



The Assassin

The Fabrication Cold Technique Tree



Gadgets and Gizmos for a True Professional

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Expanding a commission
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ROLEPLAYING GAME COMPATIBLE

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Killer Engineering

Most assassins understand that any length of string, cord, or rope can be a garrote if you really, really want it to be so, but their understanding of improvised and customized equipment tends not to go any further than that, or, if it does, they know a black market gnome who is more than happy to turn mad ramblings into a reality. When out in the field for an extended period or tracking down an eccentric mark, these assassins experience a slight-to-severe dip in their threat level simply because their tools aren't quite keeping up with the absurdity around them. Like those assassins who brew their own poisons, you understand the value in self-sufficiency and creativity; as a result, you specialize in the production of custom gadgets and thingamabobs for professional use.

Each morning, whenever you meditate to refresh your technique pool, you may also spend that time building a selection of custom gadgets. When building gadgets, you produce one gadget, plus an additional gadget if you know 3, 7, 11, and 15 fabrication techniques, for a total of 5 possible. For each gadget you build, select a base tool, then add your choice of up to two addons to it, paying the fabrication point cost of those addons to use them.

When you first gain this ability, you gain your choice of one of the three tools listed below, as well as all of its associated addons. When you gain your second fabrication technique, choose another of the three tools and associated addons to learn, and when you gain your third fabrication technique, you know all tools and addons associated with the killer engineering ability. Other tools and addons are made available through the expenditure of fabrication techniques that expand your library (as opposed to fabrication techniques that grant global benefits to your fabricated tools).

When building gadgets with this ability, you have fabrication points equal to your assassin level; you do not have to use all of your fabrication points, but they do not carry over from day to day, so you may as well use them all. Whenever you produce gadgets, any remaining gadgets from previous fabrication sessions are cannibalized for parts or otherwise break. Given this hasty construction is evident, sale of your gadgets to merchants is outright impossible.

Table: Enhanced Blade Addon

Fabrication Points Spent	Benefit to Hidden Blade with Addon
0	masterwork quality
1	+1 enhancement bonus
2	+2 enhancement bonus
4	+3 enhancement bonus
6	+4 enhancement bonus

Hidden Blade (Tool)

One of the quintessential assassin tools, hidden blades- and their less sophisticated cousin, the shiv- have laid low kings, landlords, and town drunks since time immemorial. A hidden blade must first be installed in a glove, gauntlet, boot, shoe, or other foot-or-hand covering, a process that requires 1 minute of uninterrupted effort to complete. No more than one hidden blade may be installed in a single foot-or-hand covering at any one time, though multiple hidden blades may be tucked away on a single creature's person. Treat a hidden blade as a weapon for the purpose of spells and abilities that target weapons.

Hidden blades have two states: retracted and deployed.

While deployed, the hidden blade's business end is exposed and may be used as a melee weapon with the following profile: 1d4 piercing 19-20/x2. Hidden blades are compatible with the Weapon Finesse feat. Given a hidden blade is wrist-or-toe mounted, it is considered wielded at all times when deployed. If installed on a wrist, other objects may be held in the hand corresponding to that wrist, but attacks made with a wrist-mounted hidden blade whose hand is occupied take a -4 penalty. Similarly, no more than one attack per round may be made with a toe-mounted hidden blade. Both of these limitations- the aforementioned attack penalty and the single attack per round limitation if toe-mounted- are waived if the wearer has either the Improved Unarmed Strike feat or the Multiattack feat.

While retracted, a hidden blade cannot be used to attack, but it is concealed. A DC 13 + the installing assassin's class level + the installing assassin's Intelligence modifier Perception skill check is required to spot a retracted hidden blade.

A hidden blade may be toggled from deployed to retracted, or vice versa, as a swift action. When toggling from retracted to deployed, the wearer may perform a Sleight of Hand check- opposed by the Perception checks of observers- to deploy the hidden blade unseen.

Hidden Blade Addons

Enhanced Blade (Su; Hidden Blade)

Cost: X Fabrication Points

When adding this addon to a hidden blade, choose a number of fabrication points to spend corresponding to one of the rows of the table below. The number chosen cannot exceed one-third your assassin class level. The hidden blade gains the benefit listed in the chosen row.

Stealth Blade (Ex; Hidden Blade)

Cost: 0 Fabrication Points

The wearer of a hidden blade with this addon gains a +8 circumstance bonus to Sleight of Hand checks made to deploy the hidden blade unseen.

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Smoke Bomb (Tool)

A smoke bomb is a consumable construct, usually round, that sprays fumes into the air when activated. Though the classic smoke bomb sprays smoke, the mechanism can be modified to vent inhaled poisons, combustible gases, and other such substances.

Whenever you produce a smoke bomb gadget, choose a variant from the list below. Each variant produces a certain quantity of smoke bombs per gadget slot, and all addons applied to the gadget apply to each smoke bomb produced in that slot.

A smoke bomb is a thrown splash weapon that can be hurled as an attack action or as an attack in a full-attack action; however, given the need to follow through when throwing smoke bombs, you cannot make off-hand attacks during a full-attack action if it includes hurling one or more smoke bombs. When throwing a smoke bomb, roll to hit a grid intersection (AC 5) and scatter as normal for a thrown splash weapon on a miss. Wherever the smoke bomb lands, it activates and produces its effect. Smoke bombs are treated as ammunition for the purpose of drawing them and have a range increment of 20 feet. Further, despite the fact that they are treated as thrown splash weapons, smoke bombs generally do not deal splash damage.

Classic Smoke (Ex)

Quantity: 3

Duration: 3 rounds + 1 round/level

A classic smoke bomb creates a cloud of cloying mist in a 10-foot radius centered on itself, as the *obscuring mist* spell. If any effect that would end the *obscuring mist* spell, such as a strong gust, affects the cloud produced by a classic smoke bomb, then the cloud dissipates, only to return after 2 rounds have passed.

Incendiary (Ex)

Quantity: 2

Duration: 1 round/level, or until triggered; see text

An incendiary smoke bomb creates a cloud of combustible gas in a 5-foot radius centered on itself. Whenever a creature enters or attempts to leave the cloud, it detonates, dealing 1d6 points of fire damage with a Dexterity saving throw for half to all creatures in the cloud. After detonating, an incendiary smoke bomb ceases to exude combustible gas and becomes useless.

The fire damage dealt by an incendiary smoke bomb increases by +1d6 at 5th, 11th, and 17th levels, to a maximum of 4d6.

Inhaled Poison (Ex)

Quantity: 1

Duration: instantaneous

You must expend a dose of an inhaled poison as an additional cost to creating an inhaled poison smoke bomb. An inhaled poison smoke bomb creates a 10-foot burst of toxic fumes centered on itself. Creatures caught in the first become subject to the poison expended to create the smoke bomb.

Smoke Bomb Addons

Acid Soak (Addon; Smoke Bomb)

Cost: 1 Fabrication Point

A smoke bomb with this addon deals 1d3 points of acid damage as splash damage.

Aerodynamic Design (Addon; Smoke Bomb)

Cost: 0 Fabrication Points

The range increment of a smoke bomb with this addon increases by +10 feet.

Extenders (Addon; Smoke Bomb)

Cost: 0 Fabrication Points

When you finish building custom gadgets with the killer engineering ability, if you have created three or more smoke bombs with the same formulation (variant and addons), and if that formulation includes this addon, then you produce an additional smoke bomb of that formulation.

For example, if you spent two gadget slots to create four incendiary smoke bombs with the acid soak and extenders addons, the extenders addon triggers and grants you a fifth incendiary smoke bomb with that exact formulation.



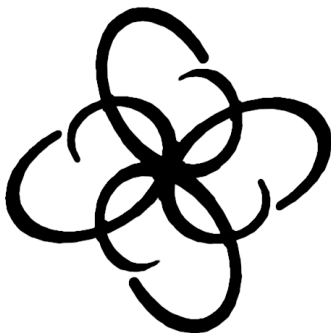
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Springknife (Tool)

A springknife is a collection of articulated joints and tensed springs that can be used to "launch" a dagger at a nearby creature in melee combat. A springknife must first be installed upon a willing creature, a process that requires both 1 minute of uninterrupted effort and a dagger to be rigged into the installation. No more than one springknife may be installed on a single creature at any one time. Treat a springknife as a weapon for the purpose of spells and abilities that target weapons.

Whenever a creature wearing a springknife makes a melee attack against an enemy it is flanking or is itself subject to a melee attack by a creature flanking it, the springknife activates, making a single melee attack at the creature flanked by or flanking the wearer. A springknife has a reach of 5 feet and only activates if the triggering attack is made against or by a creature within range. This attack has an attack bonus equal to the creating assassin's class level + his Intelligence modifier + the enhancement bonus of the installed dagger. On a successful hit, the dagger deals damage as normal, adding the creating assassin's Intelligence modifier to the damage rolled. Do not add any of the wearing creature's ability modifiers to the damage roll. Whether or not this attack is successful, a springknife buckles and falls apart after making a single attack and cannot be used again. The remnants of a springknife droop along the body of the creature upon which it was installed for easy retrieval of the installed dagger. When the dagger is retrieved, the remnants fall off. Despite the fact that a springknife hangs after triggering, it is no longer considered worn after use for the purpose of addons that care about such things.

The dagger installed in a springknife may be retrieved as a standard action that provokes attacks of opportunity. Doing so causes a springknife to buckle and fall apart if it hasn't already; it cannot be used again.



Springknife Addons

Double Tap (Addon; Springknife)

Cost: 2 Fabrication Points

A springknife with this addon may be triggered twice before it falls apart. Springknives that deliver flasks and tanglefoot bags must be reset with a replacement flask or bag as though freshly installed, while a springknife that attacks with a dagger automatically resets at the beginning of the wearer's next turn. Springknives that deploy blinding powder may be reset with a dagger- or if extra addons were spent to add compatibilities, flask or tanglefoot bag- as though freshly installed. There is not a second dose of blinding powder.

Do not apply the effects of any addons not specifically for springknives to the second triggering of a springknife with this addon.

Hair Trigger (Addon; Springknife)

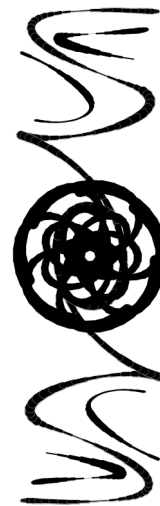
Cost: 0 Fabrication Points

Assuming it is in range, a springknife with this addon triggers upon any attack made by the wearer that would qualify as a sneak attack, even if the wearer does not normally deal sneak attack damage.

Long Spring (Addon; Springknife)

Cost: 1 Fabrication Point

The reach of a springknife with this addon increases by +10 feet. If the springknife's target is near enough that it would be in range were the springknife's reach halved, then the springknife gets a +2 bonus to its attack roll.



Special: The killer engineering ability is not a technique. Rather, whenever a character gains any technique from the fabrication category, he gains killer engineering as a bonus ability. Like a cross-specialization technique, if an assassin gains this ability, but did not select fabrication as one of his specializations, then his level is halved for the purpose of determining the power of this ability, as normal.

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Fabrication Techniques

Bespoke Construction (Ex)

Category: Fabrication

Requires: Assassin 6, any three fabrication techniques

Your gadgets may include an additional addon, for a maximum of three. If a gadget has three addons, at least one of those addons must have a fabrication point cost of 0, or the fabrication point cost of all of that gadget's addons must sum up to 3 or less.

Creator's Confidence (Su)

Category: Fabrication

At the beginning of your turn, you gain 1 temporary hit point for each of your gadgets that is installed on your body. These temporary hit points last for 1 round.

Defensive Construction (Su)

Category: Fabrication

Requires: Assassin 2

You learn the following addons:

Buffering Construction (Addon)

Cost: 2 Fabrication Points

Whenever a consumable gadget with this addon (springknives, smoke bombs, most utility belt components) is used, its user gains 5 temporary hit points that last for 1 round.

Starting at 10th level, this addon's cost reduces to 1 fabrication point.

Bulky Construction (Addon)

Cost: 1 Fabrication Point

If a gadget with this addon is worn by a creature, then the gadget grants a +1 armor bonus to AC, increasing by +1 for every three assassin levels you possess (max +5 at 12th level).

Starting at 9th level, the gadget also grants DR 1/-, increasing to DR 2/- at 15th level.

Starting at 12th level, the fabrication point cost of bulky construction increases by +1; however, the gadget also grants a +1 luck bonus to AC. This bonus does not stack with other instances of *bulky construction*.

Parabolic Construction (Addon)

Cost: 2 Fabrication Points

If a gadget with this addon is worn by a creature, then the gadget grants a +1 deflection bonus to AC, increasing by +1 for every nine assassin levels you possess.

If a gadget with this addon deals damage to a creature, that creature's deflection bonus to AC, if any, is reduced by -1 until the beginning of its next turn. For every nine assassin levels you possess, reduce an affected creature's deflection bonus to AC by an additional -1, to a minimum of a +0 bonus. This penalty does not stack.

Elemental Construction (Su)

Category: Fabrication

Requires: Assassin 4

You learn the following addons:

Anti Theft Construction (Addon)

Cost: 1 Fabrication Point

When adding this addon to a gadget, choose cold, electricity, or fire.

If a gadget with this addon is worn by a creature, then the gadget deals 1 point of damage of the chosen type to creatures that attack the wearer in melee, plus an additional point of damage of the chosen type for every six assassin levels you possess. Other addons that trigger when a gadget deals damage do not trigger from damage dealt by *anti theft construction*.

Elemental Construction (Addon)

Cost: 2 Fabrication Points

When adding this addon to a gadget, choose cold, electricity, or fire.

If a gadget with this addon is worn by a creature, then the gadget grants resistance equal to half the creator's assassin level (rounded up, minimum 1) against the chosen energy type.

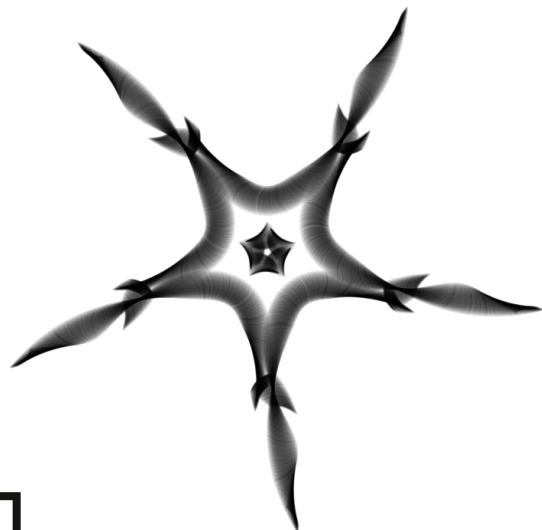
If a gadget with this addon deals damage, then the gadget deals an additional 1d3 points of damage of the chosen energy type to any creature dealt damage by it, increasing by an additional 1d3 for every four assassin levels you possess.

Elemental Pinprick (Addon)

Cost: 1 Fabrication Point

If a gadget with this addon deals damage, then the gadget deals an additional point each of cold, electricity, and fire damage to any creature dealt damage by it.

Starting at 10th level, this addon's cost reduces to 0 fabrication points.



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Exotic Blades (Ex)

Category: Fabrication
Requires: Assassin 6

You learn the following addons, which may only be added to the hidden blade tool:

Autopoisoning Blade (Addon; Hidden Blade)

Cost: 2 Fabrication Points

A hidden blade with this addon includes a complex mechanism whereby a single vial of poison may be snapped into a concealed compartment alongside the hidden blade's housing, but only when the hidden blade is retracted. Snapping a vial into this socket is a standard action that provokes attacks of opportunity. As the hidden blade is deployed, the contents of the snapped-in vial apply themselves to the blade and the emptied poison vial is ejected by a spring mechanism.

Bestial Design (Addon; Hidden Blade)

Cost: 3 Fabrication Points

If a creature wearing a hidden blade with this addon has one or more natural attacks from another source, then it treats the hidden blade as a secondary natural attack. A creature may only wear up to two hidden blades with this addon at any one time.

Feinting Blade (Addon; Hidden Blade)

Cost: 2 Fabrication Points

Whenever a hidden blade with this addon is deployed, the wearer may perform the feint action against a creature that did not detect the retracted blade as a free action. If this feint is successful, it only applies to the next attack made with the hidden blade, and not any other weapon.

Obviously, if a creature is wounded by a hidden blade, it is most definitely aware of the weapon's existence and this addon cannot be used again by retracting and deploying the hidden blade in quick succession.

Fabricator's Presence (Ex)

Category: Fabrication
Requires: any two fabrication techniques

Whenever a springknife installed on your person triggers targeting a creature whose presence pool contains 0 presence, you gain 1 presence against that creature.

Field Manufacture (Ex)

Category: Fabrication
Requires: Assassin 6

At any time, you may expend 3 technique points to produce one unit of any gadget that you know. Creation of a gadget in this manner requires 1 minute of uninterrupted effort, reduced to a full-round action that provokes attacks of opportunity by the springknife savant technique. If you have fabrication points retained with the spare parts technique, you may expend them to give this gadget addons; treat addons with a fabrication point cost of 0 as though they had a fabrication point cost of 1 when using this technique to create gadgets.

Liquid Smoke (Ex)

Category: Fabrication
Requires: Assassin 4

You learn the following smoke bomb variants:

Grease Bomb

Quantity: 3
Duration: 5 rounds + 1 round/level

A grease bomb does not emit fumes, but rather sprays a slick, slimy sludge all over the ground in a 10-foot radius centered on itself. While nonmagical, a grease bomb's sludge behaves identically to the *grease* spell, save for its duration. The sludge contained in a grease bomb is optimized for slickness and expansion of the material so that it may fit in a tiny smoke bomb. When the bomb's duration expires, any remaining sludge cracks and becomes nothing more than a dry, crackly, and decidedly non-slippery mess.

Tar Bomb

Quantity: 2
Duration: instantaneous

A tar bomb does not emit fumes, but rather explodes in a 10-foot burst of tar centered on itself. Creatures caught in the burst are entangled for 2d4 rounds and must make a Reflex save or be glued to the ground as the rules for a tanglefoot bag. Unlike a tanglefoot bag, the amount of damage that a creature must deal to the tar to free itself is equal to 10 + twice your assassin class level.



Mass Production (Ex)

Category: Fabrication
Requires: Assassin 10, any four fabrication techniques

Whenever you create a single-use gadget with the killer engineering ability, you may produce any number of copies of that gadget- including addons- for 2 fabrication points each. Copies treat your assassin level as though it were -10 lower (minimum 1) for the purpose of determining their magnitude of effect, but not for the purpose of determining save DCs, if any.

Spare Parts (Ex)

Category: Fabrication

Whenever you produce gadgets with the killer engineering ability, if you have fabrication points remaining when you are done, you may retain up to 3 of them and add them to the number of fabrication points you have the next time you prepare gadgets.

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Springknife Savant (Ex)

Category: Fabrication

You may perform gadget installations as a full-round action that provokes attacks of opportunity. In addition, you personally may have up to two springknives installed on your body at any one time. When an attack would trigger one or more springknives on your person, you may choose which springknife, if any, triggers. Only one springknife installed on your body may trigger each round.

Normal: Gadget installations require 1 minute of uninterrupted effort.

Specialized Springknives (Ex)

Category: Fabrication

Requires: Assassin 4

You learn the following addons, which may only be added to the springknife tool:

Alchemical Springknife (Addon; Springknife)

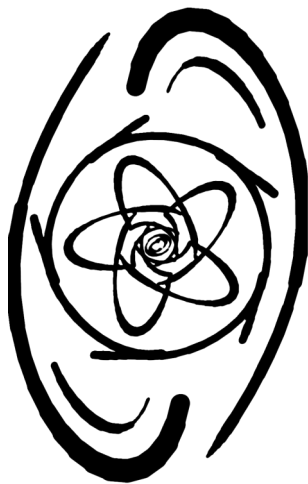
Cost: 1 Fabrication Point

A springknife with this addon can no longer have a dagger installed in it. Instead, you may install a flask of acid or alchemist's fire, the springknife's reach increases to 30 feet, and the attack made upon triggering is a melee touch attack. You still apply your Intelligence modifier to all initial damage dealt by the installed flask, including splash damage. The installed flask is not consumed if triggering results in a failed attack.

Starting at 9th level, you may either install up to two flasks of qualifying substances in an alchemical springknife or reduce the fabrication point cost of the addon to 0.

Starting at 17th level, you may install up to three flasks of qualifying substances in an alchemical springknife, or install up to two flasks and reduce the fabrication point cost of the addon to 0.

Special: If your setting includes cold damage and electricity damage variants of alchemist's fire or acid, alchemical springknife also allows for their installation.



Blinding Springknife (Addon; Springknife)

Cost: 1 Fabrication Point

A springknife with this addon has a measure of blinding powder integrated in its construction. When installing the springknife, if no other object- such as a dagger, flask of alchemical goods, or tanglefoot bag- is installed with the gadget, then the springknife becomes a blinding springknife. A blinding springknife's reach increases to 30 feet, and the attack made upon triggering is a melee touch attack. On a successful hit, a blinding springknife deals no damage, but the target is dazzled for 1 minute and must succeed on a Fortitude saving throw or be blinded for 1 round.

Despite the fact that a blinding springknife deals no damage, creatures that fail their Fortitude saving throw against a blinding springknife are treated as though they were damaged by the gadget for the purpose of other addons, such as *elemental construction*.

Tangling Springknife (Addon; Springknife)

Cost: 2 Fabrication Points

A springknife with this addon can no longer have a dagger installed in it. Instead, you may install a tanglefoot bag, the springknife's reach increases to 10 feet, and the attack made upon triggering is a melee touch attack. On a successful hit, a tangling springknife deals no damage, but the target is treated as hit by the installed tanglefoot bag. The installed tanglefoot bag is not consumed if triggering results in a failed attack.

The amount of damage that must be dealt to the goo left behind by a tanglefoot bag delivered by a tangling springknife in order to remove it increases by +2 for each assassin level the creator possesses. Starting at 10th level, the goo has hardness 2.

Under the Table (Ex)

Category: Fabrication

Requires: Assassin 6

Whenever you produce gadgets, you may create a number of additional gadgets not to exceed half the gadgets the killer engineering ability allows you to make. These additional gadgets may not have addons and cost 1 fabrication point each to produce.

Universal Parts (Ex)

Category: Fabrication

Requires: spare parts technique

Fabrication points retained by the spare parts technique may be spent as though they were technique points. The spare parts technique may now retain +1 technique point.

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Utility Belt (Ex)

Category: Fabrication

You learn the following tool, as well as a number of addons that are compatible with it alone:

Utility Belt (Tool)

In a society without adventurers, assassins who embrace the utility belt would stick out like a sore thumb, but since such a world obviously doesn't exist, assorted pouches and tools merely help the trained killer blend in. When creating a utility belt, choose two components from the list below, then install the belt upon a willing creature, a process that requires 1 minute of uninterrupted effort. The wearer gains the abilities granted by the components you chose when constructing the utility belt.

Starting at 7th level, choose a third component when you create a utility belt, but treat your assassin level as though it were 1st for the purpose of determining its magnitude of effect and the number of uses it has.

Starting at 15th level, choose a fourth component when you create a utility belt, but treat your assassin level as though it were 3rd for the purpose of determining its magnitude of effect and the number of uses it has.

Utility Belt Components

Beast Repellent (Ex) - When most marks are men, the means to dissuade the hunger of beasts can make the mark nature's own target. As a standard action that provokes attacks of opportunity, the wearer hoses itself down with a bevy of chemicals that animals find repulsive, thus gaining the benefits of the sanctuary spell against animals and magical beasts with an Intelligence score of 3 or lower. Creatures that would be subject to the sanctuary effect of beast repellent cannot make attacks of opportunity in response to the stuff being sprayed; it's nasty! This effect persists for 1 minute, or until the wearer performs any action whatsoever.

A utility belt with the beast repellent addon has one dose, plus an additional dose for every six assassin levels you possess.

Buffered Padding (Ex) - When adding this component to a utility belt, choose acid, cold, electricity, fire, or sonic. The wearer gains resistance equal to 1/2 your assassin level (rounded up) against the chosen energy type.

Starting at 10th level, add your Intelligence modifier to the amount of resistance granted.

Extradimensional Storage (Su) - The wearer of a utility belt with this component may store a single object weighing two pounds or less in a pocket of extradimensional space. Storing an object is a standard action that provokes attacks of opportunity, while retrieving an object is a swift action that deposits the object into one of the wearer's hands. The wearer must have at least one free hand to retrieve an object using extradimensional storage. The wearer is aware of what is stored in any extradimensional space the utility belt possesses, and objects left in extradimensional

storage when the gadget ceases to function are ejected onto the wearer's person.

A utility belt with the extradimensional storage component has space for a single object, plus an additional object for every seven assassin levels you possess.

An assassin must be at least 4th level to add this component to a utility belt.

Internal Rigging (Ex) - Once per round, a utility belt with the internal rigging component may activate any other component that is activated as a swift action as a free action instead. This component may be activated once, plus an additional time for every three assassin levels you possess.

Peashooter (Ex) - The peashooter is a small device that is readily integrated into an assassin's utility belt. When activated as a swift action, it fires a single dart at a creature within 30 feet; treat this as a ranged attack with an attack modifier equal to your assassin level + your Intelligence bonus that deals 1d4 points of piercing damage on a successful hit. Given how awkward aiming such a device is, a peashooter never deals precision damage (such as sneak attack damage).

A utility belt with the peashooter component has one shot, plus an additional shot for every two assassin levels you possess.

Rebreather (Ex) - An assassin's rebreather comprises a number of small gas "cells", a hose, and a mouthpiece. When one of the gas cells is broken, a swift action, the rebreather bubbles with breathable air under gentle pressure for 5 minutes. Any creature with the mouthpiece in its mouth may breathe the air, but cannot supply verbal components for abilities.

A utility belt with the rebreather component has one gas cell, plus an additional gas cell for every six assassin levels you possess.

Steady (Ex) - Steady is a bundle of small syringed containing chemicals meant to steady aim and improve accuracy. When steady is injected directly into the body from its resting position in the utility belt, a swift action, the wearer gains a +2 insight bonus to its next attack roll made before the beginning of its next turn.

A utility belt with the steady component has one dose, plus an additional dose for every three assassin levels you possess.

Stimpacks (Ex) - A stimpack is a bundle of small syringes- or stims- containing adrenaline, clotting promoters, and other chemicals meant to make an all-too-fair fight break in the assassin's favor. When a stim is injected directly into the body from its resting position in the utility belt, a swift action, the wearer regains 1d4 hit points.

A utility belt with the stimpacks component has one stim, plus an additional stim for every two assassin levels you possess.

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Utility Belt Addons

Deep Packing (Addon; Utility Belt)

Requires: 2 Fabrication Points

All limited-use components of a utility belt with this addon may be activated one additional time.

Extra Component (Addon; Utility Belt)

Requires: 2 Fabrication Points

When adding this addon to a utility belt, choose a component that is not already on that utility belt. Add the chosen component to the utility belt, but treat your level as though it were halved (rounded up) for the purpose of determining its magnitude of effect and the number of uses it has.

Stuffed Component (Addon; Utility Belt)

Requires: 1 Fabrication Point

When adding this addon to a utility belt, choose a component on that utility belt with a limited number of uses per day. You add your Intelligence modifier (minimum +0) to your assassin level for the purpose of determining how many uses the chosen component has.

Fabrication Feats

Bauble Hoarder

It may be a syndrome to some, but it's a lifesaver to those who suffer from it.

Prerequisite: Assassin techniques class feature, liquid smoke technique, fabrication as a chosen assassin specialization

Benefit: Once per day, you may pull a smoke bomb with a configuration matching a smoke bomb you created either today or yesterday out of some hidden compartment of your clothing or equipment as a swift action. This smoke bomb is a bonus smoke bomb and does not count against the quantities of those you created today.

If you are separated from your equipment, you cannot use Bauble Hoarder.

Killer Engineer

Despite how seductive it may be, a true professional doesn't name their latest invention "The Exsanguinator". Except for gnomes.

Prerequisite: Killer engineering ability, know at least 1 fabrication technique

Benefit: Whenever you create gadgets with the killer engineering ability, the number of fabrication points you have to spend increases by +2.

Special: You can gain Killer Engineer multiple times. Each time, the required number of known fabrication techniques increases by +2. Its effects stack.

Mundane Munitions Wrangler

Upset with how few gadgets you are able to produce, you specialize in cobbling together some truly bottom-tier gadgets out of spare parts to bulk up your assets.

Prerequisite: Know at least 3 fabrication techniques, fabrication as a chosen assassin specialization, assassin level 7th

Benefit: Whenever you create gadgets, you produce a single classic smoke bomb, a hidden blade, and a springknife with a standard dagger already installed. These additional gadgets do not count toward the maximum number of gadgets you may create, but they also cannot possess addons.

Optimized Processes

There's always a way to squeeze more out of gadgets.

Prerequisite: Fabrication as a chosen assassin specialization

Benefit: You learn the following addons:

Integrated Component

(Addon; Hidden Blade, Springknife)

Cost: 0 Fabrication Points

When adding this addon to a gadget, choose peashooter, steady, or stimpacks.

The chosen gadget gains the selected utility belt component and may activate it once as though it were a utility belt. The chosen gadget may be used an additional time for every nine assassin levels you possess.

Special: Starting at 5th level, whenever you create gadgets, you may add this addon to a single gadget without it taking up one of that gadget's addon slots.

Optimized Processes (Addon)

Cost: 1 Fabrication Point

If a gadget with this addon deals damage, it deals an additional point of damage of any one type it deals. If it grants temporary hit points, it grants an additional temporary hit point. If it restores hit points, it restores an additional hit point.

Utility in Utility

Utility belts you create have extra utility for you personally no matter who is wearing the blasted thing!

Prerequisite: Utility belt technique, fabrication as a chosen assassin specialization, assassin level 11th

Benefit: If a creature wearing a utility belt you created is adjacent to you, you may activate the internal rigging, peashooter, steady, or stimpacks component of that utility belt as though you were wearing it. If you activate steady or stimpacks, you may choose to make the target of that component either yourself or the wearer, while peashooter and internal rigging uses their usual targeting.

The Fabrication Assassin Cold Technique Tree

Interjection Games

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