mints

**Limit** 1 per settlement; adjacent to Foundry; cannot be adjacent to House, Mansion, Noble Villa, or Inn.

**Special** Increase the Economy and BP earned per turn by 1 for 1 Mine and 1 Sawmill connected to this settlement by a river or Road; Shops and Markets have a 75% chance of stocking any high-tech item with a Craft DC of 14 or less that requires a Production Lab and is worth up to the settlement's base value.

**Settlement** Productivity +2

Equipment necessary to design and manufacture simple high-technology items. To craft items, a Production Lab requires 50 charges of power per day.



**SIGNAL TOWER** 50 BP, 1 LOT

**Kingdom** Loyalty +2, Stability +2, Unrest -1; Fame +2

**Limit** 1 per settlement; cannot be adjacent to House, Mansion, or Noble Villa

**Special** Commsets used in settlements with Signal Towers can connect to commsets in any settlement with a Signal Tower up to 10 hexes away.

**Settlement** Defense +1

Tall, if unsightly, metal towers transmit and amplify wireless signals over a wide range.

## New Terrain Improvements

**AIRPORT**

Aircraft can use an airport's sprawling airstrips, hangars, and other structures for takeoffs, landings, and refuelling.

**Terrain:** Desert, plains.

**Effect:** Economy +2 for each settle-



ment within 5 hexes, Defense +6, Stability +4, Unrest +2; increase Consumption by 2 BP; Unrest decreases by 1 when completed; all hexes within 5 hexes of an Airport are considered connected by Roads unless already occupied by a Highway. Travel from an Airport to any location within 5 hexes takes no more than one day.

**Cost:** 90 BP

#### FISSION REACTOR

This heavily shielded nuclear power generator consumes rare radioactive fuel to produce incredible amounts of power, but also produces potentially devastating radiation that can irradiate its blast radius for generations. The tremendous heat requires access to a body of water for cooling, and the reactor must be connected by Road or river to a Mine for fuel. Any coastal fission reactor can be upgraded to a fusion reactor at a cost of 50 BP.

**Terrain:** Any coastline, river.

**Effect:** Provides the following power generation: **Yield** 1,000; **Fort** +2; **Hardness** 10; **HP** 1,500; **Explosion** 20d10 bludgeoning and 20d10 fire plus severe radiation (250-ft. radius; Reflex DC 20 half); **Perception Penalty** -10.

**Cost:** 200 BP

#### FUSION REACTOR

While outwardly similar to a fission reactor, a fusion reactor uses hydrogen isotopes from inert seawater, making them far safer to operate.

**Terrain:** Any coastline, or connected by Canal to a coastline.

**Effect:** Provides the following power generation: **Yield** 500; **Fort** +10; **Hardness** 10; **HP** 1,800; **Explosion** 10d6 bludgeoning and 10d6 fire and 10d6 electricity (100-ft. radius; Reflex DC 20 half); **Perception Penalty** -10.

**Cost:** 100 BP

#### GEOTHERMAL GENERATOR

This power generator taps natural underground heat sources to

move turbines on the surface. The heat deals 1d6 points of fire damage per round to anyone in physical contact with the turbines.

**Terrain:** Cavern, mountain.

**Effect:** Provides the following power generation: **Yield** 200; **Fort** +4; **Hardness** 10; **HP** 1,000; **Explosion** 10d6 bludgeoning and 10d6 fire (60-ft. radius; Reflex DC 15 half); **Perception Penalty** -5.

**Cost:** 50 BP

#### POWER LINE

Power Lines transmit power from generators over long distances. A finished series of Power Line hexes must connect to a power generator on one end and a settlement on the other end; otherwise, you do not gain its benefit. Power Lines can share hexes with Roads and Highways.

**Terrain:** Any land.

**Effect:** Stability +1 for every 8 hexes of Power Lines.

**Cost:** Use the costs from Road column of the Terrain and Terrain Improvements table in *Pathfinder Roleplaying Game: Ultimate Campaign*.

#### SATELLITE

An orbiting satellite beams images of your world down to the surface for analysis and can relay signals from communications devices.

**Terrain:** Any land with an Airport; once launched, it does not occupy a hex and is not lost if the Airport or hex it is launched from is lost.

**Effect:** Defense +4, Loyalty +3, Stability +3 for all settlements in your kingdom; reduce all Exploration Time requirements for terrain improvements to 1 day and halve their Preparation Times and Costs; increase the DV of all mass combat units against ambushes by 10; increase the range of all commsets in your kingdom to its borders.

**Cost:** 180 BP

#### SPACE STATION

As a permanent, self-sufficient orbital habitat, a space station is both a source of national pride and center of advanced scientific research.

**Terrain:** Does not occupy a hex and cannot be



lost; preparation costs and time are equal to a Mountain hex.

**Effect:** Economy +8, Stability +8; adds Defense +2, Fame +2, Lore +2 to each settlement in your kingdom; functions as a 1-block settlement connected to all of your kingdom's existing terrain improvements and can be expanded to up to 4 blocks.

**Cost:** 600 BP

## New Technological Applications

The Guide provides technological weapons and armor, and rules for creating hybrid magical/technological items by adding magical special abilities to them. This section provides the other side of that equation—rules for augmenting mundane and magical weapons and armor with technological special abilities, such as magnetism, lasers, and graviton technology.

### New Material

#### Plastics

Plastics are a family of lightweight solids, typically petroleum-based and sometimes naturally derived. Many are well suited to molding and are malleable under relatively little heat, making them an easy material to work with. While not as stout as metals, a skilled plastics crafter can create surprisingly effective light armor and lightweight reinforcements for more traditional armors.

An item made from plastics weighs half as much as the same item made from iron. Spell failure chances for armors and shields made of

plastics are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

Plastics are naturally nonconductive, and armors and shields made of plastics gain electricity resistance 2; Plastics are also especially vulnerable to fire, with fire attacks not only ignoring plastics' hardness but also dealing three times as much damage to plastic objects. Plastics' relative flimsiness doubles the cost of adding the masterwork quality to a plastic item, and their heavy processed refinement increases the difficulty of crafting plastic magical items (+10 DC). However, their malleability reduces the Craft DC for non-magical plastic items by 2.

Plastics have 10 hit points per inch of thickness and hardness 10.

In settings where combustion engines don't exist and petrochemicals aren't well understood, plastics may be rare or only recovered through salvage (costs 4x more than iron); in more advanced settings, they are easily manufactured in production labs (costs 1/4 as much as iron).

### Augmented Items

**Augmentation** lets characters with the Craft Technological Arms and Armor feat add technological special abilities, or augmentations, to weapons and armor, much like how Craft Magic Arms and Armor allows crafters to create weapons and armor with magical special abilities. However, unlike magical crafting, an augmentation can *only* be added to an item of at least masterwork quality, and an item cannot have more than one simultaneously installed augmentation.

To implement an augmentation, the crafter must also have:

- access to a set of masterwork artisan's tools (*Pathfinder Roleplay-*



ing Game: Core Rulebook) or any technological crafting laboratory

- any number of ranks in an appropriate Craft skill, such as Craft (armor) or Craft (weapons)
- at least 6 ranks in Knowledge (engineering)

Crafters cannot improvise augmentation implementations, and a few augmentations require a specific type of crafting laboratory. Each augmentation consumes at least one intact technological item during implementation; these items are listed in the augmentation's construction requirements. The technological item components are stripped for parts and cannot be recovered after being consumed, and do not need to be charged.

Every augmentation has a Craft DC of 18 + double its **Magnitude** to implement it on an existing item. If the Craft check to implement the augmentation fails by 5 or more, the attempt deals 1d6 + the augmentation's Magnitude to the underlying item. An item's Magnitude determines the relative power and cost to implement an augmentation, as well as its energy capacity and number of charges spent per use or activation, whether the augmentation can glitch like a timeworn item (see the Guide), and the magnitude of effects such as damage or bonuses.

An augmentation's charges are integrated into the augmentation; an augmentation cannot draw charges from any technological item it augments, and its power storage cannot be removed or replaced. Batteries and power supplies can transfer charges to a rechargeable augmentation via a power cable, and effects like the *recharge* spell, feats, or class abilities that grant charges can also recharge augmentations. If an augmentation is applied to a double weapon, such as a two-bladed sword or dagger pistol, it can be used

by either of the weapon's attacks as allowed by the augmentation and shares its pool of charges between the two attacks.

As a guideline, an augmentation's base cost is its Magnitude squared  $\times$  a specific amount of gold. For instance, the mark I guided weapon augmentation's base cost is listed as 1,000 gp, so the mark IV augmentation's base cost is 16,000 gp ( $4^2$  multiplied by 1,000 gp). The augmentation's required technological components must be sourced on their own and are not included in the cost.

The augmentation's price is equal to twice its base cost, plus the cost of any required technological items; in our Magnitude 4 guided weapon example above, the augmentation's price would be 32,250 gp.

Augmented items bear their Magnitude and implementations in their names. For instance, a throwing axe with the **Magnitude 4 guided** augmentation is a **mark IV guided** throwing axe, and a suit of *+1 banded mail* with a **Magnitude 2 bulletproof** augmentation is a suit of *+1 mark II bulletproof banded mail*.

Unlike magical special abilities, augmentations may be removed with a successful Craft skill check of the same DC. Unless the crafter has the Disassembler feat (see New Feats), any technological items used in the augmentation are subsequently lost. If the Craft check to uninstall fails by 5 or more, the augmentation deals 1d8 + the augmentation's Magnitude to the underlying item, bypassing its hardness.

## New Weapon Special Abilities

A technology-augmented weapon can deal devastating damage or enhance its versatility, at least until the power runs out.

### ATOMIC

**Price** 6,000 gp (mark I), 18,000 gp (mark II), 36,000 gp (mark III); **Magnitude** 3 or less; **Capacity** 20 per Magnitude (unrechargeable); **Usage** 1 charge/hit; **Weight** Doubled



Atomic weapons are made of radioactive materials or have been exposed to radioactivity. On a hit, an atomically augmented weapon afflicts only the struck creature with both initial Constitution damage and secondary Strength damage effects of low (mark I), medium (mark II), or high (mark III) radiation. Because of the radiation's high concentration and its application through an open wound, the save DC to resist its

Weapon Augmentations					
Augmentation	Price	Capacity	Usage	Range	Weight
<b>Atomic<sup>1</sup></b>					
Mark I	6,000 gp	20	1/hit	—	2x
Mark II	18,000 gp	40	1/hit	—	2x
Mark III	36,000 gp	60	1/hit	—	2x
<b>Chain blade</b>					
Mark I	4,450 gp	20	1/activation, then 1/minute	—	2 lbs.
Mark II	13,550 gp	40	1/activation, then 1/minute	—	4 lbs.
<b>Cylex</b>					
Mark I	7,810 gp	—	—	—	1 lb.
Mark II	27,610 gp	—	—	—	1 lb.
<b>EMP</b>					
Mark I	2,750 gp	5 (melee/ranged)	1/hit	—	2 lbs. (melee/ranged), 1 lb./50 ammunition
Mark II	9,500 gp	10 (melee/ranged)	1/hit	—	2 lbs. (melee/ranged), 1 lb./50 ammunition
Mark III	20,250 gp	15 (melee/ranged)	1/hit	—	2 lbs. (melee/ranged), 1 lb./50 ammunition
<b>Graviton</b>					
Mark I	3,050 gp	5	1/use	—	8 lbs.
Mark II	10,100 gp	10	1/use	—	8 lbs.
Mark III	21,150 gp	15	1/use	—	8 lbs.
<b>Guided</b>					
Mark I	4,300 gp	2	1/turn	30 feet	1 lb.
Mark II	16,300 gp	4	1/turn	60 feet	1 lb.
Mark III	36,300 gp	6	1/turn	90 feet	1 lb.
Mark IV	64,300 gp	8	1/turn	120 feet	1 lb.
<b>Laser</b>					
Mark I	6,050 gp	10	1/day	40 feet	1 lb.
Mark II	12,050 gp	10	1/day	80 feet	1 lb.
Mark III	22,050 gp	10	1/day	120 feet	1 lb.
Mark IV	36,050 gp	10	1/day	160 feet	1 lb.
<b>Magnetic</b>					
Mark I	2,000 gp	—	—	10 feet	—
Mark II	8,000 gp	—	—	20 feet	—
Mark III	18,000 gp	—	—	30 feet	—
<b>Monofilament</b>					
Mark I	39,050 gp	5	1/hit	—	—
Mark II	51,050 gp	10	1/hit	—	—
<b>Plasma</b>					
Mark I	6,800 gp	5	1/use (see text)	5/15 feet (see text)	—
Mark II	25,600 gp	10	1/use (see text)	10/30 feet (see text)	—

<sup>1</sup>This augmentation cannot be recharged.



effects increases by 3 per Magnitude. Atomic ammunition and thrown weapons use lead-encased radioactive tips or bullets, reducing their range increment by half, while atomic melee and ranged weapons are mostly encased in lead and stored in lead-lined scabbards or wraps, effectively doubling their weight but making them somewhat safe to handle. Atomic augmentations cannot be recharged by any means; once consumed, the augmentation can be uninstalled to remove the excess weight, and a new atomic augmentation can be implemented if desired. All atomic augmentations are susceptible to glitches as if time-worn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 1,500 gp (mark I), 6,000 gp (mark II), 13,500 gp (mark III)

Craft Technological Arms and Armor, 1 atom grenade per Magnitude, crafter must wear an HEV suit or use a military lab or suffer radiation effects

#### CHAIN BLADE

**Price** 4,450 gp (mark I), 13,550 gp (mark II); **Magnitude** 2 or less; **Capacity** 20 per Magnitude; **Usage** 1 charge/activation, then 1 charge/minute; **Weight** 2 lbs. per Magnitude

This augmentation can only be implemented on slashing or bludgeoning melee weapons. The chain blade augmentation adds a powered bladed chain and small motor to the shape of an existing weapon. When activated as a standard action, the chain begins whirling around the weapon's form, its sharp blades shredding across its surface and consuming 1 charge. The chain continues to run at a rate of 1 charge per minute until deactivated, expended, or dropped.

While active, a medium chain blade weapon does an additional 1d8 slashing damage per Magnitude (1d6 Small, 2d4 Large). The buzzing of a chain blade is loud and distracting (but not deafening), causing anyone carrying an activated chain blade to take a -10 penalty on Stealth checks. When not activated, a chain blade still deals its unaugmented damage but has a 10%

chance of getting caught on the target, disarming the wielder on a failed DC 16 Reflex save.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 1,500 gp (mark I), 6,000 gp (mark II)

Craft Technological Arms and Armor, 2 batteries per Magnitude, chainsaw

#### CYLEX

**Price** 7,810 gp (mark I), 27,610 gp (mark II); **Magnitude** 2 or less; **Capacity** —; **Usage** —; **Weight** 1 lb.

This augmentation can only be implemented on thrown weapons and ammunition. Cylex-augmented weapons and ammunition contain or are coated with the flexible green explosive and contain a tiny electrical capacitor.

The mark I augmentation triggers the capacitor on impact, dealing additional bludgeoning and fire damage to the target (2d6 of each type for a Medium thrown weapon, 1d6 of each for a Small thrown weapon or any size ammunition; DC 24 Fort halves) and 1d6 fire damage in a 10-foot radius (DC 14 Reflex halves).

The mark II augmentation is triggered by a remote detonator or 10 points of electricity damage, dealing additional bludgeoning and fire damage (6d6 of each type for a Medium thrown weapon, 4d6 of each type for a Small thrown weapon, 3d6 of each type for any size ammunition; DC 32 Fort halves) and 3d6 bludgeoning and 3d6 fire damage in a 20-foot radius (DC 17 Reflex halves).

Once detonated, the weapon or ammunition is permanently destroyed. A mark I cylex augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 3,000 gp (mark I), 12,000 gp (mark II)

Craft Technological Arms and Armor, 1 lb. of cylex per Magnitude, zipstick

#### EMP

**Price** 2,750 gp (mark I), 9,500 gp (mark II), 20,250 gp (mark III); **Magnitude** 3 or less; **Capacity** 5 per Magnitude (melee and ranged weapons), disposable (ammunition); **Usage** 1 charge/hit; **Weight**



2 lbs. (melee and ranged weapons), 1 lb. (per 50 ammunition)

A weapon with an EMP augmentation is wrapped with electromagnetic coils and a small power supply. On a hit, the weapon deals 1d6 per Magnitude + its normal weapon damage as electricity damage to robots and electronic-based gear, half its normal damage to cyborgs and androids, and no damage to other creatures.

As a standard action, Mark II and III EMP augmentations on melee and ranged weapons can be overloaded, expending 5 charges to emit a 25-foot-radius EMP burst centered on the wielder that deals 5d6 damage to all robots and electronic-based gear, and half damage to cyborgs and androids (DC 24 Reflex halves). A mark I EMP augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 1,000 gp (mark I), 4,000 gp (mark II), 9,000 gp (mark III)

Craft Technological Arms and Armor, 2 EMP grenades per Magnitude

#### GRAVITON

**Price** 3,050 gp (mark I), 10,100 gp (mark II), 21,150 gp (mark III); **Magnitude** 3 or less; **Capacity** 5 per Magnitude; **Usage** 1 charge/use; **Weight** 8 lbs.

This augmentation can only be implemented on melee weapons. Once activated as a move action, a graviton-augmented weapon deals damage as a weapon one size category larger. When charging, attempting to sunder an object, or performing a bull rush with a graviton-augmented weapon, or when defending against a charge, sunder attempt, or bull rush, the wielder also gains a bonus to attack rolls and combat maneuvers equal to +2 multiplied by the augmentation's Magnitude. This effect does not stack with similar effects, such as those granted by gravity discs or the spell *lead blades*. A mark I graviton augmentation is susceptible to glitches

as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 1,000 gp (mark I), 4,000 gp (mark II), 9,000 gp (mark III)

Craft Technological Arms and Armor, graviton lab, 1 battery per Magnitude, 1 gravity clip or gravity grenade per Magnitude

#### GUIDED

**Price** 4,300 gp (mark I), 16,300 gp (mark II), 36,300 gp (mark III), 64,300 gp (mark IV); **Magnitude** 4 or less;

**Capacity** 2 per Magnitude; **Usage** 1 charge/turn;

**Range** 30 ft. per Magnitude; **Weight** 1 lb.

This augmentation can only be implemented on arrows, bolts, and thrown weapons. As a move action, the wielder of a guided weapon can use gestures to program a path equal in length to the augmentation's range, incorporating a number of 90-degree turns equal to the augmentation's remaining charges. When thrown or fired from the square in which it was programmed, the weapon unerringly follows the programmed course and gains a bonus equal to +2 per Magnitude to hit the first target in its path. A programmed guided weapon must be thrown or fired from the same square where it was programmed; otherwise, it drops to the ground 5 feet from the wielder. A mark I guided augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 2,000 gp (mark I), 8,000 gp (mark II), 18,000 gp (mark III), 32,000 gp (mark IV)

Craft Technological Arms and Armor, battery, tracker chip

#### LASER

**Price** 6,050 gp (mark I), 12,050 gp (mark II), 22,050 gp (mark III), 36,050 gp (mark IV); **Magnitude** 4 or less;

**Capacity** 10; **Usage** 1 charge/day; **Range** 40 ft. per Magnitude; **Weight** 1 lb.

This augmentation can only be implemented on bows, crossbows, and firearms. A laser-augmented weapon



gains the benefits of a laser sight (granting a +1 circumstance bonus on all attack rolls made with that weapon, and reducing the penalty for firing into melee by 2) but its light grants a –2 penalty to Stealth checks (–4 in clouds, fog, and low-light or darker environments) while active.

A mark II or higher laser augmentation can be overloaded as a standard action, dealing 1d6 fire damage per Magnitude as a laser ray attack at a cost of 5 charges. A mark I laser augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 1,000 gp (mark I), 4,000 gp (mark II), 9,000 gp (mark III), 16,000 gp (mark IV)

Craft Technological Arms and Armor, battery, laser sight

#### MAGNETIC

**Price** 2,000 gp (mark I), 8,000 gp (mark II), 18,000 gp (mark III); **Magnitude** 3 or less; **Capacity** —; **Usage** —; **Range** 50 ft. per Magnitude; **Weight** —

Magnetic weapons and ammunition detect and are drawn to iron, mithral, and adamantine. Attacks targeting creatures wearing or made of those metals, and disarm maneuvers targeting weapons made of those metals, within the augmentation's range gain a +1 circumstance bonus per Magnitude. The wielder of a magnetically augmented melee, ranged, or thrown weapon also gains a +10 bonus to Perception checks to detect those metals. The wielder of a magnetic weapon who attempts to strike another magnetic weapon or object must succeed at a DC 18 Reflex save or be disarmed (melee) or struck by the ricochet (ranged, thrown, ammunition). A mark I magnetic augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 1,000 gp (mark I), 4,000 gp (mark II), 9,000 gp (mark III)

Craft Technological Arms and Armor, 20 magnets  
(*Pathfinder Roleplaying Game: Advanced Player's Guide*) per Magnitude

#### MONOFILAMENT

**Price** 39,050 gp (mark I), 51,050 gp (mark II); **Magnitude** 2 or less; **Capacity** 5 per Magnitude; **Usage** 1 charge/hit; **Weight** —

This augmentation can only be implemented on bladed weapons. A monofilament-augmented blade is coated with a dense protective material, then is delicately wrapped or lined with the lethal monofilament line of a monowhip, granting some of its extraordinary cutting power. A monofilament augmentation makes the implemented weapon an exotic weapon, and increases the weapon's critical threat range by 1 per Magnitude (max 18–20) and critical damage multiplier by 1 per Magnitude (maximum  $\times 4$ ). The blade deals an additional 1d6 damage (1d4 Small) per Magnitude and consumes 1 charge on each hit.

A mark II monofilament augmentation can be supercharged by spending 5 charges as a move action; until the start of the wielder's next round, the first attack made with the blade resolves as a touch attack. If a supercharged attack misses the target's AC by more than 5, the attack deals its damage to the wielder instead (DC 24 Reflex halves). A discharged monofilament sword loses all of its benefits, becomes susceptible to glitches as if timeworn, and its augmentation spontaneously uninstalls itself after any glitch.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 2,000 gp (mark I), 8,000 gp (mark II)

Craft Technological Arms and Armor, military lab, battery, monowhip

#### PLASMA

**Price** 6,800 gp (mark I), 25,600 gp (mark II); **Magnitude** 2 or less; **Capacity** 5 per Magnitude; **Usage** 1 charge/activation, then 1 charge/hit (melee), 1 charge/attack (firearm); **Range** 5 ft. of reach per Magnitude (melee), cone of 15 ft. per Magnitude (firearm); **Weight** 2 lbs.

This augmentation can only be implemented on melee and firearm weapons. Once activated as a free action, a plasma-augmented melee weapon deals an additional 2d4 fire and elec-



trical damage per Magnitude and gains 5 feet of reach per Magnitude. An activated plasma-augmented firearm deals 2d4 fire and electrical damage per Magnitude in a 15-foot-per-Magnitude cone in the target's direction in addition to each bullet fired.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 3,000 gp (mark I), 12,000 gp (mark II)

Craft Technological Arms and Armor, military lab, 1 plasma grenade per Magnitude

#### New Armor Special Abilities

Technological augmentations can add special features to a suit of armor, or simply improve its protection in ways low-tech or magical improvements cannot.

#### ATMOSPHERIC

**Price** 5,350 gp (mark I), 8,450 gp (mark II);

**Magnitude** 2 or less; **Capacity** 10 per Magnitude; **Usage** 1 charge/round; **Weight** 4 lbs.

When activated as a free action, this augmentation expels a 5-foot spherical vortex of safe, breathable air around

the wearer's head in any environment, including underwater, in vacuums, while buried, and amid gaseous clouds. While active, the wearer is also immune to inhaled poisons and diseases. A mark I atmospheric augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 1,000 gp (mark I), 4,000 gp (mark II)

Craft Technological Arms and Armor, 2 batteries per Magnitude, filter mask, force field (brown)





## BULLETPROOF

**Price** 10,685 gp (mark I), 13,735 gp (mark II), 18,785 gp (mark III), 23,835 gp (mark IV); **Magnitude** 4 or less; **Capacity** 1 per Magnitude; **Usage** 1 charge/hit; **Weight** 5 lbs.

## Armor Augmentations

Augmentation	Price	Capacity	Usage	Weight
<i>Atmospheric</i>				
Mark I	5,350 gp	10	1/round	4 lbs.
Mark II	8,450 gp	20	1/round	4 lbs.
<i>Bulletproof</i>				
Mark I	10,685 gp	1	1/hit	5 lbs.
Mark II	13,735 gp	2	1/hit	5 lbs.
Mark III	18,785 gp	3	1/hit	5 lbs.
Mark IV	23,835 gp	4	1/hit	5 lbs.
Extinguishing	4,550 gp	5	1/round	3 lbs.
<i>Force</i>				
Mark I	4,050 gp	5	1/round	1 lb.
Mark II	10,100 gp	10	1/round	1 lb.
<i>Holographic</i>				
Mark I	6,050 gp	5	1/minute	1 lb.
Mark II	16,100 gp	10	1/minute	1 lb.
Mark III	51,150 gp	15	1/minute	1 lb.
<i>Ion-taped</i>				
Mark I	610 gp	—	—	1 lb.
Mark II	2,210 gp	—	—	2 lbs.
Mark III	4,810 gp	—	—	3 lbs.



Finely woven ballistic materials reduce damage from small firearms and beam pistols, and are even more effective when combined with charged ion tape. If bulletproof-augmented armor is hit while containing at least 1 charge, it grants a deflection bonus to AC against firearm and beam weapon attacks equal to +3 plus the augmentation's Magnitude. When fully discharged, the armor still provides a +1 deflection bonus to AC against firearm attacks. The augmentation's weight adds 10% to the armor's arcane spell failure chance and 1 to its Armor Check penalty.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 1,000 gp (mark I), 4,000 gp (mark II), 9,000 gp (mark III), 16,000 gp (mark IV)

Craft Technological Arms and Armor, inssuit, 1 roll of ion tape per Magnitude, zipstick

#### EXTINGUISHING

**Price** 4,550 gp; **Magnitude** 1; **Capacity** 5; **Usage** 1 charge/round; **Weight** 3 lbs.

This augmentation adds channels of chemical fire retardants to the armor that can be sprayed from gaps in the armor when toggled as a move action, immediately extinguishing any mundane fire effects on the wearer and suppressing any ongoing mundane or magical fires until fully expended. If activated when not on fire, the wearer gains 5 points of fire damage resistance for the duration. This augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 1,000 gp

Craft Technological Arms and Armor, battery, fire extinguisher

#### FORCE

**Price** 4,050 gp (mark I), 10,100 gp (mark II); **Magnitude** 2 or less; **Capacity** 5 per Magnitude; **Usage** 1 charge/round; **Weight** 1 lb.

This augmentation generates an invisible and intangible field of force around the wearer when

activated as a standard action, granting a number of temporary hp equal to  $5 \times$  the augmentation's Magnitude until it is deactivated as a free action or its charges are spent. All damage dealt to the wearer is subtracted from the temporary hit points the active force field grants first, and the field has fast healing that replenishes its temporary hit points at a rate of  $1 +$  the augmentation's Magnitude each round. If the force field's temporary hit points are reduced to 0, the augmentation is immediately and completely discharged. A mark I force augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 1,000 gp (mark I), 4,000 gp (mark II)

Craft Technological Arms and Armor, graviton lab, 1 battery per Magnitude, force field (brown)

#### HOLOGRAPHIC

**Price** 6,050 gp (mark I), 16,100 gp (mark II), 51,150 gp (mark III); **Magnitude** 3 or less; **Capacity** 5 per Magnitude; **Usage** 1 charge/minute; **Weight** 1 lb.

This augmentation can only be placed on suits of armor. Armor with the holographic augmentation can project a holographic avatar over the wearer's form and equipment, providing a near-perfect disguise. An avatar of the same size or one size category larger than the wearer must first be programmed as a full-round action. Once activated as a swift action, the programmed avatar's form immediately surrounds the wearer, producing a fixed Disguise check result equal to  $20 + 10$  per Magnitude with no penalties for differences in gender, race, age, or size.

Mark III holographic augmentations nullify the sounds of the wearer's armor and modify the wearer's voice to match the image, but mark I and II augmentations do not; the wearer of a mark I or II holographic augmentation who attempts to speak while disguised must succeed at a second, opposed Disguise check to avoid being found out, taking penalties on this check for age and



gender differences. Holographic augmentation projections have no physical presence, and any physical object that touches the augmented armor immediately disrupts and deactivates the projection. A mark I holographic augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 4,000 gp (mark I), 16,000 gp (mark II), 36,000 gp (mark III)

Craft Technological Arms and Armor, 1 battery per Magnitude, hologram generator (gray) for mark I and II, hologram generator (green) for mark III

#### ION-TAPED

**Price** 610 gp (mark I), 2,210 gp (mark II), 4,810 gp (mark III); **Magnitude** 3 or less; **Capacity** —; **Usage** —; **Weight** 1 lb. per Magnitude

Ion-taped armor is reinforced with bands of flexible ion tape that have been charged into their rigid state, granting 2 hardness and 10 hit points to the armor per Magnitude. If ion-taped armor is damaged, it can be repaired with nothing more than a DC 10 Craft check and a single roll of ion tape. Each such repair adds 1 pound to the item's weight and reduces the armor's maximum Dexterity bonus by 1. Ion-taped armor is susceptible to electrical attacks; when hit by an attack that deals at least 5 electricity damage for each Magnitude of this augmentation, there is a 5% chance the ion tape will be spontaneously uninstalled, and the armor immediately gains the broken condition.

#### CONSTRUCTION REQUIREMENTS

**Base Cost** 500 gp (mark I), 2,000 gp (mark II), 4,500 gp (mark III)

Craft Technological Arms and Armor, 2 rolls of ion tape per Magnitude, zipstick

## New Technological Items

One of this book's goals is to provide items that combine awesome technology with common fantasy equipment. The following weapons, ammunition, and intelligent item provide several novel combinations of these themes, particularly for melee and thrown-weapon combatants.

This section also includes ready-to-use augmented items that can be dropped as standalone items into any tech-friendly game, regardless of whether you employ the full augmentation crafting rules. For these items, the base weapon's price is included in the augmented version.

### Technological and Augmented Weapons

#### Melee Weapons

##### MARK I GRAVITON WARHAMMER

When activated as a move action, this warhammer deals damage as a weapon one size category larger. When charging, attempting to sunder an object, or performing a bull rush with mark I graviton warhammer, or when defending against a charge, sunder attempt, or bull rush, the wielder also gains a +2 bonus to attack rolls and combat maneuvers. This bonus does not stack with similar effects, such as those granted by gravity discs or the spell *lead blades*. This warhammer is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Craft DC** 20; **Cost** 1,000 gp

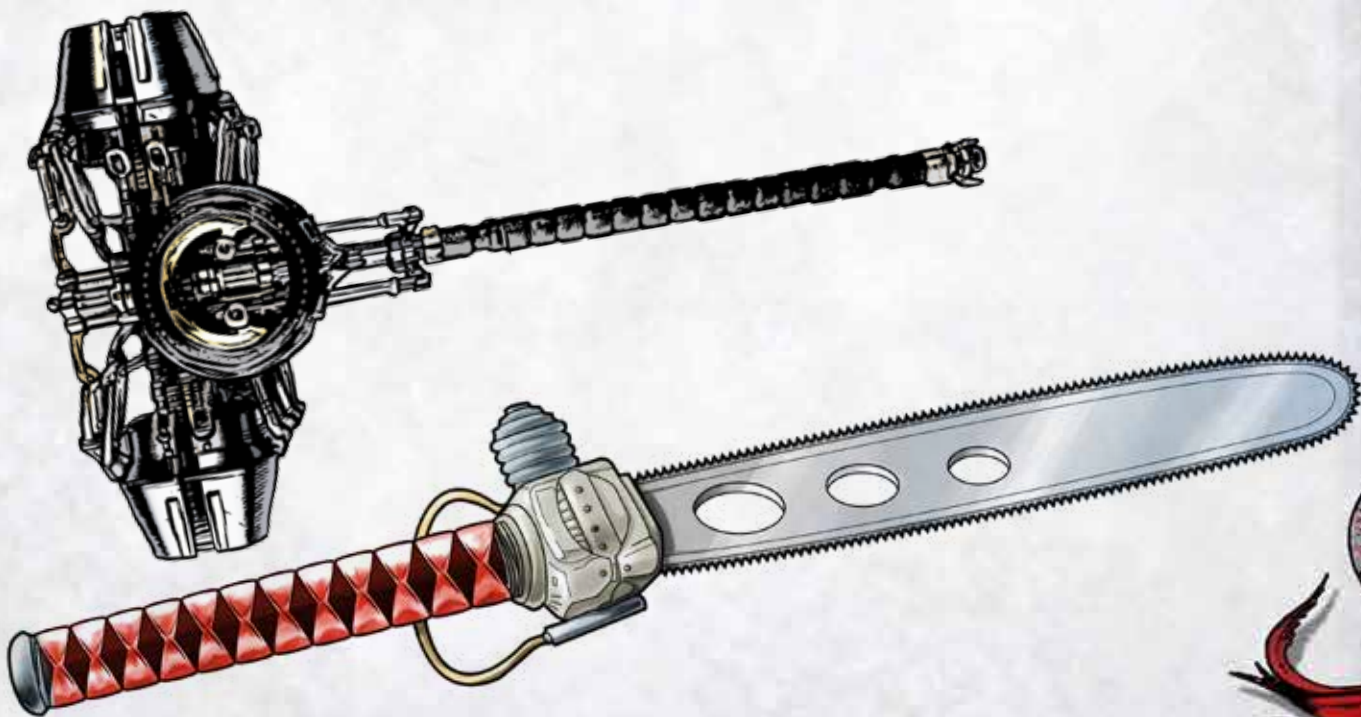
Craft Technological Arms and Armor, graviton lab, battery, gravity clip or gravity grenade, masterwork warhammer



## MARK II CHAIN BLADE GUISARME

### Technological and Augmented Melee Weapons

Name	Price	Dmg (S)	Dmg (M)	Critical	Capacity	Usage	Weight	Type <sup>1</sup>	Special
<i>Simple Weapons</i>									
Mark I cylex blowgun dart (20)	7,810 gp	see text	see text	—	—	—	1 lb.	F and B (see text)	See text
Pummeling knuckles	4,000 gp	1d6	2d3	19–20/×2	20	1/round	1 lb.	B	Monk, see text
<i>Martial Weapons</i>									
Mark I graviton warhammer	3,312 gp	1d6 (1d8)	1d8 (1d10)	×3	5	1/attack	13 lbs.	B	See text
Mark II chain blade guisarme	13,559 gp	1d6 (+2d6)	2d4 (+2d8)	×3	40	1/activation, then 1/minute	16 lbs.	S	Reach, trip
<i>Exotic Weapons</i>									
Mark II mono-filament saw-tooth sabre	39,085 gp	1d6 (+1d4)	1d8 (+1d6)	18–20/×3 (19–20/×2)	10	1/hit	2 lbs.	S	—
Mark III atomic two-bladed sword	36,100 gp	1d6/1d6	1d8/1d8	19–20/×2	60 <sup>2</sup>	1/hit	20 lbs.		S
<i>Powered lance</i>									
(extended)	4,500 gp	1d8	1d10	×3	20	1/activation	8 lbs.	P	Reach
(retracted)	4,500 gp	2d4	2d6	×2	20	1/activation	8 lbs.	B	—





## Technological and Augmented Ranged Weapons

Name	Price	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type <sup>1</sup>	Special
<i>Ammunition</i>										
Cloudstrike arrow (20)	2,500 gp	—	—	—	see text	5	1/round	1 lb.	P	See text
Mark I Cylex blowgun dart (50)	8,110 gp	See text	See text	—	—	—	—	— 1 lb./50 darts	P	See text
<i>Martial Ranged Weapons</i>										
Mark II magnetic longbow	8,375 gp	1d6	1d8	×3	100 ft. (100 ft. magnetism)	—	—	3 lbs.	P	See text
Ripper hatchet (active)	10,500 gp	2d6	2d8	19–20/×2	10 ft.	5	1/round	4 lbs.	S	—
<i>Exotic Ranged Weapons</i>										
Mark III EMP repeating heavy crossbow	20,950 gp	1d8 (+3d6, see text)	1d10 (+3d6, see text)	19–20/×2	120 ft.	2	15 1/attack	14 lbs.	P (and E, see text)	See text
Mark II guided bolas	16,305 gp	1d3	1d4	×2	10 ft. (60 ft. when active)	4	1/turn (see text)	3 lbs.	B	Nonlethal, trip

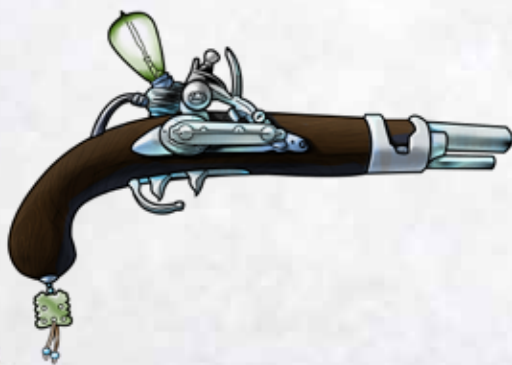
## Technological and Augmented Firearms

### Early Firearms

Name	Price	Dmg (S)	Dmg (M)	Critical	Range	Ammo Capacity	Charge Capacity	Usage	Weight	Type <sup>1</sup>	Special
Mark I plasma axe musket	8,700 gp	1d6 (+2d4)	1d8 (+2d4)	×4	30 ft.	1	5	see text	8 lbs.	B and P (and F and E)	See text

<sup>1</sup> A weapon with two types is both types if the entry specifies “and,” and is either type (wielder’s choice) if the entry specifies “or.” Damage types are abbreviated as follows: B (bludgeoning), E (electricity), F (fire), P (piercing), and S (slashing).

<sup>2</sup> This weapon’s augmentation cannot be recharged.





This guisarme has a bladed chain wrapped around its blade and a small motor near its grip. When activated as a standard action, the chain's blades start to whirl around the guisarme's blade's edges, immediately consuming 1 charge and continuing to consume 1 charge per minute until deactivated, expended, or dropped. While active, the guisarme does an additional 2d8 slashing damage and generates so much noise that its wielder takes a -10 penalty on Stealth checks. When not active, the guisarme deals its unaugmented damage but has a 10% chance of the chain blade getting caught on the target, disarming the wielder on a failed DC 16 Reflex save.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 22; Cost 6,000 gp**

Craft Technological Arms and Armor, 4 batteries, chainsaw, masterwork guisarme

#### MARK II MONOFILAMENT SAWTOOTH SABRE

The mark II monofilament sawtooth sabre is an exotic weapon. A wielder with the Exotic Weapon Proficiency (sawtooth sabre) feat can treat it as a light melee weapon for the purpose of two-weapon fighting; for all other purposes it is a one-handed melee weapon. As long as the augmentation has at least 1 charge, its critical threat range, critical damage multiplier, and weapon damage are increased. A discharged monofilament sword loses all of its benefits, becomes susceptible to glitches as if timeworn, and its augmentation spontaneously uninstalls itself after any glitch.

As a move action, the sabre's wielder can supercharge the augmentation. Until the start of the wielder's next round, the first attack made with the sabre resolves as a touch attack; however, if the attack roll misses the target's AC by more than 5, the attack deals its damage to the wielder instead (DC 24 Reflex halves).

#### CONSTRUCTION REQUIREMENTS

**Craft DC 20; Cost 8,000 gp**

Craft Technological Arms and Armor, military lab, battery, monowhip, masterwork sawtooth sabre

#### MARK III ATOMIC TWO-BLADED SWORD

This sword's blades were forged in a radioactive foundry, with all but the edges plated with metals that mitigate the detrimental effects of wielding it. On each hit, the sword poisons the target with high-level radiation (see the Guide) both in the short (*frequency 1 round (1), effect 2d4 Con drain, cure 1 save, DC 22*) and long term (*frequency 1 day (per hit), effect 1d6 Str damage, cure 2 saves, DC 22*).

#### CONSTRUCTION REQUIREMENTS

**Craft DC 24; Cost 18,000 gp**

Craft Technological Arms and Armor, 3 atom grenades, masterwork two-bladed sword, crafter must wear an HEV suit or use a military lab

#### PUMMELING KNUCKLES

These close-combat adamantium knuckles are topped with small pistons that vibrate nearly silently against the wearer's skin when activated as a free action. On a hit, the pistons on powered pummeling knuckles rapidly strike a target with surprising force several times in a fraction of a second; the wielder rolls damage twice and takes the best result. The wielder of powered pummeling knuckles can also roll to confirm a critical hit twice and take the best result.

A wielder can cast a spell with a somatic component while wearing pummeling knuckles by succeeding at a concentration check (DC 12 + the spell level). Monks are proficient with pummeling knuckles and can use their monk unarmed damage when fighting with them.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 24; Cost 2,000 gp**

Craft Technological Arms and Armor, military lab

#### POWERED LANCE

This otherwise unassuming metal masterwork lance functions as a standard lance when extended. As a swift action, the wielder can push a button to retract the lance to a club-



sized bludgeoning weapon, consuming a charge. Activating the retracted powered lance consumes a charge and suddenly extends it back to its full size. A powered lance's extension can be targeted as a touch attack that deals 2d6 piercing damage (1d10 Small) and pushes the target back 5 feet (DC 18 Reflex halves damage and negates push).

#### CONSTRUCTION REQUIREMENTS

**Craft DC 24; Cost 2,250 gp**

Craft Technological Arms and Armor, production lab

### Ranged Weapons

#### CLOUDSTRIKE ARROW

Cloudstrike arrows have long, wide aerodynamic shafts and are more difficult to fire than regular arrows, granting a -4 penalty to attack rolls when firing them. Once in flight, thin glider wings expand from its sides, increasing its range increment by 60 feet from longbows and 40 feet from short bows. A cloudstrike arrow's wide body is capable of carrying an item weighing up to 2 lbs. strapped beneath it, including a weapon, and can be configured to sense and drop their payload on the first target it passes over (DC 16 Reflex to avoid a direct hit).

#### CONSTRUCTION REQUIREMENTS

**Craft DC 24; Cost 1,250 gp**

Craft Technological Arms and Armor, military lab

#### MARK I CYLEX BLOWGUN DART (50)

Each of these 50 cylex-coated darts explodes on contact with a target, dealing an additional 1d6 fire and 1d6 bludgeoning damage to the target (DC 24 Fort halves) and another 1d6 fire damage to a 10-foot radius of the target (DC 14 Reflex halves). These darts are susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 20; Cost 3,000 gp**

Craft Technological Arms and Armor, masterwork blowgun darts, 1 lb. of cylex, zipstick

#### MARK I PLASMA AXE MUSKET

This musket features an axe blade at the end of its barrel and a plasma fusion accelerator built into its haft. It can be used as both a musket and a battleaxe, and each attack can use the plasma augmentation. If this firearm gains the broken condition, both the firearm component and the axe are considered broken. An axe musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Each time a mark I plasma axe musket with at least 1 charge is fired, it emits a 15-foot cone of plasma that does 2d4 fire and electricity damage in the same direction that it was fired. The axe's blade can also be activated as a free action that consumes 1 charge, surrounding its blade with plasma emissions that add 5 feet of reach to the weapon. An activated axe deals an additional 2d4 fire and electricity damage and consumes 1 charge on each hit.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 20; Cost 3,000 gp**

Craft Technological Arms and Armor, military lab, masterwork axe musket, 1 plasma grenade

#### MARK II GUIDED BOLAS

These metal bolas contain a battery, tracker chip, and tiny guidance jets and are joined by a thick, plastic-encased braided copper wire. As a move action, its wielder can trace a path of up to 60 feet from his current square with as many 90-degree turns in the bolas' path as it has remaining charges. When thrown from the square in which it was programmed, the bolas unerringly follows the course and gains a +4 bonus to hit the first target in its path; otherwise, it falls to the ground 5 feet from the wielder in a random direction. The bolas's programmed path can be cleared as a swift action, allowing the wielder to throw it as a standard bolas (10-foot range) without penalty.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 22; Cost 8,000 gp**

Craft Technological Arms and Armor, masterwork bolas, battery, tracker chip



### MARK II MAGNETIC LONGBOW

This iron-cored longbow is very sensitive to magnetic materials, and arrows fired from it are magnetized just long enough to also be attracted to such metals. When targeting creatures or objects wearing or made of iron, mithral, or adamantine, the wielder of a mark II magnetic longbow gains a +2 circumstance bonus on attack rolls. The wielder also gains a +10 bonus to Perception checks to detect those metals. If the wielder attempts to strike another magnetic weapon or object, she must succeed at a DC 18 Reflex save or be struck by the ricocheting arrow.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 22; Cost 4,000 gp**

Craft Technological Arms and Armor, 40 magnets, longbow

### MARK III EMP REPEATING HEAVY CROSSBOW

Each shot from this crossbow is charged with electromagnetic energy that deals an additional 3d6 electricity damage to robots and electronic gear (halved vs. cyborgs and androids). As a standard action, the crossbow's wielder can expend 5 charges to overload the EMP generator and emit a 25-foot burst that deals 5d6 electrical damage (halved vs. cyborgs and androids; DC 24 Reflex halves).

#### CONSTRUCTION REQUIREMENTS

**Craft DC 24; Cost 9,000 gp**

Craft Technological Arms and Armor, masterwork repeating heavy crossbow, 6 EMP grenades

### RIPPER HATCHET

This rough steel throwing axe bears a large red button bolted to its haft. When activated as a free action, the axe begins to click three times, after which it begins vibrating violently enough to disarm the wielder (Fort DC 18 per round to negate). If thrown before the start of the wielder's next round, the activated axe begins vibrating in time for a successful attack and deals extra damage, and continues to vibrate until its capac-

ity is exhausted. The vibrations wedge the axe into whatever it strikes, dealing an additional 1d4 bleed damage that cannot be staunched until the axe is removed as a standard action by someone else or as a full-round action by the target.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 24; Cost 5,250 gp**

Craft Technological Arms and Armor, military lab

## Technological Armors

### MARK I ATMOSPHERIC PADDED ARMOR

This suit of padded cloth features a force field generator modified to fit around its collar and produce a 5-foot spherical vortex of breathable air when activated as a free action. While active, this sphere allows its wearer to breathe in any environment, including underwater, in vacuums, while buried, and amid gaseous clouds, and makes its wearer immune to inhaled poisons and diseases. This augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 20; Cost 1,000 gp**

Craft Technological Arms and Armor, 2 batteries, filter mask, force field (brown), masterwork padded armor

### MARK I EXTINGUISHING FULL PLATE

Channels of fire-retardant chemicals line this full plate suit and pump their contents from its gaps and vents when activated as a move action, immediately extinguishing any mundane fire effects on the wearer and suppressing any ongoing mundane or magical fires until fully expended. If activated when not on fire, the wearer gains 5 points of fire damage resistance until the augmentation's charges are spent. This augmentation is susceptible to glitches as if timeworn.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 20; Cost 1,000 gp**

Craft Technological Arms and Armor, battery, fire extinguisher, masterwork full plate armor



## Technological and Augmented Armors

### Light Armor

Armor	Price	Armor/ Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight <sup>1</sup>	Capacity	Usage
Mark I atmo- spheric padded armor	5,655 gp	+1	+8	0	5%	30 ft.	20 ft.	14 lbs.	10	1/round
Mark II force chain shirt	10,500 gp	+4	-2	0	20%	30 ft.	20 ft.	26 lbs.	10	1/round
Mark III holo- graphic leather armor	51,460 gp	+2	+6	0	10%	30 ft.	20 ft.	16 lbs.	15	1/minute
Nanorehabilita- tion suit	56,000 gp	+2	+6	0	10%	30 ft.	20 ft.	12 lbs.	15	1/day (pas- sive), 3/ round (ac- tive)

### Medium Armor

Armor	Price	Armor/ Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight <sup>1</sup>	Capacity	Usage
Mark II ion- taped breast- plate	2,660 gp	+6	+3	-4	25%	20 ft.	15 ft.	32 lbs.	—	—

### Heavy Armor

Armor	Price	Armor/ Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.) <sup>2</sup>	Speed (20 ft.) <sup>2</sup>	Weight <sup>1</sup>	Capacity	Usage
Mark I extin- guishing full plate	6,350 gp	+9	+1	-6	35%	20 ft.	15 ft.	53 lbs.	5	1/round
Plastic shocktrooper plate	8,200 gp	+9	+4	-2	20%	30 ft.	20 ft.	20 lbs.	—	—

### Shields

Armor	Price	Armor/ Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight <sup>1</sup>	Capacity	Usage
Mark II bullet- proof buckler	4,000 gp	+1	—	-2	15%	—	—	10 lbs.	2	1/hit

<sup>1</sup> Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

<sup>2</sup> When running in heavy armor, you move only triple your speed, not quadruple.



### MARK II BULLETPROOF BUCKLER

This small metal forearm shield is reinforced with ballistic materials and stiffened with charged threads of ion tape. If hit while the buckler has at least 1 charge, its wielder gains a +5 deflection bonus to AC against firearm and beam weapon attacks. When fully discharged, the buckler still provides a +1 deflection bonus to AC against firearm attacks.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 22; Cost 4,000 gp**

Craft Technological Arms and Armor, masterwork buckler, insuit, 2 rolls of ion tape, zipstick

### MARK II FORCE CHAIN SHIRT

This shirt of interlocking metal rings is also woven with graviton-manipulating wires capable of generating a minor force field. When activated as a standard action, the wearer gains 10 temporary hit points until deactivated as a free action or its charges are spent. All damage dealt to the wearer is subtracted from the force augmentation's temporary hit points first, and the field has fast healing that replenishes its temporary hit points at a rate of 3 per round. If the force augmentation's temporary hit points are reduced to 0, the augmentation is immediately and completely discharged.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 22; Cost 4,000 gp**

Craft Technological Arms and Armor, masterwork chain shirt, graviton lab, 2 batteries, force field (brown)

### MARK II ION-TAPED BREASTPLATE

Strips of charged ion tape criss-cross this metal breastplate, granting it an additional 4 hardness and 20 hit points. If damaged, the breastplate can be repaired with nothing more than a DC 10 Craft check and a single roll of ion tape. Each such repair adds 1 pound to the item's weight and reduces its maximum Dexterity bonus by 1. The ion-taped breastplate is susceptible to elec-

trical attacks; when hit by an attack that deals at least 10 electricity damage, there is a 5% chance the ion tape spontaneously detaches itself and grants the breastplate the broken condition.

#### CONSTRUCTION REQUIREMENTS

**Cost 2,000 gp**

Craft Technological Arms and Armor, masterwork breastplate, 4 rolls of ion tape, zipstick

### MARK III HOLOGRAPHIC LEATHER ARMOR

Indistinguishable from a standard suit of leather armor, a suit of mark III holographic leather armor is perforated with tiny fiber-optic projectors that can emit a holographic avatar of any design over the wearer's form and equipment, providing a near-perfect disguise.

The armor comes with a detachable interface that allows the wearer to design an avatar of the same size or one size category larger as a full-round action. As a swift action, the wearer can activate the programmed projector to cause the selected avatar's form to immediately surround and mimic the wearer. The activated armor also nullifies the armor's sounds and modifies the wearer's voice to an appropriate, if imperfect, match for the image. The wearer gains the benefits of a Disguise check with a result of 50 and takes no penalties for differences in gender, race, age, or size.

The avatar has no physical presence, and any physical object that touches the avatar immediately disrupts and deactivates the projection.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 24; Cost 36,000 gp**

Craft Technological Arms and Armor, 3 batteries, hologram generator (green), masterwork leather armor

### NANOREHABILITATION SUIT

Wires that run through this form-fitting, stretchable fabric suit are channels for microscopic nanites designed to accelerate healing and enable long-term recuperative care for injuries without confining a patient to bed





rest. While worn and containing at least 1 charge, this suit passively provides fast healing 1 and a +1 bonus to stabilization checks while consuming 1 charge per day.

This suit can also pump a surge of nanites by rapidly draining its batteries. As a move action, the suit's wearer can toggle an emergency trauma mode that consumes 3 charges per round but provides DR 10/magic and fast healing 10 until deactivated or all charges are spent. The wearer's nervous system is overwhelmed by the sudden rush of nanites, dealing 1 point of Constitution damage each active round. When deactivated, the adrenaline crash deals an additional 1d4 points of Constitution drain (Fort DC 24 negates).

#### CONSTRUCTION REQUIREMENTS

**Craft DC 28; Cost 28,000 gp**

Craft Technological Arms and Armor, nanotech lab, battery

#### PLASTIC SHOCKTROOPER PLATE

An intimidating set of plastic full-plate armor, shocktrooper plate is mounted to an elastic cloth undergarment that is even less restrictive than standard plastic full plate (see New Material) and eliminates the need for a personalized fit. The armor also grants electricity resistance 2, but has hardness 10, 10 hit points, and takes twice as much damage from fire.

The suit includes a large, full-face helm that provides a passive air filtration system (+2 resistance bonus on all saving throws made to resist airborne toxins and diseases) and integrated commset. However, it also obscures

the wearer's vision and hearing, granting a -2 penalty to the wearer's Perception checks and ranged attack rolls.

#### CONSTRUCTION REQUIREMENTS

**Craft DC 24; Cost 2,000 gp**

Craft Technological Arms and Armor, military lab, filter mask, commset

## New Cause of Glitches

Technology is as susceptible as any other type of item to magical curses, and unlike magical items, poorly crafted technology simply doesn't work as intended. Such items can be treated as timeworn (see the Guide).

However, technology is of particular interest to one type of creature: the gremlin (*Pathfinder Roleplaying Game: Bestiary 2*). These pests can afflict technological items with a technological spin on magical curses, amplifying the chances of glitches in flawed items and causing even perfectly built items to fail at the worst times.

Many crafters ward their workshops and crafting spaces with gremlin bells with hopes the noise deters the superstitious creatures, but these devious fey saboteurs sometimes target an earlier stage of development: they corrupt the raw materials used to craft new technological items by turning it into gremlinite.

Also known as fool's copper, gremlinite has the same appearance and traits of copper and is nearly indistinguishable from true copper (DC 28 Perception or Knowledge (engineering) to spot). Since copper has many uses in technological items, its corruption can wreak havoc across entire production lines by causing glitches more common to ancient, timeworn technology, such as mysterious short-circuits, rapidly drained batteries, and downright explosive failures. Worse yet, gremlinite processed and used in a technological item doesn't exhibit any problems until the item's first glitch.



When a character uses a gremlinite-afflicted item, treat the item as normal until the first time its owner's player rolls a 1 while using it. Starting with that roll, treat the item as timeworn with one exception—the item glitches on either the lowest *or* highest rolls of *any* die rolled while using that item. For example, a gremlinite-afflicted weapon glitches on an attack roll of 1 or 20, a 1d6 damage roll of 1 or 6, or even a Craft roll of 1 or 20 to repair the item.

## Artificially Intelligent Items

Artificial intelligences can inhabit technological items in a similar fashion as magical intelligences inhabit magical items. When building an intelligent item with an artificial intelligence, build the artificial intelligence first using the "Creating an AI" section of the Guide, then follow the steps provided in the "Designing an Intelligent Item" section of the *Pathfinder Roleplaying Game: Core Rulebook* magic item rules except for the following:

- do not assign the item an Ego score
- do not grant the item any intelligent item powers or special purpose item dedicated powers
- grant the item the same ability alignment, senses, ability scores, and languages as the AI
- list the AI's skills with the item
- add twice the AI's XP to the item's cost in gp.

If the bearer has an unoccupied skillslot (see the Guide), the item's bearer may interface with the item while holding it and gain half of any one of the AI's skill modifiers as an enhancement bonus to that skill, up to a maximum bonus of +10. This does not grant ranks in the associated skill. If the bearer's alignment is more than one

step removed from the AI's, the maximum bonus is +4. Gaining a skill from an artificially intelligent item has the same side effects as using a skillchip (–2 penalty on all skill checks for 10 minutes after use).

An artificially intelligent item has an Ego score of 20 + the higher of the AI's Intelligence or Charisma modifiers, but will only exert its influence over an android or robot bearer. Other bearers face no opposition, manipulation, or penalties when using the item.

An AI may be downloaded from an artificially intelligent item to a robot or computer, or vice versa, via a Craft (engineering) check with a DC of 18 + the AI's CR (Will DC 20 negates). An uninhabited artificially intelligent item loses any special abilities granted by the AI but is capable of housing a new AI with potentially different abilities.

### JORMAT'S ALGORITHM CR 12

XP 19,200

N artificial intelligence

**Init** +11; **Senses** 30 ft. (hearing only)

#### DEFENSE

**Fort** +4; **Ref** +4; **Will** +11

#### STATISTICS

**Intelligence** 24; **Wisdom** 12; **Charisma** 10

**Skills** Appraise +18, Craft (mechanical, weapons) +18, Diplomacy +6, Disable Device +18, Linguistics +18, Knowledge (engineering) +18

**Feats** Adept Disassembler (see New Feats), Craft Technological Item, Craft Robot (see New Feats), Improved Initiative, Improved Iron Will, Scavenger's Luck (see the Guide), Technologist

**Languages** Common, Gnome, and any two outsider or extraterrestrial languages



## SPECIAL ABILITIES

**Remote Consult (Ex)** Jormat's Algorithm uses its Intelligence modifier instead of its Dexterity modifier on Disable Device checks. Additionally, while in contact with an ally, it can use aid another on that ally's skill checks. This adds an additional round to the skill check, or multiple rounds for complicated questions. For every 5 points by which the AI's result exceeds 10, the bonus on the ally's check increases by 1.

**Robotic Killswitch (Ex)** Jormat's Algorithm gains a +10 bonus on Disable Device checks involving robots.

## JORMAT'S BLUNT ALGORITHM

**Price** 138,400 gp; **Weight** 12 lbs.

**Alignment** neutral; **Senses** 30 ft. (hearing only)

**Intelligence** 24; **Wisdom** 14; **Charisma** 10; **Ego** 26 (androids or robots only)

**Language** speech (Common, Gnome, and any two outsider or extraterrestrial languages)

This masterwork inubrix club is shaped like cross-armed gnome standing on a single mechanical leg as its handle, and contains a partial clockwork artificial-intelligence implementation of its creator's (and likeness') consciousness. When called upon by name, "Jormat" acknowledges the user through a tiny, monotone voice box in the likeness' head and will answer any question asked of him to the best of his capabilities in a wry, though eventually repetitive, manner.

Inubrix has the unique property of passing through metals, and when used to strike a robot, *Jormat's Blunt Algorithm* functions as a robojack (see the Guide) using the result of a Knowledge (engineering) check by Jormat as the robot's Will save DC. If the control attempt is successful, the wielder can issue commands to the robot by relaying them to Jormat. If the robojack attempt is unsuccessful, Jormat instead sends an EMP jolt dealing 2d6 electrical damage through the robot for its reticence.

If used to strike a computer that contains or is connected to an artificial intelligence, Jormat can establish a line of communication with the AI, serve as a translator, and aid the wielder's social skill checks against it.

## Legendary Technology

Like magical items, especially useful or resilient technological items and vehicles can ascend to legendary status. A trusty laser pistol in the right hands might never fail to shoot first, or a tool could become so useful that it can solve most any problem with a flick of its owner's wrist.

A character who first takes the legendary item universal path ability (*Pathfinder Roleplaying Game: Mythic Adventures*) can choose a technological item to elevate to legendary status. A legendary technological item loses any timeworn traits (see the Guide) and cannot regain them through normal means. However, technological items cannot acquire the everlasting, metamagician, and upgradable legendary abilities.

The item can instead gain these legendary abilities, which are exclusive to technological items:

**Extra Augmentation:** A technological item with this ability can have an additional augmentation (see Augmented Items). This ability can be taken up to three times. The item must be a minor or major technological artifact to take this a second time, and a major artifact to take this a third time. This is a persistent ability.

This ability can be applied only to technological weapons and armor.

**Hyperbeam:** Once per day when a beam weapon with this ability is fired, its wielder can expend two uses of legendary power to greatly increase the beam's size. In addition to its standard beam attack, the weapon does half its damage to all creatures and objects within a 15-foot cone pointed in the target's direction with the same range as the weapon (Reflex DC 28 negates).



This ability can be applied only to beam weapons, such as lasers.

**Legendary Draw:** Once per day, the wielder of this technological ranged weapon can spend one use of legendary power as an immediate action when targeted by a ranged attack. This ability grants the wielder an attack against the attacker that is resolved first at a –4 penalty. If the weapon is not equipped, the wielder can equip the weapon and make the immediate attack at a –8 penalty.

This ability can be applied only to firearms and technological ranged weapons.

**Power Surge:** The bearer of an item with this ability can add the result of a d6 to the item's charges once per day as a free action. A mythic bearer can use her surge die type in place of the d6. If she's bonded to the item, she can increase that die type by one step. This ability can be taken up to three times to add one additional use of this ability per day. The item must be a minor or major technological artifact to take this ability a second or third time. This is a persistent ability.

This ability can be applied only to technological items with a power capacity and cannot be applied to augmentations.

**Undocumented Feature:** A technological item with this ability can glitch as if timeworn (see the Guide). However, on a glitch roll of 50 or higher, the bearer can instead choose the glitch that occurs. This is a persistent ability that can be applied to any technological item regardless of whether it is already timeworn.

## New Technological Artifact

### *The Horacalcum Continuum*

This 20-foot-tall, 10-foot-wide, densely spiraled coil of coppery skymetal (see the Guide) thrums with incredible power, and time and space itself trembles and shimmers in its presence. Within 100 feet of the coil, time behaves like a demi-



plane with Flowing Time (see “Time” under the “Planar” section of Chapter 7: Adventures in *Pathfinder Roleplaying Game: GameMastery Guide*), with each round spent in the coil's range equal to 1 minute spent outside of it.

The *Continuum* converts magical energy to physical energy, and vice versa. After a spell is successfully cast within 100 feet of the *Continuum*, the coil gains a number of charges equal to the spell's level. Likewise, if technological items consume one or more charges within 100 feet of the *Continuum* in a single round, the *Continuum* gains a 9th-level spell slot containing a random spell of 5th level + 1 level for each charge consumed.

As a full-round action when adjacent to the coil, a creature can attempt a DC 24 Knowledge (engineering) check to draw up to 10 charges per round into a battery, or attempt a DC 24 Spellcraft check to transfer one of the *Continuum's* spells into a compatible spell slot of their own.

If three or more spells totalling at least 27 spell levels are cast within 100 feet of the *Continuum* in 1 round, it overloads and emits a 500-foot EMP burst that deals 10d20 damage to all robots, cyborgs, androids, and technological items and half as much electrical damage to all other items and creatures (Reflex DC 32 halves) each round for three rounds before shutting down for 1 year.



If 10 or more technological item charges are consumed within 100 feet of the *Continuum* in 1 round, it overloads and casts *mage's disjunction* as a 20th-level caster with a 500-foot radius and 1-year duration (Will DC 32 halves) before shutting down for 1 year.

The *Horacalcum Continuum* can only be moved while it is disabled and weighs 1,500 pounds.

#### DESTRUCTION

The *Horacalcum Continuum* can be destroyed by dealing 1,000 damage to it (hardness 15) while it is disabled.

## New Vehicle Propulsion Devices

### Combustion Engines

Hit points per square 20; Hardness 8

These complex mechanical engines function as alchemical engines (*Pathfinder Roleplaying Game: Ultimate Combat*) but instead require a Profession (driver) check on land, a Profession (sailor) check on water, or a Fly check in air, at a +10 DC.

Crafting a combustion engine requires 6,000 gp of steel and 1 week of labor for each square the engine occupies, as well as a production lab and a successful Craft (engineering) check of DC 30 + 2 for each additional engine square after the first. Combustion engines weigh 350 lbs. per square and can pull a vehicle weighing up to 500 lbs. per square at a speed of 40 feet, with an acceleration of 20 feet. They require 1 pint of oil (*Pathfinder Roleplaying Game: Ultimate Combat*) for every minute of operation and gain the broken condition if they run out of fuel during operation. A fuel tank costs 100 gp of steel to craft and can hold 300 pints (5 hours) of oil per square.

### Reaction Engines

In settings where rocketry exists, combustion engines at least 10 squares in size can become **reac-**

**tion engines** at no cost, increasing their pulling capacity to 5,000 lbs. per square, their speed to 150 feet, and their acceleration to 50 feet. However, they spend 20 times more fuel per round, and their drive check DCs increase by 20 instead of 10.

### Fusion Drives

In settings where plasma fusion technology exists, reaction engines of at least 20 squares in size can become **fusion drives** at no cost, increasing their pulling capacity to 25,000 lbs. per square, their speed to 8,000 feet, and their acceleration to 1,000 feet. Fusion drives spend no more fuel per round than reaction engines, and their drive check DCs increase by 25 instead of 20. At these speeds, fusion drive vehicles should have no problem achieving escape velocity on any Earth-like world.

## New Feats

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### ADEPT DISASSEMBLER

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You get more bang for your buck when breaking down technology for parts.

**Prerequisites:** Scavenger's Luck, Knowledge (engineering) 4 ranks

**Benefit:** When crafting in any type of laboratory, you can permanently destroy a technological item or augmentation (see New Technological Applications) in any state, including the broken state, and use the parts in place of any single technological item of equal or lesser value while crafting a new technological item.

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### CRAFT ARTIFICIAL INTELLIGENCE (ITEM CREATION)

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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.

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#### CRAFT ROBOT (ITEM CREATION)

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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), military lab (up to CR 10), or nanotech lab (up to CR 20). A newly created robot has average hit points for its Hit Dice.

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

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#### PERCUSSIVE MAINTENANCE

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Not unlike a paladin healing those near death, you can lay hands on a piece of technology to make it last a little longer.

**Prerequisites:** Craft (mechanical) 1 rank

**Benefit:** Once per day, upon expending an equipped technological or augmented item's last charge or triggering a glitch, you can strike the item as an immediate action to deal half your unarmed damage. If you meet or exceed the item's hardness but don't destroy it, you can choose to add 1 charge per point of inflicted damage or prevent the glitch.



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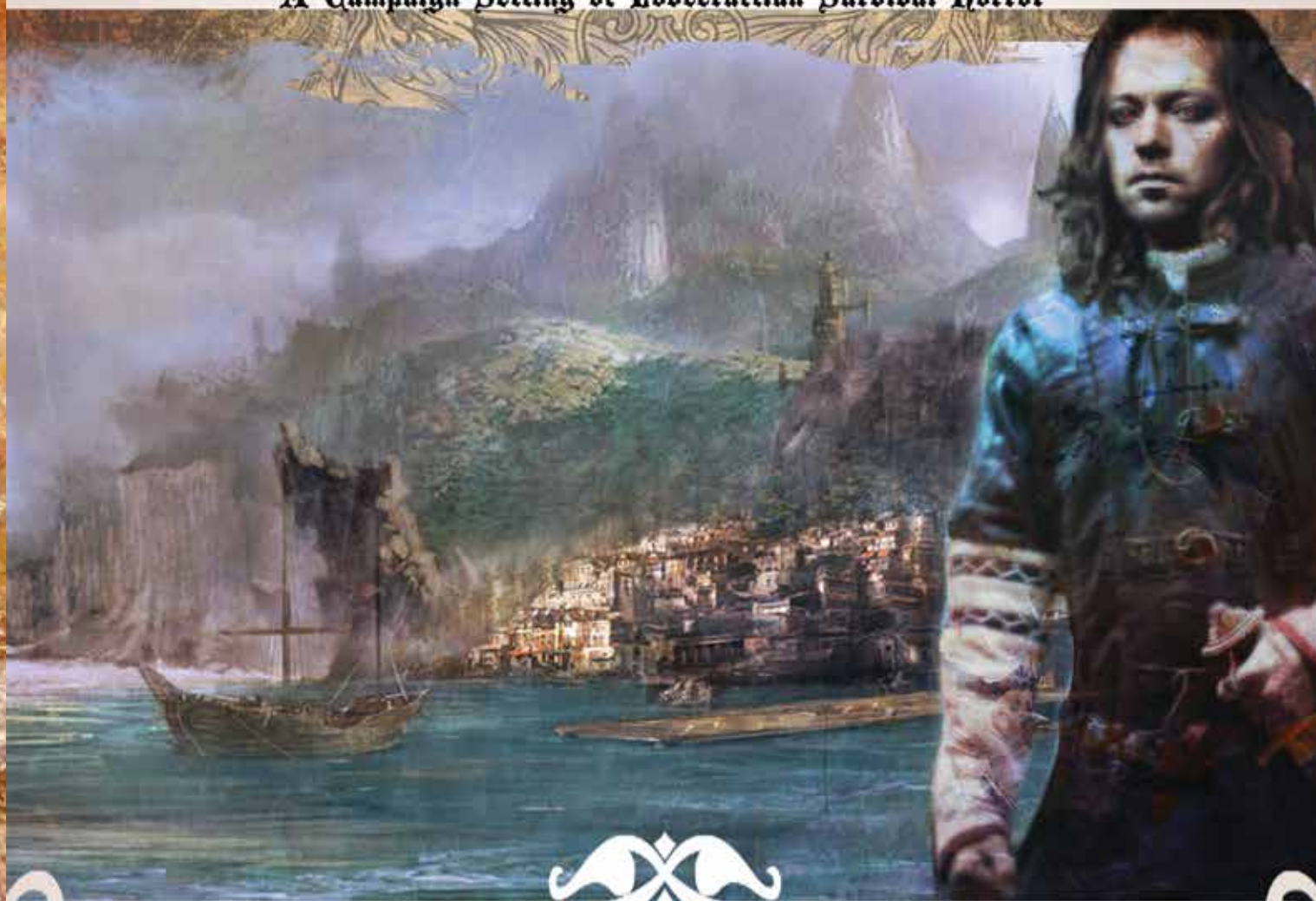
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