The Rogrue Alpha A Tinker Archetype





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Rogue Alpha (Fighter; Alpha)

The rogue alpha is an archetype of the fighter class, available to the alpha class feature of the tinker base class should the alpha desire to end its association with its master. This is typically done upon the death of the tinker, but can also be done if the alpha simply can't stand the sorts of orders being handed down to it by the master.

Special: Given the rogue alpha is produced from a fallen tinker whose alpha survived, all rogue alphas are medium-sized constructs.

A rogue alpha begins play two levels below that of its tinker and cannot multiclass out of the rogue alpha fighter archetype.

Given the alpha's translation from class feature to primary character, roll ability scores for the alpha when translating it to the archetype. As the alpha is a construct, it has no Constitution score.

A note to GMs

Given the hit points a construct receives due to its size, a rogue alpha is particularly hard to kill at 1st level. That being said, a construct is always hard to repair, so it works out to some extent. Regardless, if your players wish to use this archetype without having earned it by playing a tinker, be sure your campaign can withstand a level 1 munchkin before you give an answer. The primary reason this archetype insists on the odd way of entering play is to make sure the rest of the party is at least level 4 so the alpha's period of brokenness is over. Once in the late early levels, this problem will vanish and everything will return to a properly balanced state, so if you're at level 6+, no worries!

Class Features

A rogue alpha has the following class features:

Inventions and Blueprints Rather than cast spells, a rogue alpha knows inventions drawn from the invention list. A rogue alpha must design and prepare a number its blueprints using its inventions ahead of time. To learn or use an invention, a rogue alpha must have an Intelligence score equal to at least 10 + the invention level. The Difficulty Class for a saving throw against a rogue alpha's invention is 10 + 1/2 the rogue alpha's class level + the alpha's Intelligence modifier unless stated otherwise in an invention's entry. A rogue alpha may know any number of inventions. It must choose and prepare its blueprint ahead of time by getting 8 hours of sleep and spending 1 hour studying its invention book. While studying, the alpha decides which inventions to place into its blueprint.

Blueprints

A blueprint is a schematic containing a number of inventions. A rogue alpha begins play with a single blueprint: its own. A rogue alpha gains no additional blueprints. Its blueprint can contain a number of inventions whose build point (BP) total is equal to or less than 2 + 1/2 the rogue alpha's class level, rounded down.

Invention Books

A rogue alpha must study its invention book each day to change its personal blueprint. It cannot place inventions not recorded in its invention book into its blueprint. A rogue alpha begins play with an invention book containing 3 + the rogue alpha's Intelligence modifier 1stlevel inventions. At each new rogue alpha level, he gains two new inventions of any invention level or levels that he can understand (based on his new rogue alpha level) for his invention book. At any time, a rogue alpha can also add inventions found in other invention books to his own. The process of copying inventions from another invention book tends to result in professional disagreements. Whether by adding a number of "corrections" or by getting so excited that an inkwell tips, the original copy of the invention is essentially ruined. As such, wise rogue alphas, much like their former masters, produce copies of their inventions for each others' consumption rather than trade invention books.

The use of the invention book and blueprints replaces the bonus feats gained at 4th, 8th, 12th, 16th, and 20th level.

Neural Matrix Shutdown (Ex)

At 1st level, a rogue alpha shuts down the portion of its matrix that allows for communication with the tinker and other automatons. An alpha loses all special abilities it gained while under the tinker's tutelage, but its stabilized matrix now allows it to equip and use magic items as though it were a standard humanoid. Further, inventions that grant the rogue alpha class skills or ranks in skills do not function when installed in the rogue alpha; however. these inventions function just fine when installed in the alpha's beta.

Master's Lore (Ex)

At 2nd level, a rogue alpha begins to sift through the many experiences it had alongside its one-time master. Select any one Knowledge skill. The rogue alpha's photographic memory causes that skill to be treated as a class skill. Further, at 4th level and every 4 levels thereafter, the alpha gets a +1 bonus to that Knowledge skill.

Scribe Invention (Ex)

At 3rd level, the rogue alpha learns how to properly draft inventions. Though not magical in nature, tinker inventions tend to be hideously complicated and require specialized grid paper (an expensive commodity) to be made properly. As such, tinker inventions have the same cost to produce as would a magic scroll whose spell level and caster level equals the invention level and the minimum rogue alpha level to understand it, respectively. When written into an invention book, the process of making little annotations all over the place on the original scroll tends to ruin it, as is described in Invention Books above. A rogue alpha may only produce copies of inventions from his own invention book without ruining the original.

This ability replaces armor training 1.

Insightful Structure (Ex)

At 5th level, the alpha uses its Intelligence modifier to determine bonus hit points per level in exactly the same fashion as a living creature uses its Constitution modifier to determine bonus hit points per level.

This ability replaces weapon training 1.

Rapid Execution (Ex)

At 7th level, a rogue alpha can activate a limited uses per day invention integrated in its body as a move action rather than as a standard action. At 11th level, inventions can be activated as a swift action. When deployed, a rogue alpha's beta benefits from the rapid execution ability whenever the alpha itself uses it. This ability can be used a number of times per day equal to the rogue alpha's Intelligence modifier, minimum 1.

This ability replaces armor training 2 and 3.

Table: The Rogue Alpha												
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Build Points	Max Invention Level					
1st	+1	+2	+0	+0	Bonus feat, Neutral matrix shutdown	2	1					
2nd	+2	+3	+0	+0	Bonus feat, Master's lore	3	1					
3rd	+3	+3	+1	+1	Scribe invention	3	1					
4th	+4	+4	+1	+1	Master's lore +1	4	2					
5th	+5	+4	+1	+1	Insightful structure	4	2					
6th	+6/+1	+5	+2	+2	Bonus feat	5	2					
7th	+7/+2	+5	+2	+2	Rapid execution—move	5	3					
8th	+8/+3	+6	+2	+2	Master's lore +2	6	3					
9th	+9/+4	+6	+3	+3	Master's presence, Mini-me	6	3					
10th	+10/+5	+7	+3	+3	Bonus feat	7	4					
11th	+11/+6/+1	+7	+3	+3	Rapid execution—swift	7	4					
12th	+12/+7/+2	+8	+4	+4	Master's lore +3	8	4					
13th	+13/+8/+3	+8	+4	+4	-	8	5					
14th	+14/+9/+4	+9	+4	+4	Bonus feat	9	5					
15th	+15/+10/+5	+9	+5	+5	Emergency power	9	5					
16th	+16/+11/+6/+1	+10	+5	+5	Master's lore +4	10	6					
17th	+17/+12/+7/+2	+10	+5	+5	Cannibalize parts	10	6					
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat	11	6					
19th	+19/+14/+9/+4	+11	+6	+6	Permanent fixture	11	6					
20th	+20/+15/+10/+5	+12	+6	+6	Master's lore +5, Permanent fixture update	12	6					

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Master's Presence (Ex)

At 9th level, the rogue alpha has devised a means to forge a link between itself and a beta automaton without opening it up to mental enslavement by any tinker who decides to get within thirty feet. If the beta is within 30 feet of the rogue alpha, it gains the alpha's base attack bonus as an insight bonus to its attack rolls, armor class, and combat maneuver defense. Additionally, the beta uses the alpha's base attack bonus instead of its own base attack bonus for calculating combat maneuver bonus if the alpha's bonus is greater. Finally, the beta gains the alpha's base saving throw bonuses as an insight bonus to its own saving throws.

This ability replaces weapon training 2.

Mini-Me (Ex)

At 9th level, a rogue alpha can deploy a small construct whose design is based on the only blueprint it carries - its own. This construct, known as a beta automaton, is completely mindless, has the same class skills and ranks in skills as the rogue alpha, never gains feats, and merely performs the exact same actions the rogue alpha does whenever the alpha does something. The rogue alpha can only have one beta automaton deployed at any given time. If the rogue alpha deploys a second beta automaton, the first shorts out and becomes useless. This ability may be used a number of times per day equal to the rogue alpha's class level / 3, rounded down.

🕨 Table: The Beta 📢

This ability replaces weapon training 3.

Emergency Power (Ex)

At 15th level, whenever the rogue alpha is reduced to 0 hit points, it is not immediately destroyed. Instead, it goes unconscious until the beginning of its next turn or until repaired for at least 1 hit point of damage. If unconscious at the beginning of its next turn, the rogue alpha dies.

This ability replaces armor training 4.

Cannibalize Parts (Ex)

At 17th level, the rogue alpha can cannibalize its beta as a full-round action. The rogue alpha regains a use per day of each limited use per day invention installed on its beta, but only if the beta's invention had uses remaining. This ability cannot bring the alpha's uses per day of an invention above its standard maximum capacity. The beta is destroyed in the process.

This ability replaces weapon training 4.

Permanent Fixture (Ex)

At 19th level, the rogue alpha installs a single invention with build point cost 2 or lower onto itself. This invention is permanent and cannot be changed. The rogue alpha's beta does not gain this invention.

This ability replaces armor mastery.

Permanent Fixture Update (Ex)

At 20th level, the rogue alpha installs a single invention with build point cost 2 or lower onto itself. This invention is permanent, cannot be changed, and must have the invention added by the permanent fixture class feature as a prerequisite. The rogue alpha's beta does not gain this invention.

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Alpha's Level	Beta Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Str	Dex	Hit Points	Special*
1st - 2nd	1	+0	+0	+0	+0	12	12	20	Construct traits
3rd - 4th	2	+1	+0	+0	+0	12	12	25	-
5th	2	+1	+0	+0	+0	13	13	25	-
6th - 8th	3	+2	+1	+1	+1	13	13	31	-
9th	4	+3	+1	+1	+1	13	13	36	-
10th - 11th	4	+3	+1	+1	+1	14	14	36	-
12th - 14th	5	+3	+1	+1	+1	14	14	36	-
15th - 17th	6	+4	+2	+2	+2	15	15	42	_
18th - 19th	7	+5	+2	+2	+2	15	15	47	-
20th	7	+5	+2	+2	+2	16	16	47	-
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