

ARTIFORGED

Class Handbook



2019

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Version: 1.1

Author: Garrick J. Williams

Art & Layout: Garrick J. Williams

Special Thanks: Gabriel Almer, Ciarán Barnes, Kayla Tollerton, and Jeff Walter for their support and playtesting

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INTRODUCTION

Augmenting the human body with technology continues to capture the imagination of countless people via historic precedence and popular media. Dating back to Ancient Egypt with wooden prosthetics and reaching towards the future with robotics, people throughout history use various forms of prosthesis and other technology to remedy or enhance the human body. Despite the historical basis and prevalence in popular culture, the concept of a technologically enhanced warrior remains estranged from the fantasy genre. Even high fantasy settings with clockwork constructs and magical technology treat such a premise as befitting only to science fiction. This volume seeks to address the issue.

The artiforged base class presents options for players and Game Masters to create technologically enhanced warriors in a manner that fits best with any campaign setting. With the power source class feature, a player can create a character augmented with the technology appropriate for a campaign. Does clockwork machinery tick within his heart? Is his arm a limb reanimated with necromancy? Has a wizard grafted magical devices to his body? These are only a few of the many tools available in this book.

Chapter 1: Artiforged provides rules for the artiforged base class as well descriptions for each available option for the power source class feature.

Chapter 2: Archetypes lists variant options for the artiforged class and includes thematic archetypes for other classes.

Chapter 3: Advanced Options expands the artiforged with additional options such as feats, variant multiclassing, and racial favored class bonuses.

Chapter 4: Equipment introduces artifice implants to allow any character to augment herself with devices. The chapter also provides a few equipment options for the artiforged class.

Chapter 5: NPC Codex provides statistics for non-player characters with artiforged levels.

Appendix lists a summary of artiforged power sources and upgrades for convenience when choosing options.

Class Overview

The artiforged is a martial class possessing the ability to build itself to handle different situations. Many such

upgrades enhance mobility, provide utility, or facilitate playstyles. This versatility comes at the cost of necessitating a mental ability score and lacking bonus combat feats that many other martial classes receive. The artiforged's key class features are summarized below.

Integrated Weapon allows an artiforged to attach a weapon to his body that does not occupy a hand and can be drawn quickly. The weapon options are restricted to mostly one-handed weapons. Many class features require using an integrated weapon.

Power Source describes the flavor and nature of the artiforged's augmentations. Each source provides a number of abilities and determines the ability score modifier ("**source modifier**") that many class features depend on. A player is encouraged to choose a power source that fits the campaign setting while a GM may restrict inappropriate options.

Power Surge boosts integrated weapons and physical skill checks for 1 round at the cost of raising **tension**. An artiforged can only sustain a limited number of tension, which reduces slowly each hour or when the artiforged receives magical healing.

Flurry Assault grants the artiforged an extra attack at 2nd level using an integrated weapon at the cost of penalizing attacks during a full-attack action. This doesn't stack with similar options such as Rapid Shot or two-weapon fighting.

Upgrades customizes an artiforged at each even level with a selection of abilities providing utility or mobility.

Book References

This volume refers to the following Pathfinder Roleplaying Game products.

Pathfinder Campaign Setting: Technology Guide
Pathfinder Roleplaying Game: Advanced Class Guide
Pathfinder Roleplaying Game: Advanced Player's Guide
Pathfinder Roleplaying Game: Advanced Race Guide
Pathfinder Roleplaying Game: Bestiary 1
Pathfinder Roleplaying Game: Bestiary 2
Pathfinder Roleplaying Game: GameMastery Guide
Pathfinder Roleplaying Game: Mythic Adventures
Pathfinder Roleplaying Game: Occult Adventures
Pathfinder Roleplaying Game: Pathfinder Unchained
Pathfinder Roleplaying Game: Ultimate Campaign
Pathfinder Roleplaying Game: Ultimate Combat
Pathfinder Roleplaying Game: Ultimate Equipment
Pathfinder Roleplaying Game: Ultimate Magic

ARTIFORGED

The wise strive for self perfection by transcending the material world. The ambitious meld flesh and steel to forge themselves into the perfect warrior. These artiforged spend a lifetime gradually replacing their body parts and augmenting existing ones.

An artiforged's augmentations vary depending on his chosen craft and the energy source he melds into his body that powers his artificial enhancements. Regardless of whether he uses clockwork, arcane devices, or reanimated limbs, all artiforged share the same ultimate goal of honing their craft and martial prowess to become a living arsenal for the world to marvel.

Role: Artiforged charge into battle with integrated weaponry made deadly by overloading the power source of their bodily enhancements. Customizing their bodies with a variety of devices, artiforged serve as versatile combatants that thrive best when paired with an ally capable of using magical healing to relieve tension from their power source.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Skills

The artiforged's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier

Class Features

The following are the class features of the artiforged.

Weapon and Armor Proficiency: An artiforged is proficient with all simple and martial weapons plus the hand crossbow. He is also proficient in light armor, medium armor, and shields (except tower shields).

Artifice Lore (Ex): An artiforged can identify the properties of artifice implants without *detect magic* by attempting a Knowledge (engineering) check in place of a Spellcraft check. He adds 1/2 his level on Knowledge checks made to identify the abilities and weaknesses of constructs and creatures with artiforged class levels. Identifying creatures with artiforged levels requires a Knowledge (engineering) check or a check using the skill associated with its power source.

Integrated Weapon (Ex): An artiforged can attach a manufactured weapon to his body and wield it without occupying a hand. He always adds his full Strength modifier to the damage rolls of his integrated weapon, and such attacks are never considered off-hand attacks. The weapon retains all properties and special materials while attached. A masterwork integrated weapon can be magically enhanced as normal. An integrated weapon can be sundered, but not dropped or disarmed. An artiforged can draw his integrated weapon as a free action or retract it into his body using the sheathe weapon action. Integrated weaponry has the following options and restrictions.

Melee: The artiforged can integrate a light or one-handed melee weapon, but not a two-handed weapon. He cannot wield an integrated melee weapon with two hands or use it as a thrown weapon. An artiforged takes no attack roll penalties for wielding an undersized integrated melee weapon. However, he does not benefit from undersized reach weapons and can never integrate double weapons.

Ranged: The artiforged may integrate a ranged projectile weapon that he can wield with one hand (such as a hand crossbow). He cannot integrate ranged weapons that require two hands to wield.

Gauntlet: The artiforged can integrate a gauntlet as an integrated melee weapon. Attacks with an integrated gauntlet deal 1d6 points of damage for a Medium creature, are treated as armed attacks, and do not provoke attacks of opportunity. He may add the gauntlet's enhancement bonus (if any) to any combat maneuver checks using the gauntleted hand, including maneuvers that normally do not add a weapon's enhancement bonus to the check (such as grappling).

Launcher: When integrating a hand crossbow, the artiforged may choose to transform it into a unique projectile weapon that uses a type of light or one-handed thrown weapon as ammunition. This integrated ranged weapon gains a 10-foot bonus to its range increment, but otherwise has same

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Artifice lore, integrated weapon, power source, power surge +1, tension
2nd	+2	+3	+3	+0	Flurry assault, upgrade
3rd	+3	+3	+3	+1	Integrated armor
4th	+4	+4	+4	+1	Source power, upgrade
5th	+5	+4	+4	+1	Artiforging, power surge +2
6th	+6/+1	+5	+5	+2	Upgrade
7th	+7/+2	+5	+5	+2	Armor configuration 1
8th	+8/+3	+6	+6	+2	Source power, upgrade
9th	+9/+4	+6	+6	+3	Damage reduction 1/adamantine
10th	+10/+5	+7	+7	+3	Advanced upgrades, power surge +3, upgrade
11th	+11/+6/+1	+7	+7	+3	Armor configuration 2, damage reduction 2/adamantine
12th	+12/+7/+2	+8	+8	+4	Source power, upgrade
13th	+13/+8/+3	+8	+8	+4	Damage reduction 3/adamantine
14th	+14/+9/+4	+9	+9	+4	Upgrade
15th	+15/+10/+5	+9	+9	+5	Armor configuration 3, Damage reduction 4/adamantine, power surge +4
16th	+16/+11/+6/+1	+10	+10	+5	Source power, upgrade
17th	+17/+12/+7/+2	+10	+10	+5	Damage reduction 5/adamantine
18th	+18/+13/+8/+3	+11	+11	+6	Upgrade
19th	+19/+14/+9/+4	+11	+11	+6	Armor configuration 4, damage reduction 6/adamantine
20th	+20/+15/+10/+5	+12	+12	+6	Forged perfection, power surge +5, source power, upgrade

damage, range, and other properties as the thrown weapon. He can reload the weapon during the action of drawing a thrown weapon. The projectile weapon possesses the hand crossbow's enhancement bonus and magical properties, but the artiforged cannot wield it as a hand crossbow while integrated in this way.

The artiforged may only have a single integrated weapon (or a pair of gauntlets) at a time. Integrating and/or detaching a weapon in the artiforged's possession requires 1 hour of work. Detaching a weapon deals an amount of damage to it equal to 1 + half the weapon's maximum hit points (bypassing hardness) and grants the broken condition until repaired.

Power Source: Each artiforged relies on a system that sustains his enhancements and determines the nature of his augmentations. At 1st level, he chooses a power source. Once chosen, it cannot be changed. Each power source grants a bonus class skill and source powers as the artiforged advances in levels. It also determines the artiforged's source modifier, the ability score modifier used for the saving throw DCs of his source powers and upgrades. His experience in maintaining his power source augments his artifice lore as noted in the power source description.

Tension: An artiforged can stress his power source in order to push his augmentations beyond their limits. Using such abilities raise his tension. The artiforged can sustain a maximum amount of tension equal to 1/2 his level (minimum 1) + his source modifier. Raising his

tension any further fatigues the artificed and disables his power source until his tension reduces to its maximum or lower. An artificed with a disabled power source cannot use any ability that raises his tension.

Tension can be removed through magical healing and proper upkeep of the power source. An artificed can spend 1 hour each day performing maintenance on his power source. Afterward, his tension lowers by 1 each passing hour for the next 24 hours. During this period, when a spell or spell-like ability restores the artificed's hit points, his tension lowers by an amount equal to the spell level. Healing from the channel energy class feature also lowers tension by an amount equal to the number of channel energy dice. He benefits from this only once per casting or use of channel energy.

Power Surge (Ex): An artificed can begin a power surge by raising his tension by 1 as a free action. For 1 round, he gains a +1 bonus on attack and damage rolls when using integrated weapons. In addition, the artificed adds the bonus to the DCs of his artificed class features as well as Strength checks and Acrobatics, Climb, Escape Artist, Fly, and Swim skill checks. This power surge bonus increases by 1 at 5th, 10th, 15th, and 20th levels. An artificed can continue his power surge on each following round by raising his tension by 1 as a free action. If his power surge ends, he must wait 1 round before beginning a new one.

Flurry Assault (Ex): At 2nd level, an artificed can perform a flurry assault as a full-attack action. When doing so, he may perform an extra attack using an integrated weapon. He takes a –2 penalty on all attacks this turn and applies his full Strength modifier to the integrated weapon's damage roll. If the artificed uses a two-handed weapon during flurry assault, he only applies his full Strength modifier instead of 1-1/2 times his Strength modifier to the damage roll.

The artificed may attack multiple times with the same integrated weapon on his turn using this ability. When he hits a creature with a melee attack during flurry assault, his next ranged attack against it in this turn does not provoke an attack of opportunity from that creature. Flurry assault does not stack with two-weapon fighting or the Rapid Shot feat and cannot be combined with natural attacks.

Upgrades: As he gains levels, an artificed learns new ways to augment his body. Starting at 2nd level, an artificed gains an upgrade and one additional upgrade every two levels thereafter. He may not choose the same upgrade multiple times unless noted in the description. Some upgrades may require the artificed to raise his tension. Unless otherwise noted, the saving throw DC for an artificed's upgrade is equal to 10 + 1/2 the artificed's level + the artificed's source modifier.

Climbing Attachments (Ex): The artificed gains a climb speed equal to half his base land speed, and a +8 enhancement bonus to Climb checks. He cannot use this climb speed to scale surfaces with a Climb check DC higher than 20.

Deflection Barrier (Su): During a power surge, an artificed with this upgrade gains a +2 deflection bonus to AC against ranged attacks, with an additional +1 for every 5 levels he possesses (to a maximum of +8 at 20th level). He may raise his tension by 1 as a free action to increase the deflection bonus by +2 until the end of his power surge.

Disguise (Ex): The artificed may raise his tension by 1 as a full-round action to rearrange parts of his body to hide his augmentations. He gains a +10 bonus on Disguise checks to appear as a non-artificed member of his race, and

he receives a +4 circumstance bonus on Sleight of Hand checks to hide his integrated weapons. The artificed can use this disguise to change his face as well. This disguise lasts until the artificed deploys an integrated weapon or he ends it as a free action. The artificed's integrated weapons must be retracted to activate this upgrade.

Extending Mechanism (Ex): Melee weapons gain a 10-foot range increment (if they do not already have a range increment) while integrated to the artificed. The artificed can eject his integrated melee weapons as thrown weapon attacks and immediately retrieve them as a free action using an attached chain with hardness 10 and 10 hit points. If the chain breaks, the weapon becomes unusable until the artificed replaces the chain. If an integrated weapon has the grapple special feature, the artificed may use it as a grappling hook.

Extra Integrated Weapon: The artificed may have



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one additional weapon integrated at a time. He can deploy multiple integrated weapons as a free action or retract multiple integrated weapons as a move action. A free hand must be used to wield any deployed integrated weapons beyond the first. An artiforged may select this upgrade more than once.

Familiar (Ex): The artiforged shards a portion of his consciousness to create a familiar and treats his artiforged level as his wizard level for the purpose of this ability. The artiforged's familiar appears constructed of materials appropriate to his power source. As a result, the familiar is obviously not a true member of its normal creature type unless the artiforged has the disguise upgrade. The familiar is treated as both a construct and its creature type for effects that target creatures by type. The familiar can attach or detach from the artiforged as a standard action to make itself appear as a piece of his armor or as a device attached to his power source.

Firearm Upgrade (Ex): The artiforged is proficient with integrated firearms and gains Gunsmithing as a bonus feat. The artiforged can remove the broken condition from an integrated firearm as a standard action, provided the firearm gained the condition from a misfire and his power source is not disabled. The artiforged can raise his tension by 1 in order to remove the condition as a move action.

Grasping Weaponry (Ex): Melee weapons gain the grapple special feature while integrated to the artiforged. When the artiforged strikes a creature with such weapons, he may attempt to grapple the creature as a swift action by raising his tension by 1. This does not provoke an attack of opportunity. Using an integrated weapon to grapple a creature in this way follows the same restrictions as grappling a creature using the grapple special feature.

Improved Integrated Armor (Ex): The artiforged gains proficiency in heavy armor and may use a set of heavy armor as his integrated armor. Additionally, integrated medium armor does not reduce the artiforged's movement speed (integrated heavy armor still does). At 7th level, the artiforged can install one additional configuration to his integrated armor. The artiforged must have integrated armor to select this upgrade.

Increased Damage Reduction (Ex): The artiforged's damage reduction increases by 1. He

must have the artiforged's damage reduction class feature to select this upgrade. The artiforged may raise his tension by 1 as an immediate action to double the total damage reduction gained from this class feature against a single attack. The artiforged may select this upgrade up to three times, the damage reduction increasing by 1 each time.

Integrated Finesse (Ex): The artiforged may add his full Dexterity modifier instead of his full Strength modifier to damage rolls when wielding an integrated weapon that benefits from the Weapon Finesse feat. If he has a negative Strength modifier, the penalty also applies to damage rolls as normal.

Integrated Grappling Hook (Ex): The artiforged can integrate a grappling hook in the same manner as an integrated weapon. While attached, he can use a free hand to fire the grappling hook as an integrated ranged attack with a ranged increment of 20 feet, or 30 feet if the artiforged has the extending mechanism upgrade. He can raise his tension by 1 as a free action when using the hook to attack a wall or other firm fixture within 60 feet. If the attack deals at least 1 point of damage (after applying hardness), the grappling hook firmly embeds itself in the object, requiring a DC 20 Strength to remove. The artiforged can easily disengage the grappling hook and reel it back to himself as a move action.

At 4th level, by raising his tension by 1 as a move action, the artiforged can reel himself along the rope up to 30 feet towards the grappling hook or half this speed when moving upwards vertically. At 8th level, this speed doubles. Due to limited space, an integrated grappling hook can only possess a length of rope no greater than 60 feet.

Integrated Shield (Ex): The artiforged can graft a buckler, light, or heavy shield his arm that uses up his hand as normal for a shield of its type. This functions similarly to integrated armor, except the artiforged may deploy the integrated shield as a free action or retract it as a move action. In addition, he treats a shield bash with his integrated shield as an integrated melee attack for the purpose of power surge, source powers, and other artiforged class features. The artiforged may spend 1 hour to change the type of damage dealt by the shield bash to bludgeoning, piercing, or slashing. This lasts until he chooses to change the damage type again in the same manner.

Internal Storage (Ex): The artiforged rigs a number

of internal storage pockets inside of his body equal to his source modifier. Each can store a single arm-length item (such as a dart, dagger, or wand), 5 arrows or crossbow bolts, or 1 pound of ammunition. As a free action, he can load a piece of ammunition from one of these storage pockets to an integrated ranged weapon currently deployed. The artiforged can deposit the contents of one of these storage pockets into a free hand as a move action or swift action, provoking an attack of opportunity. In place of an integrated weapon attack, the artiforged can raise his tension by 1 to eject the contents of a single storage pocket as an improvised thrown weapon with a range increment of 10 feet.

Maneuver Programming (Ex): The artiforged grafts a cognitive device containing the memory of a martial artist's technique to his head. He gains his choice of Improved Bull Rush, Improved Disarm, Improved Grapple, or Improved Trip as a bonus feat without meeting the prerequisites. The artiforged treats the ability score of his source modifier as his Intelligence score for the purpose of feat prerequisites that list his chosen feat as a prerequisite. He is also treated as having Combat Expertise for the prerequisites of these feats. An artiforged can select this upgrade multiple times, each time selecting a different feat.

Nonlethal Precision (Ex): The artiforged's integrated weapons become calibrated to subdue targets effectively. He takes no penalty to attack rolls when attempting to deal nonlethal damage with an integrated weapon that deals lethal damage. An artiforged with the senselink upgrade may attempt to deal nonlethal damage with lethal integrated ranged weapons to creatures within the first ranged increment.

Penetrating Shot (Ex): The artiforged may raise his tension by 1 as a free action when making a ranged attack with an integrated weapon against a creature benefiting from cover (but not improved or total cover). The creature loses its bonuses to AC from cover against this attack, but takes reduced damage (if any) from the attack equal to the hardness of the object granting cover. If the obstacle is a creature that grants soft cover and the attack roll succeeds against the ACs of both creatures, then each creature takes half the result of the attack's damage roll. Precision damage, the *flaming* special ability, and similar abilities only apply against the intended target.

Personal Archive (Ex): The artiforged augments his mind with artifice that can store and rapidly recall written records at incredible speed. When consulting a book or similar item, he can store its information into his personal archive. The artiforged can consult the book in his archive as a free action instead of the normal time required to gain its circumstance bonus to relevant Knowledge checks. Alternatively, the artiforged can store up to one page of information and can recall any details from it as if he were reading it. The artiforged can store only a single book or record in his personal archive at a time. He can store an additional book or record at 6th level and every 4 levels after.

Pile Driver (Ex): The artiforged gains a piston-like device on his body that can be primed by raising his tension by 1 as a swift action. He can



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discharge the piston when attempting an integrated melee attack. If successful, the artiforged may attempt a bull rush against the target as a free action with a +2 circumstance bonus to CMB. This combat maneuver does not provoke an attack of opportunity. If the artiforged possesses the terrain breaker upgrade and succeeds on the combat maneuver check, he may use terrain breaker as a free action and center the difficult terrain on a corner of the space occupied by the target after the bull rush maneuver.

Poison Injection (Ex): The artiforged possesses a hidden chamber in his body to store a vial containing a single dose of poison as a full-round action that provokes an attack of opportunity. As a swift action, the artiforged can apply this poison to a deployed integrated weapon. He never risks poisoning himself when applying poison with this upgrade.

Senselink (Ex): The artiforged's integrated weapons gain sensors that allow him to perceive through his weaponry as an extension of his vision. He can use his weapons to see around corners, but any attacks made this way take a -4 penalty to attack rolls due to awkwardness. After a successful attack with an integrated weapon, the artiforged may raise his tension by 1 as a free action in order to predict the target's movements. The creature loses the benefit of concealment against the artiforged's integrated weapon attacks until the beginning of the artiforged's next turn or until the artiforged attacks another target (whichever happens first).

Shattering Charge (Ex): The artiforged receives a +2 bonus to sunder and break objects when charging. As a free action during movement, the artiforged may raise his tension by 1 in attempt to attack or break an object that obstructs his path. He may attempt this on an object large enough to grant a creature of his size cover, but not large enough to grant improved cover or total cover. If the artiforged breaks or destroys this object, it no longer obstructs his path and he may continue his movement uninterrupted (even if charging).

Spike Missile (Ex): When the artiforged has integrated armor with armor spikes deployed, he may eject the spikes as a ranged weapon with a 10-foot range increment. When performing a ranged attack with these spikes, the artiforged may raise his tension by 1 as a swift action to launch barbs in a 15-foot cone in the direction of his target. This area is treated as though covered with caltrops. At 6th level, the artiforged uses his

own base attack bonus for determining whether a creature steps on them. Launching spikes does not damage the function of the armor spikes as each ejected spike is immediately replaced. The artiforged must have integrated armor to select this upgrade.

Spring Heels (Ex): While his power source is not disabled, the artiforged is considered as having a running start when jumping. During a power surge, he gains a +8 bonus to Acrobatics checks to jump. At 4th level, the artiforged never takes damage from falling deliberately from a height equal to or less than 10 feet per artiforged level.

At 6th level, the artiforged can raise his tension by 1 to make a powerful leap as a standard action. Until the end of his movement, he gains a fly speed of 40 feet (30 feet if his movement speed is hindered by armor or carrying a medium or heavy load). He has clumsy maneuverability, cannot hover, and cannot change direction unless he propels himself using an adjacent wall or other means. During this leap, he may use his Acrobatics skill instead of Fly for any Fly checks. During a power surge, the artiforged may perform this powerful leap as a move action.

Stealth Mode (Ex): The artiforged rigs active imaging devices to his body to blend with the surrounding environment. He gains concealment during a power surge. This concealment can be thwarted by effects that negate the benefits of invisibility.

Swimming Attachments (Ex): The artiforged gains a swim speed equal to 1/2 his land speed, and a +8 enhancement bonus to Swim checks.

Telescopic Limbs (Ex): The artiforged can extend his limbs using mechanical or magical devices mounted in his joints to extend his reach by 5 feet. Due to awkwardness, he takes a -4 penalty to attack rolls when using this extended reach for attacks and combat maneuvers. The artiforged can raise his tension by 1 as a free action in order to negate this penalty until the end of his turn. The extra reach with this upgrade does not stack with the *long arm* spell or any source powers that extend reach.

Terrain Breaker (Ex): Once per round in place of a weapon attack, the artiforged can raise his tension by 1 to strike the ground beneath him with an integrated weapon. This attack automatically hits and deals damage normally. If the artiforged deals at least 1 point of damage after applying the floor's hardness, he creates an area of difficult terrain in a

5-foot-radius centered on a corner of his space. Alternatively, the artificer may strike a wall within reach. Instead of creating difficult terrain, this attack decreases the Climb check DC by 5 in a 5-foot-radius on the wall's surface. At 6th level, the artificer can increase the radius to 10 feet. At 10th level, he can increase the radius to 15 feet.

Thrusters (Ex): While his power source is not disabled, the artificer can gain the effects of *feather fall* as an immediate action. At 4th level, he gains the effects of *glide* instead. At 6th level, the artificer may fly up to 30 feet (20 feet in medium armor or carrying more than a light load) with average maneuverability as a move action during a power surge. Thrusters emit loud noises and bright lights that bestow a –4 penalty to Stealth checks and reveals an invisible artificer's location while active.

Vision (Ex): The artificer gains low-light vision and darkvision 30 feet. If he already has darkvision, its range increases by 30 feet. The artificer can raise his tension by 1 as a swift action to gain blindsense 15 feet for 1 round. This increases to 30 feet at 8th level and 60 feet at 16th level.

Integrated Armor (Ex): At 3rd level, an artificer can integrate a set of light or medium armor to his body. The armor retains all properties and special materials, and a masterwork integrated armor can be magically enhanced as normal. The artificer can deploy or retract his integrated armor, which folds into a compact form stored inside his body. While retracted, the armor provides no benefits or penalties as if the artificer were not wearing it. Attacks with armor spikes from integrated armor are treated as integrated melee attacks for the purpose of power surge, source powers, and other artificer class features.

The artificer may only have one set of armor integrated at any time. Integrating or detaching armor requires 1 hour of work. A detached armor takes an amount of damage equal to 1 + half its maximum hit points (bypassing hardness) and gains the broken condition until repaired.



Artiforging (Ex): At 5th level, an artificer learns to repair and salvage magical devices without the need of spellcasting. He can repair constructs, magic armor, magic weapons, and wondrous items as if he possessed the necessary item creation feats. When doing so, he may destroy an existing magic armor, magic weapon, or wondrous item in his possession to deduct half its market price from the repair cost.

The artificer gains Master Craftsman as a bonus feat without meeting the prerequisites. When he receives this feat, the artificer may select Knowledge (engineering) or his power source's class skill instead of a Craft or Profession skill for the feat's benefits. The artificer may also use Master Craftsman to qualify for the Craft Construct feat.

Armor Configuration (Ex): At 7th level, an artificer can spend 1 hour to install one of the following configurations to his integrated armor. Configurations remain active while integrated armor is deployed and last until the artificer reconfigures his armor again or detaches his integrated armor. At 11th level and every 4 levels after, he may install an additional configuration when he customizes his armor (up to a maximum of 4 at 19th level). He may not have multiple installations of the same configuration active unless otherwise noted.

Buoyant: The artificer lines his integrated armor with buoyant material, allowing him to float on any water at least 1 foot deep provided he does not exceed his maximum load. If the artificer deliberately attempts to submerge, he must succeed on a DC 20 Swim check every round to remain underwater.

Camouflage: The artificer augments his armor to better blend into an environment chosen from the ranger's favored terrain list. He gains a +2 circumstance bonus to Stealth checks while in this terrain. He may select this configuration more than once, each time choosing a different terrain.

Environment: The artificer can rig his armor to protect him from his choice of cold environments or hot environments, as *endure elements*. He may select this configuration again to protect himself from both cold and hot environments instead of one or the other.

Fortified: Integrated armor protects the artificer from critical hits, as the light *fortification* armor ability. He can select this configuration a second time to gain medium *fortification* and a third time to gain heavy *fortification*.

Maneuverable: The artificer rigs his armor to better support his tactile movements. He chooses

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one Dexterity- or Strength-based skill check. When using this skill, he can ignore his integrated armor's armor check penalty. He can select this configuration more than once. Each time it applies to a different skill.

Steady: Integrated armor grants a bonus equal to the artiforged's source modifier to CMD and on CMB checks against one type of combat maneuver of his choice. He may select this configuration more than once, each time applying to a different combat maneuver.

Warded: Integrated armor protects the artiforged from acid, cold, electricity, fire, or sonic damage. He chooses one type and adds his power surge bonus to saving throws and touch AC against effects that deal this type of energy damage. He may select this configuration more than once, each applying to a different energy type.

Damage Reduction (Ex): At 9th level, an artiforged gains damage reduction, reducing the damage he takes from weapons and natural attacks by 1. Adamantine weapons bypass this damage reduction. At 11th level and every two levels thereafter, this damage reduction increases by 1.

Advanced Upgrades: At 10th level and every 2 levels thereafter, an artiforged may select one of the following advanced upgrades when he can select a new upgrade.

Active Camouflage (Ex): An artiforged can spend a full-round action to shift the hue and perceived texture of his body to match the surrounding terrain. He may use the Stealth skill without the need of concealment or cover while in this terrain. This lasts for a number of minutes equal to the artiforged's level. The artiforged may raise his tension by 1 to activate his camouflage as a swift action instead of a full-round action.

Advanced Climbing Attachments (Ex): The artiforged can use his climb speed to climb surfaces with a Climb DC 30 or lower, including vertical surfaces and ceilings. In addition, he is not denied his Dexterity bonus to AC while climbing. The artiforged must have the climbing attachments upgrade to select this advanced upgrade.

Advanced Disguise (Ex): The artiforged can use his disguise upgrade to appear as a Medium or Small humanoid creature. This functions as *alter self*, except the artiforged does not gain any abilities from his new appearance. By raising his

tension by 2 (instead of 1), the artiforged may assume the appearance of a specific humanoid creature, provided he has line of sight to the creature while activating this upgrade. An artiforged must have the disguise upgrade to select this advanced upgrade.

Advanced Senselink (Ex): When using senselink to deny a target concealment against his integrated weapon attacks, the artiforged can raise his tension by 2 (instead of 1) to gain blindsight against that target for the duration. He may raise his tension by 1 as a free action on each following turn to extend the duration by 1 round. An artiforged must have the senselink upgrade to select this advanced upgrade.

Advanced Shattering Charge (Ex): The artiforged may raise his tension by 2 (instead of 1) while using shattering charge to make a break or attack any object of his size category or smaller. If an object obstructs the artiforged's line of sight to a creature and he successfully discerns the creature's location using a Perception check, he may charge that creature and use shattering charge as necessary to attack or break the object. The artiforged must have the shattering charge upgrade to select this advanced upgrade.

Advanced Spring Heels (Ex): When performing a powerful leap using the spring heels upgrade, the artiforged may raise his tension by 2 (instead of 1) to increase the fly speed to 60 feet (40 feet if movement speed is hindered by armor or carrying greater than a light load). The artiforged may perform a powerful leap as the movement of a charge. If the artiforged has the terrain breaker upgrade, he may attempt to break terrain as a free action (without replacing an attack) when landing on solid ground at the end of the powerful leap's movement. The artiforged must have the spring heels upgrade to select this advanced upgrade.

Advanced Terrain Breaker (Ex): The artiforged may raise his tension by 2 (instead of 1) to use terrain breaker to knock down foes. Creatures adjacent to the artiforged must succeed on a Reflex save or fall prone. The artiforged must have the terrain breaker upgrade to select this upgrade.

Advanced Thrusters (Ex): The fly speed gained from the thrusters upgrade increases to 60 feet (40 feet with poor maneuverability if movement is hindered by armor or carrying greater than a light load). The artiforged must have the thrusters



upgrade to select this upgrade.

Agile Deflection (Ex): When a ranged attack is performed against the artiforged, he can raise his tension by 1 to deflect the thrown weapon or ammunition out of the air so the target takes no damage. As an attack of opportunity, he makes an integrated melee attack roll at his highest base attack bonus. If the attack roll is greater than the attack roll of the incoming ranged attack, the attack is deflected. The artiforged must be aware of this attack and not flat-footed. Unusually massive ranged weapons (such as boulders or siege weapons) and ranged attacks created by spell effects cannot be deflected. An artiforged with the Snap Shot feat can use this upgrade with an integrated ranged weapon.

Device Interface (Su): The artiforged adds his power surge bonus to Use Magic Device checks during a power surge. The artiforged can telepathically query a touched magical, mechanical, or technological device for information related to its functionality and to creatures and objects that have directly interacted with it. The device can provide descriptions and testimony of its operations, but can only convey factual information based on objective observation. The artiforged can converse with devices a number of minutes per day equal to his level. The duration can be used in 1-minute increments. This upgrade has no effect on intelligent items or items with an artificial intelligence.

Inhuman Reflexes (Ex): The artiforged can make an additional number of attacks of opportunity equal to his source modifier (minimum 1). This stacks with Combat Reflexes.

Life Support (Ex): While his integrated armor is deployed, the artiforged can survive airless environments and becomes immune to the effects of extreme heat, extreme cold, and airborne toxins. The armor also provides oxygen for a number of hours equal to the artiforged's level. In place of two armor configurations, the artiforged can install a configuration that grants him the benefits of the *planar adaptation* spell.

Mimic (Ex): When using the disguise upgrade, the artiforged can raise his tension by 2 (instead of 1) to assume the shape of an object matching his size category or having one size category less than his own. While in this form, he has a land speed of 10 feet and gains a +10 bonus on Disguise checks to appear as an ordinary object. This bonus increases to +20 when the artiforged

assumes the shape of an object closely matching the nature of his power source, such as an artiforged with a clockwork power source assuming the appearance of a clockwork item or an unlife artiforged becoming a corpse. Regardless of shape, the assumed appearance feels as hard as the artiforged's integrated armor (or as metal if no armor is integrated) and has a similar texture. The artiforged must have the disguise upgrade to select this advanced upgrade.

Mobility Form (Ex): The artiforged can raise his tension by 2 as a full-round action to assume a highly mobile form resembling a Tiny quadruped creature, a ball, or a vehicle. A single movement speed he possesses increases by 30 feet. In addition, the artiforged gains a +4 size bonus to Dexterity and a -2 penalty to Strength while in this form. The artiforged loses use of his hands and integrated weapons while in this form, but gains a single slam attack that deals 1d6 damage. This natural attack is considered an integrated melee attack for the purpose of power surge and source powers. An artiforged with integrated armor deployed with armor spikes may choose to deal piercing damage with this natural attack. This upgrade is a polymorph effect that lasts until the artiforged reverts to normal form as a full-round action.

Self Destruct (Ex): Once per day as a standard action, the artiforged can detonate his power source to unleash a devastating explosion in a 20-foot radius. Creatures and objects within the area take 1d6 points of damage per artiforged level (Reflex halves). This damage bypasses damage reduction and any hardness less than the artiforged's level. The artiforged and any creature grappled by the artiforged do not receive a saving throw to halve the damage. If the artiforged survives, his power source becomes disabled until he performs maintenance on the following day. When performing maintenance on his power source, the artiforged can choose a condition, such as being reduced to less than 0 hit points. Until the next time he performs maintenance, he can trigger the explosion as an immediate action when the condition occurs, even if he is stunned, unconscious, or suffers another condition that renders him unable to perform immediate actions.

Sentinels (Ex): Once per day when performing maintenance on his power source, an artiforged with this upgrade can create a number of Diminutive optical creature-like devices equal to his source modifier. Each sentinel has 10 hit points, hardness 10, and a fly speed of 60 feet with

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perfect maneuverability. As a move action, the artificed can direct one or more sentinels to fly 60 feet or direct them to follow an object or creature until another command is given. He can raise his tension by 1 to *witness* (as the spell) a single sentinel's surroundings for 1 minute. He must raise his tension by 1 each additional minute spent seeing through the sentinel's senses. An artificed with the disguise upgrade can disguise his sentinels as ordinary Diminutive objects.

Spell Trigger Chamber (Su): An artificed with this upgrade possesses a chamber in his arm or body that can store a wand, a rod, or another spell trigger item of similar size. He can store this item into the chamber as a full-round action and retrieve it into his hand as a swift action. The artificed can use this stored spell trigger item as if he was wielding it in his hand.

Turning Apparatus (Ex): Once during a charge, the artificed can raise his tension by 1 as a free action to make one turn of up to 90 degrees without interrupting the charge. He may use this advanced upgrade to change directions while performing a powerful leap using the spring heels upgrade.

Transformative Weaponry (Ex): The artificed may raise his tension by 1 as an immediate action when he takes damage from a manufactured weapon. One of his integrated weapons instantly reassembles into a form matching that of the opponent's weapon as if possessing the *transformative* special ability. The integrated weapon's size category does not change, and the new form must match the same general shape and handedness of the integrated weapon's base form. An integrated ranged weapon may transform into another ranged weapon, any loaded ammunition also transforming to match. An integrated weapon cannot transform in response to a siege weapon, natural attack, or another type of weapon the artificed cannot use as an integrated weapon. The weapon retains this form until the artificed reverts it as a swift action or until he uses this ability again. The weapon also reverts to its original shape when it is no longer integrated to the artificed.

Forged Perfection (Ex): At 20th level, an artificed finally crafts himself into a perfect form and becomes a true melding of flesh and artifice. For effects that differ depending on creature type (such as a ranger's favored enemy, *bane* weapons, and the *make whole* spell), he is treated as either a construct or his normal creature type, whichever is more favorable for him.

Ex-Artiforged

Though an artificed can be raised or resurrected normally, when his body becomes lost or destroyed, he loses access to all artificed class features except for artifice lore, artificing, and proficiencies in armor, shields, and weapons. He cannot gain levels as an artificed until he spends 8 hours of work reinstalling his augmentations in a new body (such as one created from *reincarnate* or *resurrection*). Regaining artificed class features has no cost, but an artificed may need to integrate new weapons and armor to replace those lost or destroyed from his previous body.

Power Sources

An artificed's power source determines the nature and form of his augmentations. Unless otherwise noted, the saving throw DC for a power source's abilities equal to 10 + 1/2 the artificed's level + the artificed's source modifier.

Arcane Source

Arcane symbols, runic tablets, and other works of spellcraft empower your augmentations. Many of your upgrades consist of implanted magical devices, complex glyphs, or raw arcane energies infused into your being. Your body radiates a magical aura as if it were a magical item of the transmutation school with a caster level equal to your artificed level. You require access to a spell component pouch when performing maintenance on your power source.

Class Skill: Knowledge (arcana).

Source Modifier: Intelligence.

Artifice Lore: You can use artifice lore to identify all types of magical items (instead of only artifice implants).

Source Powers: Harnessed arcane energies flow into your bodily arsenal, imprinting onto foes and detonating with deadly force.

Arcane Surge (Su): At 1st level, during a power surge, your integrated weapons gain the effect of the Arcane Strike feat and inflict an *arcane mark* on creatures hit for 1 round. Allied weapons also gain the benefits of your Arcane Strike when damaging a marked creature. Your Arcane Strike has a caster level equal to your artificed level.

Integrated Arcane Strike (Su): At 4th level, you gain Arcane Strike as a bonus feat with a caster level equal to your artificed level. Only your integrated weapons may benefit from this feat.

Crippling Mark (Su): At 8th level, you may raise your tension by 1 as an immediate action to cripple a creature marked by arcane surge. The creature receives a penalty on attack rolls and saving throws against spells, spell-like abilities, supernatural abilities, and your artificed class features. This penalty equals to your power surge bonus and lasts until the end of the creature's next turn.

Dispelling Strike (Su): At 12th level, you may raise your tension by 2 as a swift action to imbue your integrated weapon with energy disruptive to magic. The next creature or object struck by the weapon within 1 minute becomes subject of a targeted *dispel magic*, using your artificed level as your caster level.

Spell Resistance (Su): At 16th level, when you begin a power surge, you may choose to gain spell resistance equal to 10 + your artificed level that lasts until the end of your power surge.

Overwhelming Arcana (Su): At 20th level, you become a living magical device with an oppressive arcane aura that overwhelms spellcasters. Marks from arcane surge linger for a number of rounds equal to your source modifier. When a marked creature casts a spell, you may raise your tension to its maximum as an immediate action to have the spell fail spectacularly with a burst of wild magic (functioning as if the spellcaster was targeted with a *rod of wonder*). The creature can avoid spell failure and triggering the wild magic effect with a successful concentration check (DC = 15 + twice spell level + the artificed's source modifier). You may designate a number of creatures equal to your source modifier to gain immunity to the effects of the wild magic burst. You cannot use this ability when at your maximum tension.

Biological Source

For a skilled fleshcrafter, an organic body functions much like a machine made of flesh instead of steel. With the same mindset, you graft your body with upgrades taking the form of artificially grown organs, mutations, or strange biological machines. When performing maintenance on your power source, you require an alchemist's kit to manage the metabolism of

your artificially grown augmentations.

Class Skill: Knowledge (nature).

Source Modifier: Intelligence.

Artifice Lore: You can use Knowledge (nature) in place of Knowledge (arcana) when identifying constructs made from flesh and bone.

Source Powers: Your biological devices invigorate your body with newfound power.

Bio Surge (Ex): At 1st level, during a power surge, your integrated weapons deal damage as if one size category larger. This does not stack with *lead blades*, *gravity bow*, or similar effects.

Bio-Modification (Ex): At 4th level, you can forge one of the following biological modifications while performing maintenance on your power source: two claw attacks that deal 1d4 points of damage or an extra prehensile limb (such as a tail or tentacle) that functions as the tentacle alchemist discovery. Natural attacks from the modification benefit from power surge and source powers as if they were integrated weapon attacks. This modification withers away after 24 hours or until you perform maintenance on your power source, whichever occurs first.

Forged Wings (Ex): At 8th level, when you begin a power surge, you may sprout a pair of wing-like appendages that grant you a fly speed of 30 feet with average maneuverability. The wings remain until the end of your power surge whereupon they shrivel up or become dormant until you begin another power surge. At 12th level, this fly speed increases to 60 feet.

Biological Weaponry (Ex): At 12th level, your integrated weapons can move and stretch with the flexibility of a living limb. During a power surge, your integrated melee weapons and limbs/attacks gained from the bio-modification source power gain an additional 5 feet of reach. When using an integrated ranged weapon, you can choose to have the attack originate from an adjacent square for the purpose of determining cover, concealment, and range.

Regeneration (Ex): At 16th level, you gain fast healing 4 during a power surge. You may raise your tension to its maximum as a full-round action to regenerate a severed body member or grow back a ruined organ. You cannot use this ability if already at your maximum tension.

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Evolution Chamber (Ex): At 20th level, you achieve a marvelous form of artificially crafted evolution that you can reshape to adapt to any situation. You may raise your tension to its maximum and spend 1 hour forging an organic stasis chamber. By sealing yourself inside this chamber and resting helpless for 8 hours without interruption, you can retrain an upgrade or advanced upgrade that is not a prerequisite for another upgrade, feat, or other character option. In effect, you lose the upgrade or advanced upgrade and gain another of the same type. The chamber becomes ruined if your rest is interrupted, and you must wait 24 hours before forging another.

Blighted Source

Perhaps unwillingly, you tapped into an unspeakable power hailing from uncharted rifts in space and time. The eldritch energies slowly corrupt your mortal coil, merging flesh with equipment and mutating limbs into a chitinous form. Slowly but surely, it becomes more difficult to discern where your body ends and the armor and weapons begin. By expertly harvesting the energy and warding your mind from completely succumbing to the alien presence within, you gradually transform yourself into an aberrant soldier of corruption.

In order to manage your flesh as it merges with your equipment, you require access to a set of surgeon's tools when performing maintenance on your power source.

Class Skill: Knowledge (arcana).

Source Modifier: Charisma.

Artifice Lore: Bonuses from artifice lore also apply to Knowledge (dungeoneering) checks made to identify aberrations and Heal checks to identify and treat magical diseases.

Source Powers: You begin to control your equipment as if a part of your body while your corruption spreads throughout your being and onto others.

Blighted Surge (Su): At 1st level, once per round as a free action during a power surge, you can corrupt one creature within 30 feet that was struck by one of your integrated weapons during this turn. The creature must succeed on a Fortitude save or become sickened for a number of rounds equal to your power surge bonus. This is a magical disease effect.

Melded Weaponry (Su): At 4th level, the blight melds your flesh with your equipment so much that you can utilize your deployed integrated weapons as prehensile limbs. You cannot wield weapons with these limbs, do not gain extra attacks for possessing them, and cannot wield the weapons while they carry an item or are otherwise preoccupied. In addition, you never become fatigued for sleeping in your integrated armor while it's deployed.

Transfigured Equipment (Su): At 8th level, when you begin a power surge, you can transform a piece of equipment you're wearing into a natural weapon. You can gain a pair of claw attacks from your gauntlets or gloves that deal 1d6 points of damage (if you are Medium sized). Alternatively, you can gain a bite attack from your armor or helmet that deals 1d8 points of damage. Attacks with these weapons gain bonuses to attack and damage rolls during a power surge and allow you to target creatures hit by the natural weapons with blighted surge. Natural attacks from transformed equipment made from a special material bypass damage reduction as if from a weapon made of that material. Equipment remains transfigured until the end of your power surge.

Nauseating Blight (Su): At 12th level, you can use blighted surge on a creature already sickened by the effect. The creature must succeed on a Fortitude save or become nauseated for the remainder of the duration.

Blight's Retribution (Su): At 16th level, during a power surge, your blighted equipment lashes out at assailants on its own volition. Creatures provoke attacks of opportunity from you when striking you with a melee weapon without the reach special quality. You must use a natural weapon from the transfigured equipment source power for this attack of opportunity. A creature provokes an attack of opportunity only once per round this way.

Total Corruption (Su): At 20th level, your power source fully corrupts you into a warrior of unreal anatomy where your equipment and organic parts become one and the same. You gain immunity to precision damage and non-harmless polymorph effects. In addition, when using blighted surge on a creature already afflicted, you can raise your tension to the maximum in order to fully corrupt the creature into a harmless aberrant form. This functions as *baleful polymorph* with a caster level equal to your artiforged level except the creature becomes a Tiny aberration. You cannot use this when already at your maximum tension.

Clockwork Source

You rigged your body with a carefully calibrated system of turning gears and cogs that would drive a person mad to understand. Joints and augmentations possess spring loaded mechanisms that give you inhuman agility. You require access to a set of artisan's tools designed for the Craft (clockwork) skill when performing maintenance on your power source.

Class Skill: Knowledge (history).

Source Modifier: Intelligence.

Artifice Lore: You may use Knowledge (engineering) or Craft (clockwork) instead of Knowledge (arcana) to identify creatures with the clockwork subtype.

Source Powers: Your nimble steps carry the superhuman grace of a machine.

Clockwork Surge (Ex): At 1st level, during a power surge, you gain a 10-foot enhancement bonus to all movement speeds you possess. At 4th level, this bonus increases to 20 feet. At 6th level, this bonus increases to 30 feet.

Fluid Steps (Ex): At 4th level, during a power surge, you do not take a penalty for moving at full speed when using Acrobatics to move through a threatened area or an enemy's space. In addition, after a successful integrated weapon attack during a full-attack action, you may move 5 feet towards the target or to a space that causes you to threaten the target. This is not a 5-foot step, but does not provoke an attack of opportunity from the target of your attack. You may take this movement once per round. At 16th level, this increases to twice per round.

Overclock (Ex): At 8th level, when performing a full-attack action during a power surge, you may perform an additional attack with an integrated weapon at your full base attack bonus. This does not stack with *haste* or similar effects.

Blurred Motion (Ex): At 12th level, when you move 10 feet or more in a turn during a power surge, you gain 20% concealment for 1 round.

Greater Blurred Motion (Ex): At 16th level, when you take two actions to move or make a withdraw action during a power surge, you gain 50% concealment until the beginning of your next turn.

Inhuman Reflexes (Ex): At 20th level, your clockwork reflexes prove too tenacious and difficult to follow with normal sight. While your power

source is not disabled, you gain immunity to stunning and cannot become fatigued or exhausted. Once per day, during a power surge, you may raise your tension to its maximum as a swift action to double clockwork surge's enhancement bonus to movement speed. In addition, all creatures without the uncanny dodge class feature become flat-footed to you. This lasts until the end of your turn, and cannot be used if your tension is already at its maximum.

Cybernetic Source

Bleeding from cutting-edge technology, you integrate electronic devices of metal and circuitry into your body. Your hybrid mechanical existence lends you a number of tools for detecting and disabling technological devices. You require a set of artisan's tools for the Craft (mechanical) skill in order to perform maintenance on your power source.

Class Skill: Knowledge (history).

Source Modifier: Intelligence.

Artifice Lore: You gain Technologist as a bonus feat.

Source Powers: You tailor your electronic components to turn yourself into a highly adaptable warrior.

Cybernetic Surge (Ex): At 1st level, during a power surge, you gain a +2 enhancement bonus to your Strength, Dexterity, or Constitution score chosen when beginning the surge. This bonus increases to +4 at 8th level and +6 at 15th level.

Wired Stunt (Ex): At 4th level, once per round during a power surge, you can roll 1d6 and add the result to an Acrobatics, Climb, Escape Artist, Fly, Sleight of Hand, or Swim skill check. You can do this after making the check but before the results are revealed. If you roll a natural 6 on the d6, you can roll another d6 and add the result to the check. You can continue rolling extra d6 dice on each natural 6 up to a maximum number of times equal to your Dexterity modifier or source modifier (whichever is higher). You can use this ability more than once per round during a power surge, but each additional use raises your tension by 1. You cannot use it more than once on the same skill check.

Power Drain (Ex): At 8th level, your power source can drain energy from magical and technological devices. As a standard action, you can touch a

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technological device and expend 3 charges in order to heal 1d8+1 points of damage from yourself, an integrated armor, or an integrated weapon. Alternatively, you can expend 2 charges from a touched wand. Healing from a wand increases by 1d8+2 for every spell level beyond 1st level (maximum 4d8+7 for a wand of a 4th level spell). This ability counts as a cure spell of the wand's spell level for the purpose of relieving tension from your power source (treat a technological device as a 1st level spell). Wands of 0-level spells cannot be power drained and neither can non-portable technological devices such as generators that provide raw, sustained power too dangerous to drain.

Discharge Strike (Ex): At 12th level, you can raise your tension by 1 as a swift action to imbue an integrated weapon with energy disruptive to mechanical devices. The next mechanical or technical object struck by the weapon within 1 minute becomes disabled whereupon any functionality powered by electrical or complex mechanical means becomes suppressed for 1d4 rounds. Technological devices lose all charges (if any) and technological devices without charges power down. You can make a sunder attempt to use this on an item on a creature's person. If you strike a creature with the robot subtype or a mechanical construct, then the energy discharges and the creature becomes staggered for 1d4 rounds. Creatures and attended objects receive a Fortitude save to negate this effect.

Cybernetic Optimization (Ex): At 16th level, during a power surge, your cybernetics optimize based on which ability score you enhance using cybernetic surge. If you choose Strength, your integrated weapon attacks and sunder attempts ignore an amount of hardness equal to your level. If you choose Dexterity, you can perform one additional attack at your highest base attack bonus when performing a full-attack action. This does not stack with *haste* or similar effects. If you choose Constitution, you can optionally have the bonus hit points gained from increasing your Constitution modifier become temporary hit points that last until the end of your power surge.

Cyber Transcendance (Ex and Su): At 20th level, your mind and soul transcend beyond flesh and can be stored as raw information embedded in your power source. As long as you perform daily maintenance on your power source, you take no physical penalties for aging and cannot die of old age.

In addition, you can transfer your consciousness to a nearby mechanical or technological device. This functions as *object possession* with a caster level equal to your level. This raises your tension by 2 plus an additional 1 for every 10 minutes spent possessing the device. If you are slain while your power source is not disabled, you can immediately use this ability and transfer your consciousness to your power source, causing it to detach from your body as a Tiny technological object with hardness 15, 40 hit points, and a break DC of 30. Though you are still dead and cannot raise your tension or use any class features, your consciousness remains in the power source until you return to life or the power source is destroyed. You cannot use this ability if you are slain by an attack that utterly destroys your body (such as *disintegrate* or *destruction*).

Divine Source

By all accounts, your augmentations should not work as no obvious mechanical or magical device seems to animate them. Yet, they function perfectly well as your faith literally sustains their operation. With implemented devices empowered by your faith and deity, you gradually become a living holy relic that bolsters morale and faith.

When selecting this power source, you must choose a deity whose alignment must lie within one step from your own. This deity's influence sustains your augmentations. You must also choose an alignment (chaotic, evil, good, or lawful) that opposes one axis of your alignment. If you have a neutral alignment, you must choose one such alignment that best closely opposes your deity's ideals. While performing maintenance on your power source, you must have a holy (or unholy) symbol integrated to your body and spend the maintenance period praying to your deity. Your power source becomes disabled if you egregiously violate the tenets of your deity until you obtain an *atonement*.

Class Skill: Knowledge (religion).

Source Modifier: Wisdom.

Artifice Lore: You can use artifice lore to identify all types of magical items (instead of only artifice implants).

Source Powers: Divine energy courses through your integrated weaponry to strike foes that oppose your deity.

Divine Surge (Su): At 1st level, during a power surge, your integrated weapons deal an additional 1d6 points of damage against foes opposing your divine source's alignment. At 8th level, your integrated weapons instead gain either the *anarchic*, *axiomatic*, *holy*, or *unholy* special ability as appropriate for your source's alignment.

Living Atlar (Su): At 4th level, a number of creatures equal to your artificed level may pray to your deity within your presence while you perform maintenance on your power source. Each creature receives a +2 bonus on a single skill check performed within the next 24 hours or until you perform maintenance on your power source again (whichever happens first).

At 12th and 20th level, the bonus increases to +4 and +6 respectively. The decision to use the bonus must be made before attempting the check. This is a

sacred bonus if you are good or a profane bonus if you are evil. If you are neutral, the creature may choose the type of bonus granted.

Blessing of the Source (Su): At 8th level, during a power surge, you can raise your tension by 1 as a swift action to add your power surge bonus to all saving throws until the beginning of your next turn. This is a sacred bonus if you are good or a profane bonus if you are evil. Neutral artificed can choose which type of bonus; this choice cannot be changed.

Flight (Su): At 12th level, during a power surge, your power source miraculously lifts you into the air, allowing you to *fly* as the spell.

Shared Blessing (Su): At 16th level, when using blessing of the source, you may grant half the bonus to all allies within 30 feet. You may raise your tension by 2 (instead of 1) to grant the full bonus instead.

Living Reliquary (Su): At 20th level, you become a living holy (or unholy) relic reinforcing the faith of your deity. While your power source is not disabled, your body is considered a permanent fixture dedicated to your deity for the purpose of the *consecrate* and *desecrate* spells as well as similar effects. You also have a constant *magic circle* effect (such as *magic circle against evil*) against your source's opposed alignment. You can suppress or activate this effect as a standard action. Once per day, after striking a creature with a subtype of your opposed alignment with an integrated weapon, you may raise your tension to its maximum to banish the creature as the *banishment* spell (your integrated holy symbol and weapon counts as items of hatred) with a caster level equal to your artificed level. You cannot use this while your tension is at its maximum.



Elemental Source

The metaphorical heart of an elemental beats inside your chest, drawing energy from the Plane of Air, Earth, Fire, or Water. Your augmentations take the shape of energy-infused matter associated with the plane empowering your systems, such as prosthetics made of volcanic rock, ice weapons as sharp as steel, or armor crackling with solid electricity.

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At 1st level, choose one energy type (and element) to associate with your power source: acid (earth), cold (water), electricity (air), or fire. Depending on your associated energy type, you require a source of acid, cold, electricity, or fire energy when performing maintenance on your power source. Having a flask of acid, liquid ice, bottled lightning, or alchemist fire can suffice (this does not consume these items).

Class Skill: Knowledge (planes).

Source Modifier: Charisma.

Artifice Lore: Bonuses from artifice lore also apply to Knowledge (planes) checks to identify creatures with the elemental subtype.

Source Powers: Primal energies of the Inner Planes flow into your integrated weaponry.

Elemental Surge (Su): At 1st level, during a power surge, your integrated weapons deal an additional 1d4 points of damage of your source's energy type. At 4th level, this functions as the *corrosive*, *flaming*, *frost*, or *shock* ability as appropriate for your source's energy type. At 8th level, this functions as the *corrosive burst*, *flaming burst*, *icy burst*, or *shocking burst* ability as appropriate for your source's energy type.

Energy Throw (Su): At 4th level, during a power surge, you can fling a fragment of your power source's energy as a thrown weapon attack with a 10-foot range increment. This deals an amount of energy damage equal to 1d6 + your source modifier and gains your power surge bonus to attack and damage rolls. When using flurry assault, you can use energy throw in place of the extra integrated weapon attack.

Scorched Path (Su): At 8th level, when beginning a power surge, you can choose to leave behind a 5-foot-wide scorched path of energy on the ground you tread that lasts for 1 round. This path is considered difficult terrain, and creatures that move through it take energy damage equal to 1d6 + your power surge bonus.

Elemental Charge (Su): At 12th level, during power surge, you can briefly transform into energy when making a charge. During this charge, you gain a fly speed equal to your land speed and can pass through creatures and obstacles unobstructed as long as you have line of effect to your target.

Unstable Aura (Su): At 16th level, your power source has grown so powerful that it lashes out at

assailing foes. During a power surge, creatures provoke an attack of opportunity from you when striking you with a melee weapon. You must use your energy throw source power for this attack of opportunity. This attack does not provoke attacks of opportunity.

Elemental Awakening (Su): At 20th level, your flesh and soul become truly one with the elemental forces within. You gain immunity to the energy type associated with your power source.

Once per day, when you are slain, you can provoke your power source to rise from your body and transform into an elder air, earth, fire, or water elemental as appropriate your source's element. The creature dissipates into a flurry of energy after 20 minutes. If the elemental is not slain before then, you *reincarnate*, as the spell, from its remains with your artificed class features intact. Other gear (including integrated armor and weapons) still remain on your previous body, and your tension raises to its maximum (if not already at its maximum).

Nanite Source

Your body hosts a colony of Fine constructs that actively empower you in extraordinary ways. Difficult to see without visual aid, these tiny devices can combine together to perform specialized functions, such as assembling weapons protruding from your arms or form metallic contraptions grafted to your flesh. The nanites can also crawl out off your body to deconstruct or repair creatures and objects, like a swarm of mechanical worker ants.

In order to perform maintenance on your power source, you require a set of artisan's tools meant for the Craft (mechanical) skill.

Class Skill: Knowledge (history).

Source Modifier: Intelligence.

Artifice Lore: You gain Technologist as a bonus feat.

Source Powers: Nanomachines coat your integrated weaponry, deconstructing anything they touch and using the matter to your advantage.

Nanite Surge (Ex): At 1st level, once per round during a power surge, you can infect a creature struck by your integrated weapons with nanites as a free action. A creature struck must succeed on a Fortitude save or take a -2 penalty to Strength-based attack rolls, damage rolls, skill checks, and

ability checks for a number of rounds equal to your source modifier. This penalty increases to -4 at 8th level and -6 at 16th level. If you struck the creature more than once with integrated weapons since the beginning of your turn, it takes a -1 penalty to the saving throw for each hit beyond the first.

Object Deconstruction (Ex): At 4th level, nanite surge's penalty applies to a creature's hardness (if any). In addition, nanite surge affects objects struck by your integrated weapons. On a failed save, the object takes nanite surge's penalty to



hardness for the duration down to a minimum hardness of 0. If this would reduce the object's hardness below 0, the nanites deal 1d6 points of damage to the infected object each round. Non-magical objects crumble to dust when destroyed while infected. If a creature is slain while infected with nanite surge, the infection transfers to its corpse (but not equipment) for the remainder of the duration.

Nanite Dispersal (Ex): At 8th level, when you move or charge during a power surge, you may disperse your body into a cloud of nanomachines until the end of the movement. This functions as *gaseous form* except you have a fly speed of 30 feet.

Refabrication (Ex): At 12th level, you can raise your tension by 4 to have your nanites fabricate an item using the remains of a non-magical object destroyed while infected with nanite surge within the last 5 minutes. This functions as the *fabricate* spell using the destroyed item as the material component.

Nanite Regeneration (Ex): At 16th level, your integrated armor and weapons automatically heal at a rate of 4 hit points per round. In addition, you gain fast healing 4 during a power surge. You may raise your tension to its maximum as a full-round action to regenerate a severed body member or grow back a ruined organ. You cannot regenerate if already at your maximum tension.

Bodily Reconstruction (Ex): At 20th level, your body and the nanites of your power source become one, rendering you immune to poison and diseases. You may have your nanites consume an amount of organic compounds valued at 5,000 gp in a process that takes 1 hour to complete. Once complete, you may have your power source disperse into a cloud of shimmering nanomachines the next time you are slain. The cloud spends each round flying towards a safe location of your choice with a speed of 20 with perfect maneuverability. Once there, the nanites begin rebuilding your body. If the nanites complete this task in 24 hours without interruption, you revive into the newly created body as the *clone* spell with your artificed class features (but not integrated weapons and armor) intact. You must have your power source consume more organic compounds in order to use this ability again. *Disintegrate*, *destruction*, and other effects that utterly destroy your body thwart this ability.

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Natural Source

Instead of relying on dead, inanimate machinations, you draw power from a living symbiotic plant or colony of fungi infused into your flesh. Obsolete limbs become replaced with resilient wooden plant tissue, and clever cultivation gives rise to plant-like devices and weapons grown onto your body. Gradually, you appear more like a heavily armed half-treant.

You require a set of tools for the Profession (herbalist) skill in order to perform maintenance on your power source.

Class Skill: Knowledge (nature).

Source Modifier: Wisdom.

Artifice Lore: You may use Knowledge (nature) in place of Knowledge (arcana) when identifying constructs made from wood, stone, and other natural resources.

Source Powers: The living organisms of your power source bolster your body's defenses and provide provide sustenance, resilience, and tools for battle.

Natural Surge (Su): At 1st level, during a power surge, you gain a natural armor bonus equal to 1 + your power surge bonus.

Vine Bolt (Su): At 4th level, during a natural surge, you can fling an entangling strand of vines as a ranged attack with a 10-foot range increment. On a successful ranged touch attack, a creature hit becomes entangled until they remove the vines as a standard action. If not removed, the vines naturally wither away after a number of rounds equal to your source modifier. You may use vine bolt in place of flurry assault's bonus attack despite not being an integrated weapon attack.

Thorny Trail (Su): At 8th level, when beginning a natural surge, you can choose to leave behind a 5-foot-wide path of thorny vegetation on the ground you tread that lasts for 1 round. This path is considered difficult terrain, and creatures that move through it must succeed on a Reflex save or suffer the effects as if they stepped on caltrops. A thorny trail may only grow on ground where plants could feasibly grow, such as soil, a forest bed, or cobblestone with enough gaps between each stone for vegetation to sprout.

Growth Surge (Su): At 12th level, when beginning a natural surge, you may spur rampant growth from your power source. You gain the effects of *enlarge person* until the end of your power surge.

Regeneration (Su): At 16th level, you gain fast healing 4 during a power surge. You may raise your tension to its maximum as a full-round action to regenerate a severed body member or grow back a ruined organ. You cannot use this ability if already at your maximum tension.

Wild Growth Surge (Su): At 20th level, your power source grows into a force that constantly sustains and nourishes your body as if a *ring of sustenance*. At the beginning of your turn during a power surge, you can raise your tension by 2 as a free action to gain the effects of *mythic enlarge person* until the beginning of your next turn. This is not considered a mythic spell.

Occult Source

The technology grafted to your body attempt to bridge the gap between the world of the living and the realm of the dead, augmenting you with devices powered by souls and occult rituals.

You must perform a seance or a series of occult rituals when performing maintenance on your power source. This requires an automatic writing planchette.

Class Skill: Knowledge (religion).

Source Modifier: Wisdom.

Artifice Lore: You gain Psychic Sensitivity as a bonus feat. Bonuses from artifice lore apply to Knowledge (religion) checks to identify haunts as well as any checks to identify constructs and objects made from aether, ectoplasm, and similar occultic materials.

Source Powers: Strange phenomena manifest from your power source as you engage in battle.

Occult Surge (Su): At 1st level, add your power surge bonus on Intimidate checks during a power surge. Once per round as a swift action, you can emit the shriek of screaming souls from your power source heard only by creatures struck by your integrated weapons since the beginning of your turn. You attempt an Intimidate check to demoralize each such creature.

Ghastly Arsenal (Su): At 4th level, your integrated weapons gain the *ghost touch* special ability during a power surge.

Haunt Hunter (Su): At 8th level, your

augmentations become optimized to detect and interact with occultic entities. As a standard action, during a power surge, you can perform a single integrated weapon attack against a haunt or undead creature and convert all of the damage to positive energy (this has no effect on living creatures). You can raise your tension by 1 as a standard action to begin scanning the area for haunts until you stop concentrating. This functions as *detect undead* with a caster level equal to your artificed level except it only allows you to notice haunts and incorporeal undead.

Aetheric Assault (Su): At 12th level, in place of an integrated weapon attack during a power surge, your power source can shroud a nearby object in aether and fling it as a ranged attack. The attack has a 30-foot range increment and deals an amount of bludgeoning damage equal to 1d6 + your source modifier + your power surge bonus. This is magical for the purpose of bypassing damage reduction. The object must be unattended and cannot weigh more than 5 pounds. You must be within 30 feet of this object and have line of sight and line of effect. The attack uses the object's original position instead of your position for determining cover. You can use this ability with occult surge, ghastly arsenal, and flurry assault as if it were an integrated weapon attack.

Ectoplasmic Phase (Su): At 16th level, your power source can transmute your flesh into ectoplasm and phase your existence between the realms of the living and the dead. Your integrated armor gains the *ghost touch* special ability. While moving during a power surge, you can raise your tension by 1 to pass through a single wall or obstacle. Your movement speed is halved while passing through the wall or obstacle, and you cannot end your movement inside of it. Any surface you pass through becomes lined with a silvery mucus that lingers for 1 minute.

Haunted Source (Sp, Su): At 20th level, the devices within your body fully attune to realms beyond the living. You can raise your tension by 3 to cast *call spirit* as a spell-like ability. While your power source is not disabled, you can speak with any undead creature as if you shared a language.

When slain while below your maximum tension, you may choose to have the power source within your corpse transform into an item-bounded haunt. On its initiative when manifested, the haunt performs a full-attack action enemies within 60 feet using the aetheric assault source power as if it were you. The full-attack action uses your total

ranged attack bonus as if under the effects of power surge. The haunt cannot perform other actions and gains none of your other abilities.

The haunt has half your total hit points, a Perception DC of 10, and a weakness against positive energy. For each round the haunt lingers, your tension raises by 1. The haunt lasts until destroyed, until your tension exceeds its maximum, or until you are raised from the dead. Your power source can only turn into a haunt once per day.

Solar Source

The all-revealing light of the sun sustains your augmentations. You merged your body with reflective devices, light absorbing runes, or perhaps armor and weapons composed of solidified golden radiance.

You can only perform maintenance on your power source if you have been exposed to sunlight or a sunrod for at least 10 minutes in the last 24 hours.

Class Skill: Knowledge (planes).

Source Modifier: Charisma.

Artifice Lore: Bonuses from artifice lore apply to Knowledge (planes) checks to identify creatures from the Plane of Fire, the Plane of Shadow, and any Knowledge check to identify creatures native to other planets.

Source Powers: Your radiant integrated weapons spread your light to foes, rendering them blind and unable to hide from your brilliance.

Solar Surge (Su): At 1st level, during a power surge, your integrated weapons radiate magical light as a torch. This light cannot be suppressed or dispelled by darkness spells and spell-like abilities with a spell level lower than half your artificed level. Creatures hit by your integrated weapons glow as *faerie fire* for 1 round.

Blinding Radiance (Su): At 4th level, creatures affected by solar surge's glow effect must succeed on a Will save or treat other creatures as if they had concealment (20% miss chance) for a number of rounds equal to your power surge bonus. Creatures immune to blindness are not affected.

Path of Light (Su): At 8th level, when beginning a power surge, you may choose to leave behind a

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trail of light until the end of the power surge. Each 5-foot square you exit becomes illuminated in light that raises the light level by one step in that square. Any enemy entering such a square becomes affected by solar surge's *faerie fire* effect and must succeed on a Will save against blinding radiance. Each path of light you create lasts until the beginning of your next turn.

Shadow Bane (Su): At 12th level, during a power surge, your integrated weapons gain the *bane* special ability against creatures from the Plane of Shadow and creatures possessing a vulnerability to light. When struck by your integrated weapons during a power surge, a creature already affected by blinding radiance must succeed on a Will save or become blinded for the remainder of blinding radiance's duration.

Luminant Trespass (Sp): At 16th level, during a power surge, you can raise your tension by 1 as a move action to transform yourself into a flash of light and travel from one light source to another. You move into a light source in an adjacent square and arrive at an unoccupied square adjacent to another light source you see within 100 feet. This is an evocation effect with the light descriptor.

True Source (Su, Sp): At 20th level, your power source becomes self-sustaining and no longer requires sunlight to maintain. While your power source is not disabled, you emit a 5-foot-radius aura that reveals creatures and objects within the area as if any creature looking at them has *true seeing*. You can suppress or reactivate this aura as a full-round action. Once per day, you can raise your tension to its maximum to discharge a powerful *sunburst* centered on a corner of your square and exclude yourself and allies from the area effect. You cannot use this if your tension is already at its maximum.



Steam Source

Nestled beside your heart lies a blazing furnace empowering your augmentations. Mechanical devices of iron adorn your body and rely on pressurized gases to function. You require access to a supply of water and lumber when performing maintenance on your power source. Alternatively, you can use an alchemist's kit.

Class Skill: Knowledge (history).

Source Modifier: Intelligence.

Artifice Lore: You may use Knowledge (engineering) or Craft (alchemy) in place of Knowledge (arcana) to identify constructs powered by mechanical devices, alchemy, or steam engines.

Source Powers: Like a relentless machine, you charge head first into battle.

Steam Surge (Ex): At 1st level, during a power surge, your power surge bonus to damage rolls doubles on integrated weapon attacks made during a charge or on the first attack performed during a full-attack action. In addition, when performing an integrated melee attack during a charge, you add 1-1/2 your Strength modifier to this attack's damage roll.

Steam Trail (Ex): At 4th level, you can see through fire, fog, mist, smoke, and steam as long as the light is sufficient enough for you to see normally. During a power surge, you can choose to leave behind a trail of steam. Squares you exit become filled with vapor similar to *obscuring mist* for 1 round.

Heat Aura (Ex): At 8th level, whenever you raise your tension, the heated air generated by your power source obscures vision of you, granting you 20% concealment for 1 round.

Charging Flurry (Ex): At 12th level, you can forgo the normal benefits of steam surge to perform a full-attack action with integrated weapons when you charge during a power surge. You must perform these attacks against the same target.

Unstoppable Machine (Ex): At 16th level, you may raise your tension by 2 as a swift action to gain the benefits of *freedom of movement* until the end of your turn. This does not allow you to move and attack freely underwater.

Steampowered Charge (Ex): At 20th level, you become a tireless, steam-powered machine. You do not need to sleep and cannot become fatigued or exhausted while your power source is not disabled. You can raise your tension to its maximum in order to move 10 times your speed during a charge or 20 times your speed during a run. Your carry capacity triples during this movement.

Source Powers: The undead flesh of your augmentations allow you to withstand punishment no living creature can endure.

Unlife Surge (Su): At 1st level, when you begin a power surge, you gain a number of temporary hit points equal to $2 \times$ your level. At 12th level, this increases to $3 \times$ your level. These temporary hit points remain until the end of your power surge.

Demoralizing Résilience (Ex): At 4th level, your tolerance for pain leaves foes believing in the futility of harming you.



Unlife Source

You harvest specimens from the dead in order to become a half-undead juggernaut. Many of your augmentations take the form of organs or limbs reanimated using a negative energy reactor. You require access to a set of surgeon's tools when performing maintenance on your power source.

Class Skill: Knowledge (religion).

Source Modifier: Charisma.

Artifice Lore: You may use Knowledge (religion) in place of Knowledge (arcana) when identifying constructs made by animating bones, corpses, flesh, or other components from dead creatures.

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When a creature causes damage that removes temporary hit points gained from unlife surge, you may attempt an Intimidate check to demoralize the creature as an immediate action.

Salvage the Dead (Ex): At 8th level, you can spend 1 hour surgically implanting body parts harvested from the corpse of a creature that died within 1 week. During the surgery, choose from the following abilities the creature possessed in life: 2 claw natural attacks, 1 bite natural attack, climb speed 30 feet, darkvision 60 feet, fly speed 30 feet, low-light vision, swim speed 30 feet, and scent. For a number of days equal to your artificed level, you gain use of these abilities during a power surge. You can salvage a number of abilities equal to your power surge bonus.

Threshold of Undeath (Su): At 12th level, you remain conscious while your hit point total is below 0. If you have the Diehard feat, you die when your hit point total is equal to or greater than double your Constitution modifier. By concentrating each round as a full-round action and remaining still in a method that slows your heartbeat and breathing, you can cause casual observers to believe you are dead unless they succeed at a Heal check opposed by your Bluff check. If you rouse yourself from this false death by beginning a power surge, any creature with 30 feet that failed to discover your ruse must succeed at a Will save or become frightened for 1 round.

Unflinching (Su): At 16th level, you may raise your tension by 1 as an immediate action to gain DR 15/- against a single attack. If the attack deals no damage, you can attempt an Intimidate check to demoralize the assailing creature as part of this immediate action.

Undying Body (Su): At 20th level, you become a relentless undying titan sustained by your power source. While your power source is not disabled, you gain immunity to nonlethal damage and paralysis. When you lose enough hit points to become slain, you may begin a power surge as an immediate action in order to remain alive until the end of the power surge. This raises your tension by 2, and sustaining the power surge each round increases your tension by 2 instead of 1. You take penalties as normal for having negative hit points. You die if you have an amount of negative hit points equal to or greater than your maximum hit point total, or if the power surge ends while you have an amount of hit points that would cause you to die. This ability only prolongs death caused by loss of hit points.

ARCHETYPES

Artiforged Archetypes

An augmented warrior takes many shapes and utilizes different methods to integrate weaponry into his body. The following are archetypes for the artiforged class.

Beast Machine

Why build yourself into the perfect warrior when the wild already harbors the most efficient combatants and hunters one can ever witness? Grafting parts to their bodies to gain savage weaponry and animal-like senses, these artiforged augment themselves to mimic the appearance and functionality of the greatest beasts that hunt in the wild.

Class Skills: A beast machine has Knowledge (nature) and Survival as class skills. Disable Device and Knowledge (dungeoneering) are not class skills for a beast machine. If the beast machine has a power source that lists Knowledge (nature) as a class skill, he may apply bonuses from artifice lore on Knowledge (nature) checks to identify animals.

Weapon and Armor Proficiency: A beast machine is not proficient in martial weapons except for the handaxe, kukri, light hammer, machete, scimitar, shortbow, and throwing axe. This alters weapon proficiencies.

Integrated Natural Weapons (Ex): At 1st level, a beast machine forges a fearsome pair of retractable claws to his hands. He gains two integrated claw natural attacks that deal 1d4 points of damage. The beast machine can shift his hands back to normal or re-deploy the claws as a move action, allowing him to conceal the natural weapons. At 2nd level, the beast machine gains an integrated bite attack that deals 1d6 points of damage and functions similarly to his integrated claws.

The beast machine cannot integrate manufactured weapons and gains no benefit from the extra integrated weapon upgrade. Only his integrated natural attacks and special attacks gained from source powers (such as the energy throw elemental source power) may benefit from power surge, upgrades, and other artiforged class features that affect integrated weapon attacks.

This replaces integrated weapon and flurry assault.

Upgrades: The following upgrades are available to a beast machine.

Beast Mode (Ex): The beast machine chooses one Medium or Small animal when he selects this upgrade. When the beast machine begins a power surge, he can shift his bodily augmentations around to assume the form of a humanoid with the size and characteristics of his animal of choice. This functions as *alter self* that lasts until the end of the power surge. The beast machine does not adjust his ability scores and does not gain the animal's natural attacks. Unless the beast machine has the disguise upgrade, this form displays the characteristics of his power source, and it appears obvious that you obtained this form by artificial means, granting no bonuses to Disguise checks to appear as a different race. At 4th level, he adjusts his ability scores when entering beast mode. The beast machine can use his integrated natural weapons, source powers, and upgrades as normal in this form. This is a polymorph effect.

Versatile Beast Mode (Ex): Once per day when the beast machine performs maintenance on his power source, he may select a number of Medium or Small animals equal to his source modifier (minimum 1). When entering beast mode, he may select one of these animals as his animal of choice instead of the one chosen when he gained the beast mode upgrade. The artiforged must have the beast mode upgrade to select this upgrade.

Wild Beast Mode (Ex): When the artiforged enters beast mode, he may assume the form of his animal of choice as *beast shape I*. He gains the form's natural weapons and treats them as integrated natural weapons. As normal for beast mode, you are obviously not this type of creature to onlookers unless you possess the disguise upgrade. The beast machine must be at least 4th level to select this upgrade and have the beast mode upgrade.

Iron Claws (Ex): At 5th level, a beast machine can enhance his integrated natural weapons using the parts of manufactured weapons. He can integrate a pair of gauntlets in the same manner as a standard artiforged. Instead of functioning as integrated weapons, the gauntlets bestow their enhancement bonuses, magical enhancements, and special materials to the beast machine's integrated natural attacks. Both gauntlets must have the same enhancement bonuses, magical enhancements, and special materials in order to bestow these benefits.

This replaces artificing.

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Bestial Configuration (Ex): The beast machine specially tailors his selection of armor configurations to optimize himself as a supreme hunter. He may select the following as armor configurations. This replaces damage reduction and the artiforged's normal selection of armor configurations.

Acute Senses: The beast machine may add his power surge bonus on Perception, Sense Motive, and Survival checks (even while not during a power surge).

Camouflage: The beast machine augments his armor to better blend into an environment chosen from the ranger's favored terrain list. He gains a +2 circumstance bonus to Stealth checks while in this terrain. He may select this configuration more than once, each time choosing a different terrain.

Environment: The beast machine can rig his armor to protect him from his choice of cold environments or hot environments, as *endure elements*. He may select this configuration again to protect himself from both cold and hot environments instead of one or the other.

Scent: The beast machine gains the scent universal monster ability.

Tremorsense: The beast machine gains tremorsense 5 feet. He may select this configuration multiple times, each time increasing the range to a maximum of tremorsense 15 feet.

Vision: The beast machine gains low-light vision. If he already has low-light vision, he gains darkvision 30 feet. If he already has darkvision 30 feet and low-light vision, he gains darkvision 60 feet. The beast machine can select this multiple times as long as he does not already possess darkvision 60 feet.

Advanced Upgrade: The beast machine may select this upgrade as an advanced upgrade.

Persistent Form (Ex): Once per day, the beast machine can enter beast mode without beginning a power surge. He remains in this form until he changes back as a standard action. The beast machine must have the beast mode upgrade to select this upgrade.

Dual-Sourced Artiforged

Filled with a mixture of brilliance and madness, a select few artiforged dare to empower their bodies with two distinct power systems, allowing their integrated

weaponry to take on the properties of both sources. The dual sources allow the artiforged to augment the secondary effects of their integrated weaponry when they overload their power sources, creating a truly unique artificial warrior.

At 1st level, a dual-sourced artiforged chooses two different power sources and gains a combined mixture of benefits from both sources. However, the competing systems negate the precision and power his integrated weaponry normally gains from power surge (see below).

Power Surge: A dual-sourced artiforged adds the effects of source powers from both power sources to his integrated weapon attacks. However, he does not add his power surge bonus to the attack and damage rolls of his integrated weapons. He still possesses a power surge bonus for determining the effects of source powers and other class features.

Class Skill: The artiforged gains the class skills of both power sources.

Source Modifier: The artiforged chooses an ability score from either of his power sources as his source modifier. Once chosen, this cannot be changed.

Artifice Lore: The artiforged gains the augmented benefits of artifice lore from both his power sources.

Source Powers: At 1st level, the artiforged gains the 1st level source power of both power sources. He gains one additional source power from a power source of his choice at 4th, 8th, 12th, 16th level, and 20th level. The artiforged may choose a different power source at each of these levels. From the chosen power source, he must select the lowest level power available to him not yet obtained.

Tension: The power sources of a dual-sourced artiforged share the same pool of tension. However, he must perform daily maintenance on both power sources in order to relieve tension. The artiforged can perform this maintenance within the same 1 hour period. If only one power source is properly maintained or enabled, the artiforged naturally removes tension at a rate of 1 per 2 hours (instead of 1 hour), and healing removes half the amount of tension than normal (minimum 0).

Devout Machina

Many artiforged find enough inspiration and faith to integrate scripture into their bodies and cast spells granted by a divine patron. Such devout machina often

possess a divine power source while others consider alternate types of augmentations as divine gifts in their own right.

Spells: Beginning at 4th level, an devout machina can cast spells as a paladin of his level except he uses his power source's ability score in place of Charisma for saving throw DCs and other aspects of spellcasting.

This replaces the upgrades gained at 4th, 8th, 12th, 16th, and 20th level.

Eldritch Machina

In the study of magical devices, many artiforged learn to prepare and cast spells at the cost of studying further ways to augment themselves. Other integrate spellcraft directly into their body, often (but not always) utilizing an arcane power source.

Spells: Beginning at 4th level, an eldritch machina can cast spells as a bloodrager of his level except he uses his power source's ability score in place of Charisma for saving throw DCs and other aspects of spellcasting.

An eldritch machina can cast eldritch machina spells while wearing light armor or medium armor without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, an eldritch machina wearing heavy armor or wielding a shield incurs a chance of arcane spell failure if the spell in question has somatic components.

This replaces the upgrades gained at 4th, 8th, 12th, 16th, and 20th level.

Exoforged

Instead of directly applying augmentations to his body, an exoforged installs weapons and gadgets into a suit of armor fueled by a power source inside his chest.

Exoarmor (Ex): An exoforged integrates weapons into a suit of armor instead of himself. He must wear this exoarmor in order to utilize his integrated weapons, source powers, and upgrades. These class features do not function while the armor is worn by other creatures. The exoforged can only have one exoarmor at any given time. While not wearing the armor, the exoforged gains a +10 bonus on Disguise checks to appear as a non-artiforged member of his race; this stacks with the bonus from the disguise upgrade.

He can designate another suit of armor as his exoarmor by spending 8 hours transferring his integrated weapons and augmentations. Integrated weapons do not lose hit points from this process. If the exoarmor is lost or destroyed, the exoforged may designate a new suit of armor as his exoarmor by following the same procedure as an ex-artiforged restoring his class features.

This alters integrated weapon. This archetype may be combined with archetypes that alter or replace integrated weapon with new abilities. The exoforged may only benefit from these abilities while wearing his exoarmor. If the replacement ability grants a weapon (such as the sourcebound artiforged's source weapon), the exoforged cannot wield the weapon unless he wears his exoarmor.

Upgrades: The exoforged can select the following upgrade.

Extra Exoarmor (Ex): The artiforged can designate a second suit of armor as his exoarmor. Each exoarmor provides access to the same artiforged class features as normal. However, the armors do not share the same integrated weapons, and the exoforged must integrate weapons separately in each exoarmor. He can have up to one integrated weapon installed in each exoarmor, and the extra integrated weapon upgrade adds one additional weapon that can be installed in each armor.

An artiforged with the armor configuration class feature can install different configurations in each exoarmor. An armor can have a maximum number of configurations as an artiforged could normally possess for his integrated armor. An artiforged can select this upgrade up to three times.

Armor Beacon (Ex): At 3rd level, the exoforged can transform his exoarmor into a small worn object such as a necklace or bracelet and back again as a full-round action. While wearing the armor in its item form, the exoforged can deploy and retract the armor from its item form as if it were his integrated armor. Retracting an exoarmor into its item form also retracts any drawn integrated weapons.

If he has the extra exoarmor upgrade and wears multiple armor beacons, the exoforged can retract his currently worn armor and deploy another exoarmor as part of the same full-round action. The armor reverts to its normal form if the exoforged transfers his augmentations to another suit of armor. The exoarmor is otherwise treated as integrated armor.

This alters integrated armor.

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Forged Fist

Optimizing his body for agile unarmed combat, a forged fist literally engineers his fists into deadly weapons.

Weapon and Armor Proficiency: A forged fist is proficient with simple weapons, weapons from the close fighter group, light armor, and shields (but not tower shields). He is not proficient with medium armor. The forged fist loses the benefit of the flurry assault class feature if he wears medium or heavy armor or becomes encumbered by carrying greater than a light load.

This replaces the artiforged's normal weapon and armor proficiencies.

Augmented Unarmed Strike (Ex): When a forged fist integrates a pair of gauntlets for a creature of his size, the gauntlets directly augment his unarmed strikes instead of functioning as weapons. While having the gauntlets attached, the forged fist gains the Improved Unarmed Strike feat, which counts towards the purpose of feat prerequisites.

His unarmed strikes deal 1d6 points of damage (1d4 for a Small forged fist) plus his full Strength modifier. The unarmed strikes are never considered off-hand attacks and gain the benefits of any enhancement bonuses and magical enhancements possessed by the gauntlets. Both gauntlets must have the same enhancement bonuses and magical enhancements in order to bestow these benefits. A forged fist's unarmed strikes can be sundered, dividing the damage between the integrated gauntlets. If at least one gauntlet breaks, his unarmed strikes take penalties for wielding a broken weapon.

The forged fist treats his augmented unarmed strikes as integrated weapons for power surge, flurry assault, upgrades, and other artiforged class features. However, attacks from his other integrated weapons do not benefit from these class features. Special attacks gained from power sources (such as the energy throw elemental source power) still benefit from these class features as normal.

At 5th level, the forged fist's unarmed strikes benefit from any special materials of his integrated gauntlets. Both gauntlets must be made of the same material.

This alters integrated weapon.

Unarmed Flurry Assault (Ex): At 2nd level, all attacks performed during the forged fist's flurry assault must be augmented unarmed strikes or integrated weapon attacks gained from source powers. At 8th level, a forged fist can perform an additional attack at a –5 penalty. At 16th level, a forged fist can perform an additional attack at a –10 penalty. A forged fist's flurry assault counts as brawler's flurry or the monk's flurry of blows for the purpose of feat prerequisites.

This alters flurry assault and replaces the upgrades gained at 8th and 16th level.

Upgrades: The following upgrade is available to a forged fist.

Style Rigging (Ex): The forged fist rigs his augmentations to suit a particular combat style, granting him a combat style feat for which he qualifies for. He adds his artiforged levels to his monk levels for the feat's prerequisites. He can select this upgrade more than once, each time selecting a different combat style feat that lists a feat gained from this upgrade as a prerequisite.

Advanced Upgrades: The following upgrade is available to a forged fist.

Unarmed Reconfiguration (Ex): The forged fist can spend 1 hour reconfiguring his limbs to change the



damage of his unarmed strikes to his choice of bludgeoning, piercing, or slashing damage. He can raise his tension by 2 to reconfigure his unarmed strikes as a full-round action.

Junkyard Titan

Not all artiforged possess the luxury of quality materials and fine tools. A select few learn to augment their bodies with whatever items they can procure. Such junkyard titans can improvise themselves into highly adaptable warriors.

Weapon and Armor Proficiency: A junkyard titan is not proficient with martial weapons. This alters the artiforged's normal weapon and armor proficiencies.

Improvised Integration (Ex): A junkyard titan gains Catch Off Guard as a bonus feat. He learns to attach mundane objects to his body and wield them as weapons. However, a junkyard titan must wield his integrated weapons as improvised melee weapons. He may eject an integrated weapon as an improvised thrown weapon attack and does not take improvised weapon penalties for doing so. For a junkyard titan, attaching or detaching an integrated weapon only takes a full-round action.

This alters integrated weapon.

Upgrades: The following upgrades are available to a junkyard titan.

Enhancement Allocation (Ex): Whenever the junkyard titan gains an enhancement bonus or magical abilities to his unarmed strikes via *magic fang* or a similar effect, the junkyard titan may apply this benefit to all attacks from his integrated improvised weapons instead. This lasts for the remainder of the effect's duration or until the junkyard titan removes the item granting the effect.

Reckless Trick (Ex): Once per round on his turn, the junkyard titan can raise his tension by 1 to break an improvised integrated weapon in order to perform a dirty trick combat maneuver in place of a melee attack. An already broken weapon becomes destroyed instead. The junkyard titan can choose to destroy a non-broken improvised integrated weapon to gain a +4 circumstance bonus on this check. This stacks with the Quick Dirty Trick feat.

Scrap Hull (Ex): At 9th level, the junkyard titan may select scrap hull as an armor configuration option. When he configures scrap hull into his integrated

armor, the junkyard titan covers his body with an assortment of scrap and mundane items totalling 400 gp in value. The junkyard titan has DR 10/adamantine while having his armor deployed with a scrap hull. The configuration ends after the scrap hull has prevented a total of 10 hit points of damage per artiforged level (maximum 150) or 8 hours have elapsed, whichever occurs first. Afterward, the junkyard titan loses the armor configuration slot until the next time he performs maintenance on his power source. Any items used to create a scrap hull are considered destroyed.

This alters armor configuration and replaces damage reduction.

Advanced Upgrades: The following advanced upgrade is available to a junkyard titan.

Improvised Upgrade (Ex): The junkyard titan can cobble together an upgrade to fit his needs. When performing maintenance on his power source, he may select a normal upgrade he does not possess for which he meets the prerequisites. The junkyard titan temporarily gains this upgrade until he performs maintenance on his power source again. An improvised upgrade eventually falls apart and becomes unusable if 24 hours passes without the artiforged maintaining his power source.



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Kagemashin

Often called the “mechanical shadows,” kagemashins specially rig their bodies for grace, speed, and stealth.

Class Skills: The kagemashin gains Stealth as a class skill.

Weapon and Armor Proficiency: A kagemashin is proficient with all simple weapons, plus the kama, katana, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi. He is proficient with light armor but not with shields. This replaces the artificer’s normal weapon and armor proficiencies.

Deadly Finesse: A kagemashin receives Weapon Finesse as a bonus feat. If the kagemashin uses the integrated finesse upgrade or another ability to add his Dexterity modifier in place of his Strength modifier to damage rolls, he may apply this benefit to the damage rolls of integrated ranged weapons that fire shurikens as ammunition.

Agile Power Surge (Ex): A kagemashin may add his power surge bonus to Dexterity checks (except for initiative) and Stealth checks.

Upgrades: A kagemashin may select the following upgrades.

Precise Surge (Ex): During a power surge, the kagemashin doubles his power surge bonus to integrated weapon damage rolls when striking a creature that is denied their Dexterity bonus to AC or flanked by the kagemashin. The target must be within 30 feet of the kagemashin and not have total concealment.

Integrated Armor (Ex): A kagemashin may only select light armor as his integrated armor, even if he selects the improved integrated armor upgrade. This alters integrated armor.

Sourcebound Artificer

Artificer become one with their weaponry, some less literally than others. Instead of physically bonding with his arsenal, a sourcebound artificer hones a specialized weapon attuned to and sustained by his power source, strengthening the weapon as the source grows with power.

This archetype may be combined with the kagemashin archetype.

Armor and Weapon Proficiency: A sourcebound artificer is proficient in simple weapons and a single martial or exotic weapon of his choice. He is also proficient in light armor and shields (but not tower shields).

If the soundbound artificer has the kagemashin archetype, he gains proficiency in simple weapons, light armor, and shields (but not tower shields). He is also proficient in one of the following weapons of his choice: kama, katana, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi.

This replaces the artificer’s armor and weapon proficiencies.

Source Weapon (Ex): A sourcebound artificer begins play with a specially augmented weapon of masterwork quality and not made of any special materials. Such a weapon bonds with the artificer’s power source and often appears mechanical or possesses cosmetic traits related to the power source. The artificer treats this weapon as an integrated weapon for the purpose of power surge, flurry assault, upgrades, and other class features. If the weapon becomes destroyed, the artificer must construct a new weapon and attune it with his power source in a process that costs 200 gp per artificer level and requires 24 hours to complete.

This replaces integrated weapon.

Source Enhancement (Su): At 3rd level, the artificer’s source weapon gains a +1 enhancement bonus. This bonus increases by +1 at 6th level and every 3 levels after to a maximum of +5 at 15th level. These enhancement bonuses only function while wielded by the artificer. The weapon loses its enhancement bonuses and all special abilities while the artificer’s power source is disabled. A source weapon cannot be magically enhanced using magic item creation feats, but may be repaired as normal.

This replaces the upgrades gained at 2nd, 6th, 10th, 14th, and 18th level.

Weapon Configuration (Ex): Beginning at 7th level, the artificer can spend a full-round action to configure special abilities into his source weapon. These configurations only function during a power surge, but remain set until the artificer spends another full-round action to reconfigure his weapon.

At 7th level, the artificer can add a 1-point configuration to his weapon. At 11th level, he can add up to 2 points worth of configurations to his weapon. The total number of points worth of configurations he

can add increases to 3 at 15th level and 4 at 19th level. The artiforged cannot add an ability already possessed by the weapon, and he cannot add abilities not appropriate to the source weapon's type. This replaces armor configuration.

1-Point Configurations: distance, flaming, frost, keen, returning, shock.

2-Point Configurations: corrosive, flaming burst, ghost touch, icy burst, seeking, shocking burst.

3-Point Configurations: corrosive burst, speed.

4-Point Configurations: dancing, brilliant energy.

Upgrades: The following upgrades are available to a sourcebound artiforged.

Persistent Configuration (Ex): When the artiforged configures his source weapon, he may raise his tension by 2 to have the configurations function even while the artiforged does not under the effects of power surge. This lasts until the artiforged reconfigures his weapon again, which

requires another use of this upgrade if he wishes to have the new configurations persist beyond a power surge. The artiforged must have the weapon configuration class feature in order to select this upgrade.

Intelligent Weapon (Ex): The artiforged shards a piece of his consciousness to form sentience into his source weapon. This functions similarly to an intelligent item with the statistics of a bladebound magus's blackblade using his artiforged level as his magus level. Instead of gaining ranks in Knowledge (arcana), a source weapon gains ranks in the skill associated with the artiforged's power source. A source weapon gains the alertness and telepathy abilities, but does not gain any other abilities from the list of black blade ability descriptions. An artiforged cannot select the familiar upgrade or gain a familiar-like class feature by any other means (including a bladebound magus's blackblade). The source weapon must possess a +1 enhancement bonus before the artiforged can select this upgrade.



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Tank Mauler

A longsword or a hand crossbow is not enough for some artiforged. These masterful warriors support their limbs with mechanisms that allow them to graft weapons of impressive size to their bodies. Though lacking the finesse, subtlety, and versatility of other artiforged, tank maulers can have their arms deploy integrated weapons that most able-bodied combatants need two hands to wield.

Heavy Integrated Weapon (Ex): Unlike a normal artiforged, a tank mauler must wield an integrated weapon with one hand, and an integrated weapon occupies a free hand while deployed. However, a tank mauler may integrate two-handed melee weapons and ranged weapons that require two hands to wield. Unless the tank mauler uses an additional free hand to brace himself, he takes a –4 penalty to attack rolls when using an integrated two-handed melee weapon, and such a weapon is treated as a one-handed weapon for the purpose of Power Attack and other bonuses to damage rolls. A tank mauler must use two hands to perform attacks with integrated longbows and other ranged weapons that require use of both hands to wield.

This alters integrated weapon.

Other Class Archetypes

Inventive adventurers of all stripes and origins can dabble in the art of artiforging. Many of the following archetypes allow other classes to gain artiforged abilities as thematically appropriate. A character of these archetypes whose body becomes lost or destroyed follow the same rules as an ex-artiforged with respect to these class features.

Blastmauler (Alchemist)

An alchemist with the right mindset sees a lost limb as an opportunity. Blastmaulers graft weapons to their bodies capable of delivering the

alchemist's explosive concoctions.

Martial Weapon Proficiency: A blastmauler gains proficiency in a martial weapon of his choice. This replaces Brew Potion.

Integrated Weapon (Ex): A blastmauler gains Amateur Artiforged as a bonus feat, even if he does not meet the prerequisites. This replaces throw anything.

Blast Strike (Su): A blastmauler does not prepare bombs for use as thrown splash weapons. Instead, he creates bombs in the form of explosive cartridges loaded into an internal reservoir attached to his



integrated weapon. These specially-made cartridges can only be loaded into the blastmauler's own integrated weaponry.

As a standard action, the blastmauler can prime a bomb loaded in his integrated weapon and perform a blast strike. He makes a single attack using his integrated weapon at his highest base attack bonus. A successful attack deals damage normally and detonates the bomb as if an alchemist had thrown it. A melee blast strike deals its splash damage in a 15-foot cone originating from the struck target's square. A missed ranged blast strike lands off-target like a thrown splash weapon, except the bomb explodes two squares away from the target instead of one. The blastmauler adds his Intelligence bonus to the bomb's damage roll.

The blastmauler can use alchemist discoveries to modify blast cartridges as normal for an alchemist. Bomb discoveries cannot modify a blast strike's splash area, but can still double the blast radius and increase a melee blast strike to a 30-foot cone. A blastmauler with the fast bombs discovery can perform multiple blast strikes as a full-round action as if performing a full attack action.

This alters bombs.

Chrome Paladin (Paladin)

Named for the luster of their augmentations, chrome paladins build themselves into the perfect soldier for their god's cause. Such a practice carries a significant stigma in orthodox circles, who see the mixture of flesh and metal a vulgar obstacle between one's self and faith. The tendency for heavily augmented paladins to lose their spellcasting abilities only further supports this belief. Yet, temples located in areas of dead magic see artificing as a necessary means to champion their god's cause. Regardless of where they hail from, a chrome paladin seeks to literally become one with the holy weaponry delivering their deity's divine justice.

Class Skill: A chrome paladin gains the class skill of an artificed power source chosen at 1st level. She does not receive Knowledge (nobility) as a class skill.

Integrated Weapon (Ex): At 1st level, a chrome paladin can graft a weapon to her body in a manner befitting her chosen power source. This functions as the artificed class feature of the same name and replaces detect evil.

Path of Chrome: At 4th level, a chrome paladin must choose whether or not she wishes to follow the path of

chrome, a decision that forsakes divine spellcasting in order to further augment her body. Once chosen, this decision cannot be changed.

A paladin that follows the path of chrome gains an artificed upgrade at 4th, 8th, 12th, 16th, and 20th level. A chrome paladin may only select among the following upgrades: climbing attachments, disguise, extending mechanism, extra integrated weapon, integrated shield, internal storage, shattering charge, swimming attachments.

A chrome paladin of 12th level or higher may alternatively select among the following advanced upgrades: advanced climbing attachments, advanced disguise, advanced shattering charge, turning apparatus. The chrome paladin may gain the integrated armor class feature in place of an upgrade. Whenever an upgrade would raise the chrome paladin's tension, he must expend an equal number of uses of lay on hands.

A paladin that follows the path of chrome does not gain spells, spellcasting abilities, or a caster level and loses the ability to use spell trigger or spell completion magic items. A chrome paladin that does not choose the path of chrome gains spells as normal for a paladin of her level.

Cobalt Antipaladin (Antipaladin)

Just as a chrome paladin augments themselves in service of her cause, a cobalt antipaladin eschews flesh for the sake of steel in order to further the dark agenda of his god.

Class Skill: A cobalt antipaladin gains the class skill of an artificed power source chosen at 1st level. He does not receive Disguise as a class skill.

Integrated Weapon (Ex): At 1st level, a cobalt antipaladin can graft a weapon to his body in a manner befitting his chosen power source. This functions as the artificed class feature of the same name and replaces detect good.

Cobalt Path: At 4th level, an antipaladin must decide whether or not to forsake spellcasting in order to follow the cobalt path. This functions identically as the path of chrome ability from the chrome paladin archetype. Whenever an upgrade would raise the cobalt antipaladin's tension, he must expend an equal number of uses of touch of corruption.

This replaces spellcasting as noted in the chrome paladin's path of chrome feature.

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Gadget Investigator (Investigator)

A gadget investigator integrates an all manner of tools and weapons into his body to prepare himself for any challenge.

Marvelous Tool (Ex): A gadget investigator possesses a number of gadgets within his body that function as a variety of tools for any occasion. He is treated as having a set of tools necessary for any Craft, Disable Device, or Profession check and can use inspiration on these skills without expending a use, provided he is trained. At 2nd level, he counts as having a set of masterwork tools. He must spend a use of inspiration for Knowledge checks except for Knowledge (engineering).

This alters inspiration.

Artifice Lore (Ex): At 2nd level, a gadget investigator can identify the properties of artifice implants without *detect magic* by attempting a Knowledge (engineering) check in place of a Spellcraft check. He adds 1/2 his level on Knowledge checks made to identify the abilities and weaknesses of constructs and creatures with artiforged class levels. Identifying creatures with artiforged levels requires a Knowledge (engineering) check or a check using the skill associated with its power source. This ability is augmented by the gadget investigator's power source as noted in its description.

This replaces poison lore, poison resistance, and poison immunity.

Upgrades: Starting at 2nd level, in place of an investigator talent, a gadget investigator can gain Amateur Artiforged as a bonus feat without meeting the prerequisites. He may also select among the following artiforged upgrades: climbing attachments, disguise, extending mechanism, integrated grappling hook, internal storage, poison injection, senselink, swimming attachments, telescopic limbs.

At 10th level, a gadget investigator can select from the following: active camouflage, advanced climbing attachments, advanced disguise, advanced senselink.

In place of raising tension by 1 or 2, a gadget investigator can spend a single use of inspiration. He cannot select alchemist discovery or rogue talent.

Iron Adept (Monk)

A normal monk eschews conventional arms and armor to perfect his mind and body, casting off dependencies of the material world. A more technically savvy monk

takes the extreme opposite approach and integrates artifice as a part of his body and life force to achieve his vision of perfection. Many of his peers revile such a practice while others share his exotic ambition.

Power Source: At 1st level, an iron adept must choose an artiforged power source for his augmentations, but does not immediately gain any benefit of the class feature except otherwise noted.

Class Skills: An iron adept gains his choice of either Knowledge (engineering) or the class skill of his power source. He otherwise does not have Knowledge (religion) as a class skill.

Augmented Unarmed Strike (Ex): An iron adept augments his unarmed strikes using gauntlets as spare parts. He can integrate a pair of gauntlets for a creature of his size using the same process as an artiforged's integrated weapon. While having the gauntlets attached, the iron adept gains the Improved



Unarmed Strike feat, which counts towards the purpose of feat prerequisites.

His unarmed strikes deal damage as normal for a monk of his level, and he applies his full Strength modifier to damage rolls. The augmented unarmed strikes are never considered off-hand attacks and gain the benefits of any enhancement bonuses and magical abilities possessed by the gauntlets. Both gauntlets must have the same enhancement bonuses and abilities in order to bestow these benefits.

An iron adept's augmented unarmed strikes can be sundered, dividing the damage between the integrated gauntlets. If at least one gauntlet breaks, his unarmed strikes take penalties for wielding a broken weapon.

This replaces improved unarmed strike.

Integrated Armor (Ex): At 1st level, an iron adept learns to weave padded armor into his skin in a manner that does not impede his movements. He gains the artificed's integrated armor class feature except an iron adept may only integrate padded armor. The iron adept has proficiency in this armor while integrated, and his integrated padded armor does not prevent him from using fast movement, flurry blows, and other monk class features.

This replaces AC bonus.

Iron Strike (Ex): At 7th level, an iron adept's unarmed strikes gain the properties of materials integrated into his body. If both integrated gauntlets are made of the same special material, his unarmed strikes are treated as if they were made of that material for the purpose of bypassing damage reduction and hardness.

This replaces ki strike.

Upgrades: At 4th level and onwards, an iron adept learns to graft new devices into his being at the cost of his ki techniques. An iron adept may select from the below list of artificed upgrades in place of gaining one or more of the following monk class features at the specified level.

He may replace both slow fall and high jump to gain an upgrade at 4th level; replace both wholeness of body and diamond body to gain an upgrade at 8th level; replace abundant step to gain an upgrade or advanced upgrade at 12th level; replace quivering palm to gain an upgrade or advanced upgrade at 16th level; and/or replace empty body to gain an upgrade or advanced upgrade at 20th level. This replaces the monk class features and the iron adept cannot gain these features through another archetype.

An unchained monk instead may gain an upgrade in place of a ki power at 4th, 8th, 12th, 16th, or 20th level ki powers. At 12th, 16th, and 20th level, he may alternatively select an advanced upgrade.

An iron adept has an artificed level equal to his monk level – 2 for determining upgrade effects and prerequisites. When using an upgrade that requires raising tension, he may spend ki points instead of raising his tension. His power source is considered disabled if he has no remaining ki points.

The iron adept selects upgrades from the following list: climbing attachments, disguise, penetrating shot, pile driver, poison injection, senselink, shattering charge, spring heels, swimming attachments, and terrain breaker.

The iron adept selects advanced upgrades from the following list: advanced climbing attachments, advanced disguise, advanced shattering charge, advanced terrain breaker, inhuman reflexes, and turning apparatus.

The following upgrade is also available for an iron adept.

Shuriken Launcher (Ex): An iron adept with this upgrade can integrate a hand crossbow as though an artificed integrated weapon. This does not function as an integrated hand crossbow (and therefore does not bestow penalties for lacking proficiency). Instead, the iron adept uses this weapon as an integrated ranged weapon that uses shurikens as ammunition. This functions as a launcher integrated weapon (as per the artificed class feature) that uses shurikens as ammunition.

Iron Hero (Vigilante)

The iron hero assumes a vigilante identity using armor grafted to his body.

Iron Identity (Ex): At 1st level, the vigilante gains the integrated armor class feature. He can deploy or retract his integrated armor as part of assuming an identity. His integrated armor becomes iconic to his vigilante identity, and he takes a –10 penalty on Disguise checks when attempting to disguise himself as his other identities while having the integrated armor deployed.

This alters dual identity.

Social Talents: The following social talents are available to an iron hero.

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Artifice Expert (Ex): The vigilante gains Artifice Expertise as a bonus feat. If he has a significant sample of a destroyed construct (such as a limb or a head), he can spend 1 hour studying it to gain a +2 competence bonus on attack and damage rolls against constructs of the same kind. Constructs sharing the clockwork subtype or robot subtype count as the same kind.

Artiforging (Ex): The vigilante gains the artiforged's artiforging class feature. He adds half his level (minimum 1) on Heal checks to install artifice implants and can take 10 on such checks even while distracted or performing surgery on himself. The vigilante must be 5th level to select this social talent.

Discreet Armor (Ex): The vigilante's integrated armor automatically reshapes to better fit his disguises. He no longer takes penalties when attempting to disguise as other identities while having integrated armor deployed.

Personal Archive (Ex): The vigilante gains the personal archive artiforged upgrade using his vigilante level as his artiforged level to determine the number of records he can store.

Vigilante Talents: The following vigilante talents are available to an iron hero. He must have his integrated armor deployed in order to benefit from these talents and cannot use any ability that requires raising his tension.

Amateur Artiforged: The vigilante gains Amateur Artiforged as a bonus feat without meeting the prerequisites. He also treats the skill associated with his chosen power source as a class skill.

Armor Configuration (Ex): The vigilante gains the artiforged's armor configuration class feature and uses his vigilante level as his artiforged level to determine the number of configurations he can install. The vigilante must be 7th level to select this vigilante talent.

Upgrade: The vigilante gains one of the following artiforged upgrades of his choice: extending mechanism, improved integrated armor, integrated finesse, integrated shield, nonlethal precision, telescopic limbs. He must meet the prerequisites of the chosen upgrade and cannot use any ability that requires raising his tension. The vigilante can select this vigilante talent more than once to gain a different upgrade.

Raging Machinum (Barbarian, Bloodrager)

Augmenting oneself raises questions and superstitions regarding the price one pays to becoming a hybrid of flesh and artifice. Each augmentation distances oneself from their friends, family, and fellow members of society. Some individuals have taken a step too far and become prone to bouts of psychosis where they view the world through a purely logical standpoint and see all inferior beings as potential threats. They become a raging machinum.

Barbarians, bloodragers, and unchained barbarians may select this archetype.

Amateur Artiforged: The raging machinum gains Amateur Artiforged as a bonus feat, even if she does not meet the prerequisites. This replaces fast movement.

Emotionless Rage (Ex): A raging machinum can suppress all emotion to heighten alacrity and optimize killing prowess. When she begins an emotionless rage, the raging machinum can select two of the following benefits.

+2 insight bonus to melee attack and damage rolls with integrated weapons.

+2 insight bonus to ranged attack and damage rolls with integrated weapons.

+2 insight bonus to AC.

+2 insight bonus to Acrobatics, Climb, Intimidate, Fly, Perception, Ride, Sense Motive, and Swim checks.

2 temporary hit points per Hit Die that disappear when the emotionless rage ends.

+10-foot bonus to her land speed.

These benefits last until the end of the rage. The raging machinum does not benefit from morale bonuses during an emotionless rage.

This otherwise functions as the barbarian's rage except they do not receive a morale bonus to Strength and Constitution and take no penalty to AC. Instead of becoming fatigued, a raging machinum takes a -2 penalty to attack rolls, AC, and Charisma-based skill checks for 1 minute after a rage ends. She cannot enter an emotionless rage until these penalties expire.

At 11th level and 20th level, insight bonuses gained from emotionless rage increase by +1, and temporary

hit points gained per Hit Die increase by 1.

Emotionless rage counts as the rage (or bloodrage) class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

This replaces rage, greater rage, and mighty rage. For a bloodrager, this replaces bloodrage, greater bloodrage, and mighty bloodrage.

Rage Powers: A raging machinum can select from the following whenever she gains a rage power.

Optimization (Ex): A raging machinum can spend 1 round of rage as a swift action to change the benefits she receives from emotionless rage.

Upgrade (Ex): The raging machinum gains one of the following artiforged upgrades: disguise, extending mechanism, integrated grappling hook, internal storage, poison injection, senselink, telescopic limbs. At 10th level, she can select one of the following advanced upgrades instead: active camouflage, advanced disguise, advanced senselink. The machinum can spend 3 rounds of rage in place of raising her tension by 1. She may select this rage power multiple times to choose a different upgrade.

Stoic Will (Ex): At 3rd level, a raging machinum gains a +1 bonus on saving throws against charms and emotion-based effects. This bonus increases by 1 every 3 levels after (to a maximum of +6 at 18th level) and stacks with the bonus from the indomitable will class feature. This replaces danger sense or blood sanctuary.

Efficiency (Ex): At 17th level, the raging machinum no longer takes penalties at the end of her emotionless rage. This replaces tireless rage or tireless bloodrage.

Steel Warpriest (Warpriest)

A steel warpriest both physically and spiritually bonds with his sacred weaponry, channeling his deity's divine favor.

Class Skill: At 1st level, a steel warpriest may choose to gain the class skill of the power source selected from the Amateur Artiforged feat (see below). If he does so, this replaces Knowledge (engineering).

Integrated Weapon (Ex): At 1st level, a steel warpriest gains Amateur Artiforged as a bonus feat, even if he does not meet the prerequisites. This replaces Weapon Focus.

Sacred Integration (Su): A steel warpriest can only designate a weapon as a sacred weapon after it has been integrated after 24 hours. It no longer becomes a sacred weapon if he detaches it from his body. Only integrated weapons can be sacred weapons. This alters sacred weapon.

Source Blessing (Su): A steel warpriest can expend blessings to imbue himself with the energies of his power source. At 1st level, a steel warpriest may expend a use of blessing to gain the effects of his power source's 1st level source power for 1 minute. For the duration, he is treated as an artiforged under the effects of a power surge with a Wisdom modifier as his source modifier and a power surge bonus as an artiforged of his level for the purpose of the source power's effects. This does not give him the benefits of the power surge class feature, and therefore does not add his bonus to his integrated attack and damage rolls.

Activating source blessing is a standard action. A steel warpriest with the Quicken Blessing feat can expend two uses of blessing to use this ability as a swift action.

This replaces one of the blessings a warpriest gains at 1st level.

Technamagus (Magus)

A technamagus hones his arcane martial prowess by channeling magic through weaponry grafted to his body.

Class Skills: A technamagus gains his choice of either Knowledge (engineering) or the class skill of the power source selected from the Amateur Artiforged feat (see below). He otherwise does not have Knowledge (planes) as a class skill.

Integrated Weapon (Ex): At 1st level, the magus gains Amateur Artiforged as a bonus feat, even if he does not meet the prerequisites. He may only use the arcane pool, spell combat, and spellstrike class features when wielding a light or one-handed integrated melee weapon. This alters the listed class features.

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Feats

Artifice Expertise

You possess keen expertise in artifice implants and constructs.

Prerequisites: 1 rank in Knowledge (engineering), do not possess the artifice lore class feature.

Benefit: You can identify the properties of artifice implants without *detect magic* by attempting a Knowledge (engineering) check in place of a Spellcraft check. You also gain a +2 bonus on Knowledge checks made to identify the abilities and weaknesses of constructs and creatures with artiforged class levels. Identifying creatures with artiforged levels requires a Knowledge (engineering) check or a check using the skill associated with its power source.

Special: If you have the Amateur Artiforged feat, you also gain the augmented artifice lore benefit from your associated power source.

Amateur Artiforged

You learned to integrate a weapon to your body like an artiforged.

Prerequisites: 13 in one ability score (see below), 3 ranks in an artiforged power source's class skill, you do not possess the integrated weapon class feature or any artiforged levels

Benefit: Select a power source to model your augmentations after. You must have 3 ranks in this power source's class skill and have a 13 or higher in the ability score associated with its source modifier. You cannot raise your power source's tension and do not gain any of the abilities of the chosen power source. You gain the artiforged's integrated weapon class feature. Unlike an artiforged, your integrated weapon occupies a hand while deployed. You can still use this hand to carry items, but not wield weapons.

Special: A fighter can select this feat in place of his 1st level bonus combat feat without meeting the ability score and skill rank prerequisites. Whenever you gain an ability that requires you to choose a power source, you must select the power source chosen with this feat. If you gain levels in artiforged or a class with the

integrated weapon class feature, you immediately trade this feat for Weapon Focus or Extra Tension (if possible).

Efficient Upgrade

An upgrade does not raise your tension.

Prerequisite: Advanced upgrade class feature.

Benefit: Select one standard upgrade that raises your tension. Once per round, you may use this upgrade without raising your tension by 1. If the upgrade raises your tension by 2 or more, you instead reduce the total amount of tension raised by 1. You still cannot use this upgrade while your power source is disabled.

Extra Tension

Your power source can endure higher levels of tension.

Prerequisite: Power source class feature.

Benefit: Your maximum tension increases by 2.

Special: You can take this feat multiple times. Each time you do, your maximum tension increases by 2.

Extra Upgrade

You develop an additional upgrade.

Prerequisite: Upgrade class feature.

Benefit: You gain one of the following upgrades of your choice: climbing attachments, disguise, familiar, extra integrated weapon, increased damage reduction, integrated shield, internal storage, senselink, swimming attachments. If you have the advanced upgrade class feature, you can also select from the following: advanced disguise, advanced climbing attachments, advanced senselink, inhuman reflexes, turning apparatus. You must meet the prerequisites for this upgrade (if any).

Special: You can take this feat multiple times. Each time you do, you gain another upgrade.

Fast Configuration

Artiforged armor configuration takes less time to install.

Prerequisites: 11th-level artificed, armor configuration class feature

Benefit: Configuring your integrated armor takes half the time as normal. You can hastily configure your armor within 1 minute but can only select a single configuration option when doing so.

Hidden Blade (Combat)

Your integrated weapons are dangerous even while retracted.

Prerequisites: Integrated weapon class feature or Amateur Artificed

Benefit: As long as you're not flat-footed, you threaten with your integrated melee weapons while having them retracted. You can draw an integrated melee weapon as a free action as part of an attack of opportunity. If the target of this attack of opportunity is unaware you have a retracted integrated weapon, you can attempt a Disguise check opposed by the target's Perception check. If you succeed on this check, the opponent is denied their Dexterity bonus to AC against this attack of opportunity.

Traits

The life of an augmented adventurer carries its own array of exotic backgrounds. Characters may select from the following traits. Though some traits refer to artificed class features, the traits are not restricted to characters with artificed levels.

Artifice Scholar (Social): A curiosity or ambition for improving the body has led to an academic life and perhaps graduation from a reputable university. Choose one skill of your choice: Knowledge (engineering) or one skill associated with an artificed power source. You gain a +2 trait bonus on skill checks using this skill.

Artifice Surgeon (Social): A budding career in artifice surgery has impacted your life and granted you expertise in medicine and engineering with the technology related to a form of artificing. You gain a +1 trait bonus on Heal checks and skill checks using your choice of Knowledge (engineering) or a skill associated with an artificed power source. One of these skills is a class skill for you. Patients of your artifice surgeries take 2 less Constitution damage (minimum 0).

Augmented Outcast (Social): Modifications to your body have earned mistrust and ire of those that fear and misunderstand the union of flesh and artifice. The necessity of remaining anonymous has cultivated a skill in hiding your augmentations. You gain a +2 trait bonus on Disguise checks to hide your augmentations (such as artificed class features or artifice implants) and reduce your integrated armor's armor check penalty on Stealth checks by 1. If you have the disguise artificed upgrade, you may use your source modifier in place of your Charisma modifier for Disguise checks.

Augmented Terror (Social): Many outcast you for the augmentations used to remedy injuries of the past. Overtime, you learned to wield their fear as a weapon and utilize your artificed body to intimidate others. You treat Intimidate as a class skill. In addition, you gain a +1 trait bonus to Intimidate checks while possessing an integrated weapon, artifice implants, or having the appearance of being an artificed. If you possess an artifice implant worth at least 500 gp, this bonus increases to +2. You lose this benefit when attempting to hide your augmentations, such as using the Disguise skill, a polymorph spell, or the disguise artificed upgrade.

Back from Death (Combat): You survived an incident that should have claimed your life and later awakened in a lab with augmentations that keep you alive. You gain a +2 trait bonus on saving throws against death effects and on Constitution checks to stabilize.

Calibrated for Vengeance (Social): An individual crossed you by killing a loved one, ruining your reputation, or orchestrating an attempt at your life. After your last encounter, you started to finely calibrating your augmentations to better suit your vengeance. You gain a +1 trait bonus on attack rolls with integrated weapons when attacking your sworn enemy or members of an organization closely affiliated with the enemy.

Careful Integration (Equipment): Working at a repair shop taught you the best practices for modifying and dismantling artifice. You gain a +1 trait bonus on Craft checks to repair armor and weapons. If you have the integrated armor or integrated weapon class feature, you can reduce the amount of hit points an armor or weapon loses from detaching it by 1. This can prevent the weapon or armor from gaining the broken condition.

Eye for Self Perfection (Faith): You believe in a future where you ascend to a higher state of being. Achieving this ambition requires augmenting your body beyond the weak flesh you were born with. You take 2

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less Constitution damage (minimum 0) from artifice surgery. You gain a +1 trait bonus on attack rolls against creatures that insult you on the basis of your artifice implants or augmentations from your artiforged class features.

Faith in the Construct God (Faith): You revere a god forged in the grand fabric of the infinite cosmos. Faith in your construct deity has granted valuable insight in all things made and unmade. Knowledge (religion) checks becomes a class skill for you, and you may use this skill instead of Knowledge (arcana) to identify the weaknesses and abilities of constructs.

I Know a Guy (Social): You have an artifice surgeon as a personal contact with a Heal skill bonus equal to +5 plus half your character level. The surgeon does not provide any discount and does not guarantee the availability of artifice implants. You take 2 less Constitution damage from your surgeon's artifice surgeries.

Implant Craftsman (Magic): You learned from the best artificers at a clinic or a lab that specializes in crafting artifice implants. You gain a +2 trait bonus on Spellcraft checks to craft artifice implants, and Use Magic Device is a class skill for you.

Lost a Limb (Equipment): Earlier in your life, you suffered a terrible accident or a bloody battle that resulted in the loss of a limb. The limb has since been replaced with a prosthesis that you learned to utilize, upgrade, and repair. When gaining this trait, an artifice limb replaces one of your limbs. This limb has no resale value and cannot receive any modifications. You can repair and replace this limb at no cost as long as you have the tools to do so. You gain a +1 trait bonus on Strength checks while having this or any other artifice limb.

Maneuver Calibration (Combat): Before adventuring, you received minor augmentations to enhance your ability to do menial labor. Now, those augmentations enable greater combat prowess. Select two combat maneuvers. You gain a +1 trait bonus to CMB when performing these maneuvers. Once per day, you can perform one of these maneuvers without provoking an attack of opportunity.

Rebuilt (Social): Either to save your life or fulfill a nefarious purpose, you have been rebuilt into a new person. You have little emotional attachment to memories of the past and struggle to become emotionally invested in the present. You gain a +2 trait bonus on saving throws against emotion-based effects. You also gain a +4 trait bonus on Disguise checks to distance yourself from your past identity.

Reliable Engineer (Social): Experience and adherence to proper engineering practices have made you a trusted source of knowledge. Once per day, when attempting a Knowledge check, you may roll twice and take the higher result. You may alternatively use this on Heal checks made to install artifice implants.

Scrappy Maintenance (Equipment): Living with your power source has taught you to find creative ways to keep it running. You can perform maintenance on your power source using improvised materials without using the tools normally required to do.

Self Surgeon (Equipment): As a necessity to augment yourself to a superior being, you became adept at performing surgery on yourself. Heal becomes a class skill for you, and you can perform Heal checks to install artifice implants on yourself. However, you cannot take 10 when performing surgery on yourself.

Spell Device (Magic): Desperate to learn magic, you had a magical device implanted to grant you some spark of the arcane. Choose a 0-level spell from the wizard spell list. Once per day, you can cast this spell as a spell-like ability with a caster level equal to your character level. The DC uses Charisma or Intelligence (whichever is higher).

Steel Heart (Equipment): You are fearless while displaying the might of your augmentations. While your integrated armor or weapons are deployed and visible, you gain a +2 trait bonus on saving throws against fear effects and the DCs of Intimidate checks to demoralize you increase by 2.

The Experiment (Equipment): You awoke in a lab with an artiforged power source in your chest and a collection of fragmented memories in your head. As you continue to piece together the events that made you into the subject of an experiment, you learned to embrace the hardware integrated into your body.

Select one artiforged power source. You treat the skill associated with this power source as a class skill. If you have levels in a class that grant bonus combat feats, you may add Amateur Artiforged to the list of feats that can be selected with this class feature. You cannot use this to substitute static bonus feats, such as the monk's Stunning Fist. If you gain artiforged levels, this trait instead grants you a +2 trait bonus on skill checks using the skill associated your power source.

Twitch Trigger (Equipment): At an early age, your joints and muscles were laced with an augmentation that amplified your reflexes. This augmentation has

grown with you and become a natural part of your body. You gain a +1 trait bonus on Reflex saving throws.

Variant Multiclassing

The following option is available for characters using variant multiclassing. For more information about this optional rule, see *Pathfinder Roleplaying Game: Pathfinder Unchained*.

Artiforged

A character who chooses artiforged as his secondary class gains the following secondary class features.

Power Source: At 1st level, he must choose an artiforged power source that determines the nature and appearance of his augmentations. He gains no abilities from his power source and cannot raise its tension.

Integrated Weapon: At 3rd level, he can integrate weapons as an artiforged. Unlike an artiforged, his integrated weapon must use a free hand when deployed. He can use this hand to carry items, but cannot wield weapons.

Integrated Armor: At 7th level, he can integrate light and medium armor if he has proficiency.

Upgrade: At 11th level, he gains one upgrade and has an effective artiforged level equal to half his character level for the purpose of prerequisites and effects of his upgrades. He also gains the tension class feature and can sustain a maximum amount of tension equal to his source modifier determined by his chosen power source.

Improved Upgrade: At 15th level, he gains one upgrade and has an effective artiforged level equal to his level – 4.

Greater Upgrade: At 19th level, he gains his choice of one upgrade or one advanced upgrade.

Racial Favored Class Options

Artiforging finds its way through a variety of cultures. While some races take to the study of augmentation more readily than others, each race finds its own way of enhancing the body through arcana, faith, occultism, science, or a mixture of disciplines.

The following lists favored class options based on an

artiforged's race. Each entry indicates the most common power source utilized by artiforged of the race. An artiforged is not required to have this power source to select the favored class option. See *Pathfinder RPG: Advanced Class Guide* for further rules on racial favored class options.

Aasimars (divine): Gain 1/6 of the thruster upgrade. If you have the thruster upgrade, its fly speed increases by 1 foot. In combat, this has an effect only for every five increases to the fly speed.

Androids (nanite): Gain 1/8 of a new upgrade.

Catfolk (arcane): Add 1/2 to the artiforged's damage rolls with integrated claw blades or claw attacks gained from racial traits or artiforged class features.

Changelings (blighted): Gain 1/6 of one of the following upgrades: disguise, stealth mode, swimming attachments.

Dhampirs (unlife): Gain 1/6 of one of the following upgrades: disguise, increased damage reduction, stealth mode.

Drow (biological): Gain 1/6 of one of the following upgrades: disguise, integrated finesse, stealth mode.

Duergars (divine): Increase the artiforged's maximum tension by 1/4.

Dwarves (steam): Reduce the amount of time needed to reconfigure integrated armor by 5 minutes (to a minimum 30 minutes).

Elves (natural): Artifice lore's bonus on skill checks increases by 1/2.

Fetchlings (blighted): Add 1/2 to the artiforged's damage rolls with integrated melee weapons against opponents in darkness.

Gillmen (blighted): Add 1/2 to the artiforged's damage rolls with integrated melee weapons against opponents underwater.

Gnomes (arcane): Gain 1/8 of a new upgrade.

Goblins (clockwork): Gain 1/8 of a new upgrade.

Griplis (natural): Power surge's bonus to Dexterity-based skill checks increases by 1/2.

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Half-Elves (any): Gain 1/8 of a new upgrade.

Halflings (natural): Power surge's bonus to Dexterity-based skill checks increases by 1/2.

Half-Orcs (arcane): Increase the artificed's maximum tension by 1/4.

Hobgoblins (steam): Reduce the penalty for not being proficient in one weapon by 1. When this ability reduces the weapon's nonproficiency penalty to 0, the artificed gains the appropriate Martial Weapon Proficiency or Exotic Weapon Proficiency feat with that weapon.

Humans (any): Gain 1/8 of a new upgrade.

Ifrits (elemental): Add 1/2 to the artificed's damage rolls with integrated weapons or artificed class features that deal fire damage.

Kitsunes (arcane): Gain 1/6 of the Magical Tail feat. In place of gaining a new spell-like ability from this feat, the artificed may choose one of the following upgrades: disguise, internal storage, stealth mode. When he does so, the new tail appears artificial or mechanical as appropriate to the artificed's power source.

Kobolds (clockwork): Gain 1/8 of a new upgrade.

Merfolk (natural): Add 1/2 to the artificed's damage rolls with integrated melee weapons against opponents underwater.

Nagaji (elemental): Reduce the amount of time needed to reconfigure integrated armor by 5 minutes (to a minimum 30 minutes).

Orcs (blighted): Increase the artificed's maximum tension by 1/4.

Oreads (elemental): Gain 1/6 of one of the following upgrades: improved integrated armor, shattering charge, terrain breaker.

Ratfolk (clockwork): Gain 1/8 of a new upgrade.

Samsarans (divine): Artifice lore's bonus on skill checks increases by 1/2.

Strix (natural): Add one foot to the the artificed's fly speed. In combat, this has an effect only for every five increases to the fly speed. A strix artificed without a fly speed cannot select this favored class option.

Suli (elemental): Add +1 to any acid, cold, electricity, or fire resistance gained from a racial trait or artificed class feature.

Swirfneblins (divine): Power surge's bonus to Dexterity-based skill checks increases by 1/2.

Sylphs (elemental): Gain 1/6 of the thruster upgrade. If you have the thruster upgrade, its fly speed increases by 1 foot. In combat, this has an effect only for every five increases to the fly speed.

Tengus (natural): Choose one integrated weapon. Add +1/2 on critical confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Tieflings (divine): Reduce the penalty for not being proficient in one weapon by 1. When this ability reduces the weapon's nonproficiency penalty to 0, the artificed gains the appropriate Martial Weapon Proficiency or Exotic Weapon Proficiency feat with that weapon.

Undine (elemental): Add one foot to the the artificed's swim speed. In combat, this has an effect only for every five increases to the climb speed. An undine artificed without a swim speed cannot select this favored class option.

Vanara (natural): Add one foot to the the artificed's climb speed. In combat, this has an effect only for every five increases to the climb speed. A vanara artificed without a climb speed cannot select this favored class option.

Vishkanya (blighted): Gain 1/6 of the poison injection upgrade. If the artificed has this upgrade, then add 1/4 to the saving throw DC of vishkanya venom or any poisons applied to a weapon using the poison injection upgrade.

Wayang (arcane): Artifice lore's bonus on skill checks increases by 1/2.

Optional Rule

The above options represent common racial options found on a specific world in the Material Plane. Other worlds may have different races or races with entirely different cultures. Some Game Masters may believe that the above options do not represent the races of their world or prefer that a character's race does not restrict her options.

As an optional rule, a Game Master may allow a character with artificed as her favored class to select

one of the following options instead of gaining a bonus hit point, a bonus skill point, or an option based on her race. This otherwise follows the same rules for favored class options.

Artifice Lore: Artifice lore's bonus on skill checks increases by 1/2.

Configuration: Reduce the amount of time needed to reconfigure integrated armor by 5 minutes (to a minimum 30 minutes).

Potent Upgrade: Select one source power or upgrade that allows a saving throw. Increase the saving throw DC by 1/4.

Tension: Increase the artiforged's maximum tension by 1/4.

Upgrade: Gain 1/8 of a new upgrade.

Weapon Critical: Choose one integrated weapon. Add +1/2 on critical confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Weapon Proficiency: Reduce the penalty for not being proficient in one weapon by 1. When this ability reduces the weapon's nonproficiency penalty to 0, the artiforged gains the appropriate Martial Weapon Proficiency or Exotic Weapon Proficiency feat with that weapon.

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EQUIPMENT

Artifice Implants

One does not need to dedicate her life towards artiforging in order to benefit from artifice augmentations. The marketplaces and back alleys of sufficiently advanced societies possess a swath of artifice implants designed to replace what was lost and enhance what remains on an individual's body.

Each artifice implant has an internal power source that empowers the device and determines its appearance and nature. This also impacts the availability of artifice implants across different societies. Clockwork implants may frequently appear in the marketplaces of an advanced dwarven city, but one might struggle to find natural or biological implants. A progressive elven settlement might have natural artifice implants, and a city of wizardry may boast a thriving arcane implant industry. Few civilizations would approve of undead and blighted implants while cybernetic artifice implants are an impossibility in a world without highly advanced electronics.

Installing Implants

Installing or uninstalling an artifice implant requires surgery lasting a number of hours equal to 1/2 of the device's caster level (minimum 30 minutes) and a successful Heal check with a DC equal to 5 + the artifice implant's caster level. Regardless of whether the Heal check succeeds, the patient takes an amount of Constitution damage equal to 1/2 the caster level of the artifice implant (minimum 0). An additional amount of artifice implants equal to half of the surgeon's Heal ranks can be installed during the same surgery, but the surgery duration and Constitution damage become based on the implant with the highest caster level.

An artifice surgeon typically performs her services free of charge when she profits from the sale of artifice implants. In cases where she would not profit, a surgeon charges up to 1/10 (10%) of the market price of the artifice implants installed or removed during the procedure. Most surgeons offer additional services to ensure a speedy post-surgery recovery using *potions of lesser restoration* (300 gp) or a staff member that has the *lesser restoration* spell prepared (50 gp per casting).

A patient with the artiforging class feature can attempt Heal checks to install artifice implants on himself, but

cannot take 10 on such checks.

Price Reductions

Artifice implants tend to come at significant monetary expense due to each implant possessing internal mechanisms that enable them to function independently without interference from worn magical items. However, there are two methods that can reduce the price and cost of implants. These reductions do not stack.

Artifice Core: Installing an *artifice core* allows for artifice implants that draw power from a centralized source that uses up a magic item slot. Artifice implants crafted to utilize an *artifice core* have 25% reduced price. See the description for *artifice cores*.

Tapped Artifice Implants: This method taps into the latent supernatural energies inside one's body in order to empower the artifice implants. Artifice implants crafted to utilize this method have 50% reduced price and cost. However, the artifice implant must use up one of its owner's magical item slots while installed. Implants that provide enhancement bonuses to physical ability scores always use up the belt slot while implants providing enhancement bonuses to mental ability scores always use up the headband slot.



Dispelling Artifice Implants

Artifice implants can be dispelled as normal for a magical item with one major exception. A dispelled artifice implant continues to provide vital functionality for its owner. An individual still has vision when the magic of her *artifice eyes* have been suppressed. She can still use an *artifice arm* as if it were her own and will not die if her *artifice organ (heart)* becomes dispelled. An implant possesses enough mechanical failsafes such that it continues to function as a prosthesis even when its magic has been suppressed.

Game Mastering Artifice Surgery

As normal, an artifice surgeon can take 10 on her Heal check. This means most career surgeon NPCs should easily succeed on routine procedures without the need for the Game Master to roll. However, a Game Master may want to use the surgery rules when the PCs hire a cheap surgeon running a shop in an alleyway or if a PC attempts amateur surgery. Diseases become a huge risk in these cases!

Artifice Core

Aura faint evocation; **CL** 5th

Slot body or chest; **Price** 750 gp; **Weight** 1 lb.

DESCRIPTION

This implanted device serves as a centralized power source to sustain other artifice implants without each device relying on its own energy to function. Artifice implants specifically crafted to use an *artifice core* for power have 75% of the usual market price. However, such implants only function when installed in a creature with an implanted *artifice core* with a matching associated artiforged power source. For example, a *clockwork artifice limb* is lifeless unless implanted in an individual with a *clockwork artifice core*.

Once per day, an exhausted creature can speak a command word to invigorate the body with its *artifice core*. This allows the creature to reduce the exhausted condition to the fatigued condition by spending 1 minute of rest instead of 1 hour. An artiforged can gain this benefit by raising his tension by 2 without expending the daily use.

CONSTRUCTION

Requirements Craft Wondrous Item, *recharge*; **Cost** 375 gp

Artifice Ears

Aura faint conjuration; **CL** 5th

Slot none; **Price** 1,650 gp; **Weight** —.

DESCRIPTION

Taking the appearance of devices strapped to the side of the head, these implants can replace lost hearing even when the organs have been destroyed. In addition, they provide a +4 circumstance bonus on saving throws against effects that cause deafness. This lists the price of two ears. A single ear has half the market price and cost.

CONSTRUCTION

Requirements Craft Wondrous Item, *remove blindness/deafness*; **Cost** 825 gp

MODIFICATION

Artifice ears can be augmented with the following modifications that add to the price and cost. These modifications have no discount for being installed in a single ear.

Blindsense: This modification amplifies the *artifice ears* to detect unseen foes, granting blindsense 30 feet. *Price* 112,000 gp; *Requirement* *know direction*; *Cost* 56,000 gp

Selective Hearing: The *artifice ear* becomes keenly acute to hearing a particular type of sound such as heartbeats, footsteps, or the sound of a firearm. The sound is determined upon creation of this modification. Having an *artifice ear* with this modification bestows a +2 circumstance bonus to Perception checks to hear this particular sound. On command, this increases to a +4 circumstance bonus, but the creature gains the deafened condition for all other sounds until it resumes normal hearing with another command word. *Price* +2,000 gp; *Requirement* *heightened awareness*; *Cost* +1,000 gp

Artifice Eyes

Aura faint conjuration; **CL** 5th

Slot none; **Price** 1,650 gp; **Weight** —.

DESCRIPTION

These implants replace the eyes with highly complex sensory devices that often take the shape of marble spheres with runes for pupils or clockwork spectacles depending their associated artiforged power source. In addition to providing standard vision, *artifice eyes* provide a +4 circumstance bonus on saving throws against effects that cause blindness.

This lists the price of two artifice eyes. A single eye has half the market price and cost.

CONSTRUCTION

Requirements Craft Wondrous Item, *remove blindness/deafness*; **Cost** 825 gp

MODIFICATION

Artifice eyes can be augmented with the following modifications that add to the price and cost. These modifications have no discount for being installed in a single eye.

Behavioral analysis: The eyes highlight behavioral patterns of observed creatures in the owner's vision, granting a +5 competence bonus to Sense Motive checks. *Price* +5,000 gp; *Requirement* *discern lies*; *Cost* +2,500 gp

Cosmetic Alteration: With a command word, the eyes can change color and appearance to resemble that of a different creature or even gain unnatural characteristics, such as displaying an image on the irises. This modification also grants a +10 bonus to

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Disguise checks to make the eyes appear non-artificial. *Price* +250 gp; *Requirement* *disguise self*; *Cost* +175 gp

Darkvision: The eyes illuminate details in darkness, granting darkvision 60 feet. *Price* +24,000 gp; *Requirement* *darkvision*; *Cost* +12,000 gp

Heat Gaze: On command, the eyes can project beams of *searing light* (3d8 points of damage) twice per day. If installed on a single eye, this modification has half the price and can only be used once per day. *Price* +21,600 gp; *Requirement* *searing light*; *Cost* +10,800 gp

Low-light vision: The eyes become more capable of absorbing light, granting low-light vision. *Price* +10,000 gp; *Requirement* *darkvision*; *Cost* +5,000 gp

Mechanical Analysis: The eyes convey phantasms in the owner's vision that analyze mechanical devices and grant a +5 competence bonus to Craft and Knowledge checks made to repair and understand mechanical devices. *Price* +5,000 gp; *Requirement* *technomancy* *Cost* +2,500 gp

Medical Analysis: The eyes convey phantasms to the owner's vision that demonstrate the health and vital statistics of a creature within sight. This grants a +5 competence bonus to Heal checks. *Price* +5,000 gp; *Requirement* *sense vitals*; *Cost* +2,500 gp

Phantasmic Imagery: The eyes enable the owner to draw or write phantasmic images or messages with her finger that are perceivable only by her. She can draw an illusory mark on a tree to prevent getting lost, write a reminder on an animal companion to feed him, or draw a symbol to indicate which barrel she hid some gear. This might grant a +1 circumstance bonus on checks when the modification proves highly useful, but otherwise provides no additional enhancement to vision. *Price* +1,000 gp; *Requirement* *silent image*; *Cost* +500 gp

See Invisibility: The eyes reveal invisible creatures and objects as *see invisibility*. *Price* +20,000 gp; *Cost* +10,000 gp

Vision Enhancement: The eyes have superior vision and grant a +5 competence bonus to sight-based Perception checks. *Price* +5,000 gp; *Requirement* *aspect of the falcon*; *Cost* +2,500 gp

Artifice Limb

Aura moderate transmutation; **CL** 11th

Slot none; **Price** 1,650 gp; **Weight** 1 lb. (hand/foot), 5 lbs. (partial limb), or 9 lbs. (full limb)

DESCRIPTION

Replacing part or all of a limb, this construct device varies in appearance depending on its associated power source and might appear as a magically animated device, a mechanical limb, or an undead extremity to be grafted on a living host. It replaces either a hand or foot, a limb up to the elbow or knee, or the entire limb up to the shoulder or hip. Implants also exist for monstrous extremities such as tails or tentacles.

The limb syncs with a creature's natural mental signals to enhance precision and convey a dulled sense of tactile touch in the artificial digits. As a consequence, the limb cannot be implanted to grant a creature more arms or legs than they normally possess. A creature also cannot move or manipulate an implant designed to replace a limb they do not naturally possess.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*, *bull's strength*; **Cost** 825 gp

MODIFICATION

Artifice limbs can be augmented with the following modifications that add to the price and cost.

Iron Grip (hand/arm only): This modification reinforces the grip of an arm's hand, granting a +5 bonus to CMD against attempts to disarm any held item that is not a two-handed weapon or an item requiring two hands to hold. A pair of *artifice limbs* with this modification also grants a +5 circumstance bonus on Climb checks, but does not increase the bonus to CMD or allow the bonus to apply to two-handed items. *Price* +2,000 gp; *Requirements* *certain grip*; *Cost* +1,000 gp.

Shock Absorber (pair of legs only): This modification installs impact-absorbing devices to a pair of partial or full legs. A creature with the *artifice legs* takes no damage from falling more than 5 feet as long as it lands on its feet. The shock absorbers do not negate damage from falls caused by effects (such as the *Awesome Blow* feat) that knock the creature prone. *Price* +3,600 gp; *Requirements* *feather fall*; *Cost* +1,800 gp.

Steel Fist/Foot: This modification reinforces the hand or foot of a limb for unarmed strikes. It is treated as a masterwork gauntlet and can be magically enhanced as a weapon. The price and cost of this modification cannot be reduced by an *artifice core* or another option that discounts *artifice* implants. *Price* 302 gp; *Requirements* none; *Cost* 302 gp.

Springing Heels (pair of legs only): This modification enhances a pair of artifice feet or partial legs, granting a +5 competence bonus to Acrobatics checks. *Price* 5,000 gp; *Requirement* jump; *Cost* 2,500 gp.

Strider Heels (pair of legs only): This modification enhances a pair of artifice feet, partial legs, or full legs, granting a +10 enhancement bonus to movement speed. *Price* 4,000 gp; *Requirement* longstrider; *Cost* 2,000 gp.

Artifice Organ

Aura faint transmutation; **CL** 5th

Slot none; **Price** 2,000 gp; **Weight** 1 lb.

DESCRIPTION

This artifice implant replicates the function of an internal or external organ. Like other implants, *artifice organs* always possess a mechanical failsafe that allows it to continue providing vital functionality even when its magic becomes suppressed by *dispel magic*, antimagic fields, and similar effects. The weight of the organ does not count towards the creature's carrying capacity. In addition to serving as a replacement, this device provides additional benefits depending on the organ it replaces.

Heart: An artifice heart automatically stabilizes its dying owner. In addition, it reduces the penalties of the fatigued condition from -2 to -1.

Lungs: Artifice lungs allow the owner to hold his breath for a number of minutes equal to twice his Constitution score and grants a +2 circumstance bonus on saving throws against inhaled poisons and diseases.

Liver/Kidneys: Artifice liver and kidneys grant a +2 circumstance bonus on saving throws against ingested poisons and diseases. In addition, alcohol never causes the sickened condition and only induces intoxication unless the owner desires it.

Stomach/Digestive System: The owner gains the uncanny ability to control his stomach and digestive system. This allows him to vomit on command or choose not to digest a swallowed object. An artifice stomach can safely digest normally inedible objects, but dangerous objects like knives can still prove problematic.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*, *heart of the metal*, *remove sickness*; **Cost** 1,000 gp

Artifice Prosthesis

Aura moderate transmutation; **CL** 11th

Slot none; **Price** 800 gp; **Weight** 1 lb. (hand/foot), 5 lbs. (partial limb), or 9 lbs. (full limb)

DESCRIPTION

This functions as an *artifice limb* built specifically to replace the basic functionality of a lost limb rather than fully replicate or exceed its original power and precision. The prosthesis cannot have any modifications and has effective Strength and Dexterity scores of 8 for the purpose of any task utilizing the limb such as attack rolls, damage rolls, ability checks, and skill checks. An individual utilizing one or more leg prosthesis has a 5-foot penalty to movement speed as the device has less performance than a normal leg.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*, *bull's strength*; **Cost** 400 gp

Barrier Evoker

Aura strong evocation; **CL** 12th

Slot none; **Price** 4,310 gp (lesser), 20,160 gp (greater); **Weight** 1 lb.

DESCRIPTION

Once per day, on command, this artifice conjures a barrier of energy that absorbs damage and grants temporary hit points to its owner. These temporary hit points are always deducted before any other temporary hit points possessed by the owner. If these temporary hit points completely absorb an attack's damage, the attack is treated as a miss for the purpose of effects that trigger on a hit. The temporary hit points last for 12 hours.

Two variants of this artifice exist. A lesser barrier evoker bestows 1d10+10 temporary hit points. A greater barrier evoker bestows 2d10+12 temporary hit points.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater false life*, *wall of force*; **Cost** 2,155 gp (lesser), 10,080 gp (greater)

Bone Lacing

Aura moderate transmutation; **CL** 10th

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Slot none; **Price** 1,000 gp (+0), 9,000 gp (+1), 33,000 gp (+2), 73,000 gp (+3), 129,000 gp (+4), 201,000 gp (+5); **Weight** 20 lbs.

DESCRIPTION

Installing this implant coats and reinforces a creature's skeletal structure with artificial materials. An individual with this implant can deal lethal damage with unarmed strikes and gains a +4 circumstance bonus against spells and other effects that harm the target by breaking or manipulating bones. Any bony appendages also gain hardness 10 against attempts to sunder them. When installed, the weight of this implant does not count towards the creature's carrying capacity.

Bone lacing can also provide a +1 to +5 enhancement bonus to attack and damage rolls using unarmed strikes and natural weapons. This functions identically as an *amulet of mighty fists*.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater magic fang*, *silk to steel*, creator's caster level must be at least three times the implant's bonus, plus any requirements of the melee weapon abilities; **Cost** 500 gp (+0), 4,500 gp (+1), 16,500 gp (+2), 36,500 gp (+3), 64,500 gp (+4), 100,500 gp (+5)

MODIFICATION

A *bone lacing* implant can consist of special materials that allow an individual to bypass damage reduction thwarted by such materials. This adds to the price and cost of the implant that cannot be reduced by using an *artifice core* or another method of reducing the price and cost of artifice implants.

Adamantine: No material can rival this precious metal that can make one's bones virtually indestructible. Using this material allows unarmed strikes and bony natural weapons to ignore hardness less than 20. *Price/Cost* +7,500 gp

Cold Iron: A creature with bones laced with this material will become a dangerous foe against fey and demonic creatures. *Price/Cost* +4,000 gp

Mithral: This lightweight metal substitutes for alchemical silver, which is too weak to safely lace a skeletal structure. *Price/Cost* +1,000 gp

Dermal Armor

Aura faint transmutation; **CL** 5th

Slot none; **Price** 4,000 gp (+1), 16,000 gp (+2), 36,000 gp (+3), 64,000 gp (+4), 100,000 gp (+5); **Weight** 10 lbs.

DESCRIPTION

Implanting this artifice device layers the skin with protective materials such as runic tattoos with abjuration pigments, arcane-imbued fabrics, steel plates, or bone as appropriate for the artifice implant's power source. The wearer gains an enhancement bonus to natural armor ranging from +1 to +5 depending on the quality of the artifice implant. When installed, the weight of this implant does not count towards the creature's carrying capacity.

CONSTRUCTION

Requirements Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the implant's bonus; **Cost** 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5)

Liminal Body

Aura strong transmutation; **CL** 15th

Slot none; **Price** 40,000 gp; **Weight** 100 lbs.

DESCRIPTION

This extreme implant replaces two legs with an artificial lower quadruped body in order to transform a creature with human-like anatomy into something akin to a centaur. A creature with this implant gains a +10 bonus to its land speed and a +4 bonus to CMD against trip attempts. Its carrying capacity also increases based on the creature's size category (see *Carry Capacity in Pathfinder Roleplaying Game: Core Rulebook*). The legs on this implant otherwise function as *artifice limbs*. The weight of this implant does not count against carrying capacity while implanted. The implant does not alter the number of magic item slots possessed by a creature.

CONSTRUCTION

Requirements Craft Wondrous Item, *monstrous physique II*; **Cost** 20,000 gp

Muscle Enhancement

Aura moderate transmutation; **CL** 8th

Slot none; **Price** 8,000 gp (+2), 32,000 gp (+4), 72,000 gp (+6); **Weight** 20 lbs.

DESCRIPTION

This artifice implant supports, augments, and/or replaces existing muscle fiber with arcane runes, mechanical pistons, or synthetic fibers as appropriate for its associated power source. This grants an enhancement bonus to Strength equal to +2, +4, or +6

depending on the quality. This is a temporary bonus until 24 hours after installation. The weight of this implant does not count against carry capacity while installed.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*; **Cost** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

Reaction Enhancement

Aura moderate transmutation; **CL** 8th

Slot none; **Price** 8,000 gp (+2), 32,000 gp (+4), 72,000 gp (+6); **Weight** 5 lbs.

DESCRIPTION

This artifice implant layers ligaments and tendons with highly reactive enablers to increase reflexive, precision, and elegance of movement. This grants an enhancement bonus to Dexterity equal to +2, +4, or +6 depending on the quality. This is a temporary bonus until 24 hours after installation. The weight of this implant does not count against carry capacity while installed.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*; **Cost** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

Skill Implant

Aura enchantment; **CL** 5th

Slot none; **Price** 200 gp (+1), 800 gp (+2), 1,800 gp (+3), 3,200 gp (+4), 5,000 gp (+5); **Weight** —

DESCRIPTION

This implant attaches an artifice containing the memories of a skilled practitioner and infuses the knowledge and instincts into its subject. An individual with this implant gains a +1 to +5 competence bonus on skill checks for a single skill chosen when the implant is crafted. For skills with subcategories (such as Craft and Knowledge), a skill implant's bonus only applies to a single subcategory chosen at the implant's creation.

CONSTRUCTION

Requirements Craft Wondrous Item, *bestow insight*, *share memory*, creator must have a number of ranks in the skill equal to the implant's bonus; **Cost** 100 gp (+1), 400 gp (+2), 900 gp (+3), 1,600 gp (+4), 2,500 gp (+5)

Weapon Implant

Aura transmutation; **CL** 5th

Slot none; **Price** 5,000 gp (special); **Weight** 1 lb. (special)

DESCRIPTION

This implant integrates a one-handed melee weapon, a light melee weapon, or a ranged projectile weapon that can be wielded in a single hand to an arm. The device possesses ports for reloading a ranged weapon. This weapon remains hidden until drawn as a swift action and can be retracted as a move action. The weapon remains well concealed while retracted and requires a thorough search to find (Perception DC 25). However, the implant itself appears obvious as an artificial device permanently attached to the arm. Like an artiforged integrated weapon, an implanted weapon can be sundered, but not disarmed. Unlike an integrated weapon, the weapon cannot be changed when the implant is created and adds to the implant's cost, price, and weight.

CONSTRUCTION

Requirements Craft Wondrous Item, *absorbing touch*; **Cost** 2,500 gp (special)

Vital Enhancement

Aura moderate transmutation; **CL** 8th

Slot none; **Price** 8,000 gp (+2), 32,000 gp (+4), 72,000 gp (+6); **Weight** 5 lbs.

DESCRIPTION

This implant attaches to the heart, lungs, and other vital organs in order to ensure their health, provide redundancies, and increase efficiency of their function. This grants an enhancement bonus to Constitution equal to +2, +4, or +6 depending on the quality. This is a temporary bonus until 24 hours after installation. The weight of this implant does not count against carry capacity while installed.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*; **Cost** 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6)

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Magical Armor & Weapons

Powered (Armor Special Ability)

Price +1 bonus; **Aura** moderate transmutation; **CL** 10th; **Weight** —

DESCRIPTION

This ability integrates a type of artiforged source power into the armor (but not a shield) to grant it characteristics befitting that source. Thus, a +1 *breastplate* might become a +1 *clockwork powered breastplate*.

As a free action when attacked, the wearer can raise the armor's tension by 1 to increase its enhancement bonus to AC by +2 and gain DR 2/— until the end of the enemy creature's turn. This cannot be used again until the tension is relieved after 24 hours or a *make whole* spell is cast on the armor. An artiforged that integrates a *powered* armor matching his power source can raise his tension by 2 in place of raising the armor's tension. This ability cannot be used multiple times on the same turn.

An artiforged with the armor configuration class feature can also install one additional configuration to a *powered* armor integrated to his body.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *effortless armor*; **Cost** +1 bonus

Powered (Weapon Special Ability)

Price +1 bonus; **Aura** moderate transmutation; **CL** 10th; **Weight** —

DESCRIPTION

This ability integrates a type of artiforged source power into the weapon to grant it characteristics befitting that source. Thus, a +1 *longsword* might become a +1 *clockwork powered longsword*.

As a free action, the wielder can raise the weapon's tension by 1 in order to increase its enhancement bonus by +2 for a single attack. This cannot be used again until the tension is relieved after 24 hours or a *make whole* spell is cast on the weapon. An artiforged that integrates a *powered* weapon matching his power source can raise his tension by 2 in place of raising the weapon's tension for an attack. This ability cannot be used multiple times on the same attack.

While having no tension, a *powered* weapon provides an additional ability in the hands of an artiforged with the same power source as its own. The artiforged treats such a *powered* weapon as an integrated weapon for the purpose of the power surge and flurry assault class features as well as the source power gained at 1st level. An artiforged cannot gain these benefits if he possesses an archetype that replaces the integrated weapon class feature or restricts which weapons benefit from the power surge and flurry assault class features.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *magic weapon*; **Cost** +1 bonus

Magic Items

Integration Socket

Aura moderate transmutation; **CL** 9th

Slot none; **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

Having the appearance of a spider with characteristics of an artiforged power source, this device possesses a socket that allows an artiforged to more easily attach and detach integrated weapons. Attaching this device to a weapon takes 1 hour of work. A weapon integrated with this device only takes 1 minute to attach or detach as an integrated weapon. In addition, the weapon takes no damage when detaching from the artiforged and does not gain the broken condition. However, a weapon with the socket attached becomes unusable when not integrated and must be wielded in an improvised manner. Detaching an *integration socket* from a weapon takes 1 hour and deals 1 + half the weapon's maximum hit points which causes it to gain the broken condition.

CONSTRUCTION

Requirements Craft Wondrous Item, *call weapon*, *versatile weapon*; **Cost** 2,000 gp

NPC CODEX

Artiforged exist within the world for adventuring parties to find and befriend or defeat. The following include several NPCs for GMs to use in a campaign as potential allies, challenges, or enemies. These characters also represent a sampling of the types of artiforged that can exist in a fantasy setting. Descriptions for several artiforged class features and archetype abilities have been provided for convenience.

Scrapyard Goblin CR 1

XP 400

Goblin artiforged 2

CN Small humanoid (goblinoid)

Init +4; **Senses** low-light vision; Perception +0

DEFENSE

AC 19, touch 15, flat-footed 15 (+3 armor, +4 Dex, +1 shield, +1 size)

hp 18 (1d10+1)

Fort +4, **Ref** +7, **Will** +0

OFFENSE

Speed 30 ft.

Melee integrated dogslicer +7 (1d4+4/19-20)

Ranged shortbow +6 (1d4/x3)

Special Attacks flurry assault, power surge +1

Power Source clockwork

STATISTICS

Str 12, **Dex** 19, **Con** 13, **Int** 14, **Wis** 10, **Cha** 6

Base Atk +2; **CMB** +2; **CMD** 16

Feats Weapon Finesse

Skills Acrobatics +8, Craft (clockwork) +7, Disable Device +8, Intimidate +3, Knowledge (dungeoneering) +7, Knowledge (engineering) +7

Languages Common, Goblin

SQ artifice lore +1, integrated weapon, tension (max 3), upgrades (integrated finesse)

Combat Gear *potion of cure light wounds*, tanglefoot bags (2), thunderstone; **Other Gear** dogslicer, masterwork studded leather, masterwork shortbow with 20 arrows, 94 gp

SPECIAL ABILITIES

Clockwork Surge (Ex) The scrapyard goblin can raise his tension by 1 as a free action to begin or maintain a power surge for 1 round. During a power surge, he gains a +1 bonus on attack and damage rolls with integrated weapons, on Strength checks, and on Acrobatics, Climb, Escape Artist, Fly, and Swim skill

checks. He also gains a +10 enhancement bonus to his land speed.

DESCRIPTION

Many talented and curious goblins enjoy plundering the mounds of discarded metal and broken mechanical devices to build elaborate contraptions prone to failure. Many of these failures result in grievous personal injury. A select number of such goblins take the opportunity to replace their lost limbs with deadly weaponry powered by clockwork mechanisms cobbled together from scrap.

Elemental Archer CR 4

XP 1,200

Human artiforged (tank mauler) 5

N Medium humanoid (human)

Init +3; **Senses** Perception +2

DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +3 Dex)

hp 39 (5d10+5)

Fort +6, **Ref** +8, **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk scimitar +8 (1d6+3/18-20)

Ranged +1 *integrated composite longbow* +9 (1d8+3/x3) or longbow flurry assault +7/+7 (1d8+3/x3)

Special Attacks energy throw, flurry assault, power surge +2

Power Source elemental (water)

STATISTICS

Str 14, **Dex** 16, **Con** 13, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 21

Feats Deadly Aim, Manyshot, Point-Blank Shot, Precise Shot

Skills Acrobatics +8, Climb +7, Heal +4, Intimidate +10, Knowledge (dungeoneering) +3, Knowledge (planes) +8, Perception +2

Languages Aquan, Common

SQ artifice lore +2, artiforging, heavy integrated weapon, integrated armor, tension (max 4) upgrades (penetrating shot, senselink)

Combat Gear liquid ice (2), *potion of cure light wounds*; **Other Gear** +1 chain shirt, +1 *composite longbow* (+2 Str), masterwork scimitar, 15 gp

SPECIAL ABILITIES

Elemental Surge (Su) The elemental archer can raise her tension by 1 as a free action to begin or maintain a power surge for 1 round. During a power surge, she

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gains a +2 bonus on attack and damage rolls with her integrated weapons, on Strength checks, and on Acrobatics, Climb, Escape Artist, Fly, and Swim skill checks. Her longbow also gains the *frost* special ability during a power surge.

Penetrating Shot (Ex) The elemental archer may raise her tension by 1 as a free action when making a ranged attack with an integrated weapon against a creature benefiting from cover (but not improved or total cover). The creature loses its bonuses to AC from cover against this attack, but takes reduced damage (if any) from the attack equal to the hardness of the object granting cover. If the obstacle is a creature that grants soft cover and the attack roll succeeds against the ACs of both creatures, then each creature takes half the result of the attack's damage roll. Precision damage, the *flaming* special ability, and similar abilities only apply against the intended target.

Senselink (Ex) The elemental archer's integrated weapons gain sensors that allow her to perceive through her weaponry as an extension of her vision. She can use her weapons to see around corners, but any attacks made this way take a -4 penalty to attack rolls due to awkwardness. After a successful attack with an integrated weapon, the elemental archer may raise his tension by 1 as a free action in order to predict the target's movements. The creature loses the benefit of concealment against her integrated weapon attacks until the beginning of the elemental archer's next turn or until she attacks another target (whichever happens first).

DESCRIPTION

Elemental Archers unleash devastating barrages of arrows using weapons melded to their flesh and attuned to their senses and the energies within. Upon coming of age, each aspiring soldier of the Four Clans of Heaven and Earth undergo the harrowing procedure of carving a shard of an elemental into their heart. Those that survive the procedure can become augmented with artifacts attuned to the natural forces binding all matter in the universe.

Warriors of the Frost Clan have the flesh and bone of a dominant limb transmuted into a construct of water and ice. This enables the warrior to crystalize her hand to merge with a weapon and imbue it with the energies flowing from the elemental source within her body. The weapon becomes a natural part of their body and senses.

Augmented Assassin CR 7

XP 3,200

Elf artiforged (kagemashin) 8

LE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex)

hp 60 (8d10+8)

Fort +8, **Ref** +11, **Will** +3; +2 vs. enchantments

Defensive Abilities armor configuration (1; camouflage [urban]); **Immune** sleep

OFFENSE

Speed 30 ft., climb 15 ft.

Melee +1 *integrated wakizashi* +14/+9 (1d6+5/18-20) or wakizashi flurry assault +12/+12/+7 (1d6+5/18-20)

Ranged mwk integrated shuriken launcher +13/+8 (1d2+5) or shuriken flurry assault +11/+11/+6 (1d2+5)

Special Attacks flurry assault, power surge +2

Power Source arcane

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +10; **CMD** 25

Feats Arcane Strike (integrated weapons only), Extra Upgrade (disguise), Extra Upgrade (extra integrated weapon), Power Attack, Weapon Finesse, Weapon Focus (wakizashi)

Skills Acrobatics +15, Climb +17, Knowledge (arcana) +8, Perception +6, Sense Motive +5, Sleight of Hand +12, Stealth +12 (+14 in urban terrain), Use Magic Device +10

Languages Common, Elven

SQ agile power surge, artifice lore +4, artiforging, deadly finesse, integrated armor, tension (max 6) upgrades (climbing attachments, disguise, extra integrated weapon, integrated finesse, spring heels, stealth mode)

Combat Gear *potion of cure moderate wounds*, *potion of invisibility* (2); **Other Gear** +1 *studded leather*, +1 *wakizashi*, *cloak of resistance* +1, *ring of protection* +1, masterwork hand crossbow (integrated as a shuriken launcher), shurikens (20), spell component pouch

SPECIAL ABILITIES

Arcane Surge (Su) The augmented assassin can raise his tension by 1 as a free action to begin or maintain a power surge for 1 round. During a power surge, he gains a +2 bonus on attack and damage rolls with his integrated weapons, on Strength checks, and on Acrobatics, Climb, Escape Artist, Fly, and Swim skill checks.

During a power surge, the augmented assassin also gains the benefits of the Arcane Strike feat, adding an additional +2 points of damage and inflicting an arcane mark for 1 round. Any allies that strike the marked target also deal Arcane Strike's bonus damage.

Crippling Mark (Su) The augmented assassin may raise his tension by 1 as an immediate action to cripple a creature marked by arcane surge. The creature receives a –2 penalty on attack rolls and saving throws against spells, spell-like abilities, supernatural abilities, and his artiforged class features. This lasts until the end of the creature's next turn.

Spring Heels (Ex) While his power source is not disabled, the augmented assassin is considered as having a running start when jumping. During a power surge, he gains a +8 bonus to Acrobatics checks to jump. He never takes damage from falling deliberately from a height equal to or less than 80 feet.



The augmented assassin can raise his tension by 1 to make a powerful leap as a standard action. Until the end of his movement, he gains a fly speed of 40 feet (30 feet if his movement speed is hindered by armor or carrying a medium or heavy load). He has clumsy maneuverability, cannot hover, and cannot change direction unless he propels himself using an adjacent wall or other means. During this leap, he may use his Acrobatics skill instead of Fly for any Fly checks.

During a power surge, the augmented assassin may perform this powerful leap as a move action.

Stealth Mode (Ex) During a power surge, the augmented assassin's stealth mode upgrade grants him concealment (20% miss chance) that can be thwarted by effects that negate invisibility.

DESCRIPTION

Assassins under the employ of the Syndicate of the Arcane Shadow have been rumored to leap over buildings, climb walls, blend into surroundings using arcane devices, and strike with unparalleled speed. Armed with blades and shuriken launchers integrated into their bodies, these assassins are known to leave sigils on victims that magically burn and cripple their ability to defend and retaliate.

Syndicate of the Arcane Shadow recruit operatives by approaching skilled warriors and assassins that suffer career-ending injuries, sometimes secretly inflicted by members of the Syndicate itself. In return for the assassin's loyalty, the Syndicate employs its coven of powerful mages and artificers to repair the recruit's broken body and augment it with a number of arcane devices that transform the operative into the supreme killing machine.

The assassin is reborn to continue his career and need only carry out the occasional order that furthers the Syndicate's enigmatic agenda. Breaking this loyalty results in the operative having his augmentations and life support artifices stripped away, leaving the defector to his death.

Steam Rider CR 10

XP 9,600

Dwarf artiforged (tank mauler) 11

LG Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 26, touch 12, flat-footed 25 (+10 armor, +1

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deflection, +1 Dex, +1 natural, +3 shield)
hp 103 (11d10+33)
Fort +12, **Ref** +10, **Will** +5; +2 vs. poison, spells, and spell-like abilities

DR 2/adamantine; **Defensive Abilities** armor configuration (2; fortified, maneuverable [Ride]), defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee +1 *integrated lance* +16/+11/+6 (1d8+5/x3) or lance flurry assault +14/+14/+9/+4 (1d8+5/x3)

Ranged thrown +1 *integrated lance* +13/+8+3 (1d8+5)

Special Attacks flurry assault, power surge +3

Power Source steam

STATISTICS

Str 18, **Dex** 12, **Con** 16, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +11; **CMB** +15; **CMD** 27

Feats Mounted Combat, Mounted Shield, Power Attack, Ride-By-Attack, Shield Focus, Spirited Charge

Skills Acrobatics +9, Climb +12, Craft (armor) +6, Handle Animal +11, Knowledge (engineering) +10, Knowledge (history) +10, Perception +11, Ride +15

Languages Common, Dwarf, Giant, Undercommon

SQ artifice lore +5, artificing, heavy integrated weapon, integrated armor, tension (max 6) upgrades (advanced thrusters, deflection barrier, extending mechanism, integrated shield, thrusters)

Combat Gear *potion of cure moderate wounds* (2);

Other Gear +1 *lance*, +1 *full plate*, +1 *heavy shield*, *cloak of resistance* +2, *ring of protection* +1, supply of water and wood; **Artifice Implants** *tapped steam dermal armor* +1, *tapped steam muscle enhancement* +2

SPECIAL ABILITIES

Heat Aura (Ex) Whenever the steam rider raises his tension, the heated air generated by his power source obscures vision of him, granting him 20% concealment for 1 round.

Steam Surge (Ex) The steam rider can raise his tension by 1 as a free action to begin or maintain a power surge for 1 round. During a power surge, he gains a +3 bonus on attack and damage rolls with his integrated weapons, on Strength checks, and on Acrobatics, Climb, Escape Artist, Fly, and Swim skill checks. This bonus doubles when charging or on the first attack during a full-attack action, and the steam rider adds 1-1/2 times his Strength modifier to the integrated melee damage roll instead of only his full Strength modifier.

Steam Trail (Ex) During a power surge, steam rider

can choose to leave behind a trail of steam. Squares he exits become filled with vapor similar to obscuring mist for 1 round.

Thrusters (Ex) The steam rider has the advanced thrusters upgrade that allow him to fly up to 40 feet (clumsy maneuverability) as a move action during a power surge. He takes a –4 penalty to Stealth checks while these thrusters are in use.

DESCRIPTION

The dwarven steam riders form an elite legion of mounted lancers using alchemical furnaces grafted to their bodies. These steampowered augmentations transform the riders into devastating frontliners, often regarded as “living siege weapons” by enemies witnessing their strength and speed. The strongest of the riders replace entire limbs with lances and possess a power source strong enough to propel them into the air using steam jets. Some riders defy expectations by arming their steeds with a steam power source of their own.

Kensei Master CR 13

XP 25,600

Human artificed (sourcebound) 14

LN Medium humanoid (human)

Init +5; **Senses** Perception +12

DEFENSE

AC 22, touch 12, flat-footed 18 (+6 armor, +1 deflection, +4 Dex, +1 natural)

hp 102 (14d10+14)

Fort +11, **Ref** +15, **Will** +7

DR 3/adamantine; **Defensive Abilities** deflection barrier (deflection bonus increases to +4 against ranged attacks during power surge), natural surge (+4 natural armor bonus to AC during power surge)

OFFENSE

Speed 30 ft.

Melee +4 *natural source katana* +23/+18/+13 (1d8+9/15–20) or katana flurry assault +21/+16/+11 (1d8+9/15–20)

Special Attacks flurry assault, power surge +3, vine bolt

Power Source natural

STATISTICS

Str 14, **Dex** 20, **Con** 13, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +14; **CMB** +16; **CMD** 31

Feats Combat Reflexes, Exotic Weapon Proficiency (katana), Improved Critical (katana), Power Attack, Slashing Grace, Weapon Finesse, Weapon Focus

(katana)

Skills Acrobatics +15, Climb +9, Diplomacy +5, Knowledge (nature) +7, Linguistics +1, Perception +12, Profession (botanist) +6, Sense Motive +15, Stealth +11, Use Magic Device +7

Languages Celestial, Common, Elven

SQ artifice lore +7, artificing, integrated armor, source weapon +4, tension (max 9), upgrades (agile deflection, deflection barrier, intelligent weapon), weapon configuration (3 points)

Combat Gear *potion of cure serious wounds* (2), *potion of fly*, *potion of invisibility*; **Other Gear** +3 *hide shirt*, *cloak of resistance* +1, masterwork tools for Profession (herbalist); **Artifice Implants** *natural artifice limb* (1 full arm) with iron grip mod, *natural artifice organ (heart)*, *natural artifice eyes* with behavioral analysis mod, *tapped natural barrier evoker*, *tapped natural dermal armor* +1

SPECIAL ABILITIES

Agile Deflection (Ex) When a ranged attack is performed against the kensei, she can raise his tension by 1 to deflect the thrown weapon or ammunition out of the air so the target takes no damage. As an attack of opportunity, she makes an integrated melee attack roll at her highest base attack bonus. If the attack roll is greater than the attack roll of the incoming ranged attack, the attack is deflected. The kensei must be aware of this attack and not flat-footed. Unusually massive ranged weapons (such as boulders or siege weapons) and ranged attacks created by spell effects cannot be deflected.

Natural Surge (Su) The kensei can raise her tension by 1 as a free action to begin or maintain a power surge for 1 round. During a power surge, she gains a +3 bonus on attack and damage rolls with her source weapon, on Strength checks, and on Acrobatics, Climb, Escape Artist, Fly, and Swim skill checks. She also gains a +4 natural armor bonus to AC during a power surge.

Thorny Trail (Su) When beginning a natural surge, the kensei can choose to leave behind a 5-foot-wide path of thorny vegetation on the ground she treads that lasts for 1 round. This path is considered difficult terrain, and creatures that move through it must succeed on a DC 19 Reflex save or suffer the effects as if they stepped on caltrops. A thorny trail may only grow on ground where plants could feasibly grow, such as soil, a forest bed, or cobblestone with enough gaps between each stone for vegetation to sprout.

Vine Bolt (Su) The kensei can fling an entangling strand of leaves from her arm as a ranged attack with a 10-foot range increment. On a successful ranged touch attack, a creature hit becomes entangled until they remove the vines as a standard action. If not removed, the vines naturally wither away after 3 rounds. The kensei may use vine bolt in place of an attack during flurry assault.

DESCRIPTION

At the apex of her mastery in swordsmanship, the kensei obtained a sword constructed of mythical elderwood that contained a lifesource from the natural world. The weapon was a living, breathing thing. The kensei believed that — like all living things — the weapon needed another lifeform to survive. Thus, the kensei augmented her body with wood from the same tree that birthed the sword to properly bond with it.

As time passed and she felled foes using the empowered weapon, the kensei attuned her spirit with the weapon and even replacing limbs with constructs of the same material — including her own beating heart. In return, the weapon and the augmentations provided her a number of unique abilities, such as leaving behind a trail of thorns to protect her from pursuing enemies. The two became a single unit and formed one of the greatest swords-women.

Signum Grandmaster CR 16

XP 76,800

Runari artificed 17

N Medium humanoid (runari)

Init +2; **Senses** Perception +14

DEFENSE

AC 29, touch 14, flat-footed 27 (+9 armor, +2 deflection, +2 Dex, +2 natural, +4 shield)

hp 157 (17d10+51)

Fort +15, **Ref** +14, **Will** +6

DR 5/adamantine; **Defensive Abilities** armor configuration (3; fortified [3]), 75% to negate critical hits

OFFENSE

Speed 40 ft.

Melee +3 integrated adamantite gauntlet +24/+19/+14/+9 (1d6+7/19–20) or gauntlet flurry assault +22/+22/+17/+12/+7

Ranged +2 integrated sling +21/+16/+11/+6 (1d4+6) or sling flurry assault +19/+19/+14/+9/+4 (1d4+6)

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Special Attacks flurry assault, power surge +4
Spell-Like Abilities (CL 17th, Concentration +20)
 1/day *enlarge person*
Power Source arcane

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** 16, **Wis** 8, **Cha** 8

Base Atk +17; **CMB** +21; **CMD** 35

Feats Bludgeoner, Deadly Aim, Enforcer, Extra Upgrade (internal storage), Greater Bull Rush, Improved Bull Rush, Improved Critical (gauntlet), Power Attack, Weapon Focus (gauntlet)

Skills Acrobatics +19, Climb +16, Diplomacy +5, Intimidate +18, Knowledge (arcana) +14, Knowledge (engineering) +14, Perception +14, Profession (soldier) +4, Use Magic Device +20

Languages Common, Runari

SQ artifact lore +8, artiforging, integrated weapon, integrated armor, tension (max 11) upgrades (advanced shattering charge, advanced spring heels, advanced terrain breaker, extra integrated weapon, internal storage, shattering charge, spell trigger chamber, spring heels, terrain breaker)

Combat Gear *potion of lesser restoration* (3), *wand of cure serious wounds* (10 charges), *wand of abundant ammunition* (50 charges); **Other Gear** +3 *adamantine gauntlet*, +3 *buckler*, +3 *mithral breastplate*, *cloak of resistance* +2, *headband of vast intelligence* +2, ring of protection +2, spell component pouch; **Artifice**

Implants *arcane artifice limbs* (1 full arm, 2 half legs) with strider heels mod, *tapped arcane dermal armor* +2, *tapped arcane muscle enhancement* +2

SPECIAL ABILITIES

Arcane Surge (Su) The Signum grandmaster can raise his tension by 1 as a free action to begin or maintain a power surge for 1 round. During a power surge, he gains a +4 bonus on attack and damage rolls with his integrated weapons, on Strength checks, and on Acrobatics, Climb, Escape Artist, Fly, and Swim skill checks.

During a power surge, the signum grandmaster also gains the benefits of the Arcane Strike feat, adding an additional +4 points of damage and inflicting an arcane mark for 1 round. Any allies that strike the marked target also deal Arcane Strike's bonus damage.

Crippling Mark (Su) The Signum grandmaster may raise his tension by 1 as an immediate action to cripple a creature marked by arcane surge. The creature receives a –4 penalty on attack rolls and saving throws against spells, spell-like abilities, supernatural abilities, and his artiforged class features. This lasts until the

end of the creature's next turn.

Dispelling Strike (Su) The Signum grandmaster may raise his tension by 2 as a swift action to imbue his integrated weapon with energy disruptive to magic. The next creature or object struck by the weapon within 1 minute becomes subject of a targeted *dispel magic* with a caster level of 17.

Shattering Charge (Ex) As a free action during movement, the Signum grandmaster may raise his tension by 1 in attempt to attack or break an object that obstructs his path. He may attempt this on an object large enough to grant a creature of his size cover, but not large enough to grant improved cover or total cover. If he breaks or destroys this object, it no longer obstructs his path and he may continue his movement uninterrupted (even if charging).

The grandmaster may raise his tension by 2 (instead of 1) while using shattering charge to make a break or attack any object of his size category or smaller. If an object obstructs his line of sight to a creature and he successfully discerns the creature's location using a Perception check, he may charge that creature and use shattering charge as necessary to attack or break the object.

Spring Heels (Ex) While his power source is not disabled, the Signum grandmaster is considered as having a running start when jumping. During a power surge, he gains a +8 bonus to Acrobatics checks to jump. He never takes damage from falling deliberately from a height equal to or less than 170 feet.

The Signum grandmaster can raise his tension by 1 to make a powerful leap as a standard action. Until the end of his movement, he gains a fly speed of 30 feet (increased to 40 feet if he raises his tension by 2 instead of 1). He has clumsy maneuverability, cannot hover, and cannot change direction unless he propels himself using an adjacent wall or other means. During this leap, he may use his Acrobatics skill instead of Fly for any Fly checks.

During a power surge, the signum grandmaster may perform this powerful leap as a move action. The Signum grandmaster may perform a powerful leap as the movement of a charge. He may attempt to use his break terrain upgrade as a free action (without replacing an attack) when landing on solid ground at

the end of the powerful leap's movement.

DESCRIPTION

Grandmasters of the Signum Elite represent the highest class of augmented warriors in Signum, a reclusive city of magical technology crafted by the runari people. Believing themselves as descendants of constructs given flesh by their goddess, the runari possess a unique perspective on artifice such that intelligent items possess the same rights as organic citizens. Even constructs carry sacred significance as individuals deserving respect as any living creature.

Signum honors members of the guard and military that suffer grievous injury in the line of duty. Such individuals become Signum Elites, augmented with stone prosthetics covered with arcane sigils. The Grandmasters rise as the highest rank of Signum Elites with most of their limbs replaced with artifice as a result of a long career of selfless heroism. The Grandmasters charge into battle as half-construct juggernauts, smashing through fortifications and leaping great distances to break enemy lines.

Testament CR 19

XP 307,200

Human artiforged (devout machina, forged fist) 20
N Medium humanoid (human)

Init +3; **Senses** Darkvision 60 ft.; Perception +24

DEFENSE

AC 28, touch 15, flat-footed 25 (+11 armor, +2 deflection, +3 Dex, +2 natural)

hp 184 (20d10+60)

Fort +17, **Ref** +17, **Will** +12

DR 6/adamantine; **Defensive Abilities** armor configuration (4; camouflage [urban], fortified [3]), 75% to negate critical hits

OFFENSE

Speed 40 ft.; climb 20 ft.; fly 60 ft. (during power surge)

Melee +3 *adamantine unarmed strikes* +28/+23/+18/+13 (1d6+7) or unarmed flurry assault +26/+26/+21/+21/+16/+16/+11 (1d6+7)

Special Attacks power surge +5, unarmed flurry assault

Constant *endure elements, magic circle against chaos* (CL 20th)

Paladin Spells Prepared (CL 17th; Concentration +21)

4th—*break enchantment, forceful strike, restoration*
3rd—*daylight, greater magic weapon, prayer, remove blindness/deafness*
2nd—*eagle's splendor* (2), *resist energy, zone of truth*

1st—*divine favor* (3), *lesser restoration* (2)

Power Source divine

STATISTICS

Str 18, **Dex** 16, **Con** 16, **Int** 13, **Wis** 18, **Cha** 8

Base Atk +20; **CMB** +24; **CMD** 39

Feats Combat Expertise, Improved Critical, Improved Reposition, Improved Trip, Medium Armor Proficiency, Power Attack, Pummeling Bully, Pummeling Charge, Pummeling Style, Weapon Focus (unarmed strike)

Skills Acrobatics +23, Climb +19, Diplomacy +9, Heal +17, Intimidate +12, Knowledge (religion) +24, Perception +24, Sense Motive +19, Use Magic Device +16

Languages Celestial, Common

SQ artifice lore +10, artiforging, augmented unarmed strikes, forged perfection, integrated armor, tension (max 14), upgrades (agile deflection, disguise, climbing attachments, life support)

Combat Gear *potion of haste, wand of make whole* (50 charges); **Other Gear** +3 *adamantine gauntlets* (2), +5 *mithral agile breastplate, cloak of resistance* +2, *headband of inspired wisdom* +2, *ring of protection* +2; **Artifice Implants** *divine artifice limbs* (2 full legs) with strider heels mod, *divine muscle enhancement* +2, *divine reaction enhancement* +2, *divine vital enhancement* +2, *tapped divine artifice eyes* with darkvision and vision enhancement mods, *tapped divine dermal armor* +2

SPECIAL ABILITIES

Agile Deflection (Ex) When a ranged attack is performed against Testament, he can raise his tension by 1 to deflect the thrown weapon or ammunition out of the air so the target takes no damage. As an attack of opportunity, he makes an integrated melee attack roll at his highest base attack bonus. If the attack roll is greater than the attack roll of the incoming ranged attack, the attack is deflected. Testament must be aware of this attack and not flat-footed. Unusually massive ranged weapons (such as boulders or siege weapons) and ranged attacks created by spell effects cannot be deflected.

Blessing of the Source (Su) During a power surge, Testament can raise his tension by 1 as a swift action to add a +5 sacred bonus to all saving throws until the beginning of his next turn. Allies within 30 feet gain half this bonus (or a full bonus if Testament raises his tension by 2 instead of 1).

Divine Surge (Su) Testament can raise his tension by 1 as a free action to begin or maintain a power surge for 1 round. During a power surge, he gains a +5

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bonus on attack and damage rolls with his integrated weapons, on Strength checks, and on Acrobatics, Climb, Escape Artist, Fly, and Swim skill checks. During a power surge, he gains the effects of *fly* and his augmented unarmed strikes gain the *axiomatic* special ability.

Forged Perfection (Ex) For effects that differ depending on creature type (such as a ranger's favored enemy, *bane* weapons, and the *make whole* spell), Testament is treated as either a construct or a humanoid with the human subtype, whichever is more favorable for him.

Living Altar (Su) Up to 20 non-hostile creatures may pray to Testament's faith within his presence while he performs maintenance on his power source. Each creature receives a +6 sacred bonus on a single skill check performed within the next 24 hours or until Testament performs maintenance on his power source again (whichever happens first). The decision to use the bonus must be made before attempting the check.

Mimic (Ex) When using the disguise upgrade, Testament can raise his tension by 2 (instead of 1) to assume the shape of an object matching his size category or having one size category less than his own. While in this form, he has a land speed of 10 feet and gains a +10 bonus on Disguise checks to appear as an ordinary object. This bonus increases to +20 when Testament assumes the shape of an altar, holy symbol, or other religious item. Regardless of shape, the assumed appearance feels as hard as mithral (or whatever the material of his integrated armor) and has a similar texture.

DESCRIPTION

Legends say the entity known as Testament was once a human male that traveled the world seeking enlightenment and perfection of both mind and body. When the flesh failed him, the man grafted religious symbols and artifice to his body, which only furthered his faith. Uncertainty arises as to how much of Testament's original body remains. He seems more of a machine powered by divine magic that resembles a man made of perfectly sculpted mithral with prayers and religious symbols engraved in his hardened skin.

On occasion, Testament enters deep trances that last for decades while remaining so still that many mistake him as a statue. On one occasion, he rose from his meditation to find an entire shrine and religion dedicated to his faith and perfect form, leaving many

faithful startled and joyous. Forces of cosmic chaos and blasphemy stir Testament into action to utilize ancient martial arts techniques.

APPENDIX

A. Upgrades List

Upgrade	Prerequisites	Benefits
Climbing Attachments		Gain a climb speed
Deflection Barrier		During a power surge, gain a deflection bonus against ranged attacks.
Disguise		Hide your augmentations and integrated weapons
Extending Mechanism		Integrated melee weapons can be launched and reeled back with a chain.
Extra Integrated Weapon		Can integrate an additional weapon
Familiar		Gain a familiar constructed from your power source
Firearm Upgrade		Gain proficiency in integrated firearms and can repair misfires by raising tension
Grasping Weaponry		Integrated melee weapons gain grappling and can grapple enemies by raising tension
Improved Integrated Armor	Integrated armor	Can integrate heavy armor and gain an extra armor configuration
Increased Damage Reduction	Damage reduction	Damage reduction increases. Increase damage reduction temporarily by raising tension
Integrated Finesse		Use Dexterity for damage rolls with integrated finesse weapons
Integrated Grappling Hook		Gain an integrated grappling hook that allows you to quickly reel yourself across the battlefield
Integrated Shield		Integrate a shield to your arm
Internal Storage		Store items in a hidden compartment inside of you and reload integrated weapons using stored ammunition
Maneuver Programming		Gain a combat maneuver feat
Nonlethal Precision		Deal nonlethal damage with integrated weapons.
Penetrating Shot		Raise tension to shoot through an enemy or a barrier
Personal Archive		Store a book or record inside your memory to recall information quickly
Pile Driver		Perform bull rush attempts with integrated melee weapons
Poison Injection		Store and apply poisons to an integrated weapon
Senselink		Perceive through your weapons to deny concealment after a successful attack
Shattering Charge		Raise tension to break through objects obstructing your movement
Spike Missile	Integrated armor	Raise tension to shoot spike missiles from your integrated armor spikes
Spring Heels		Gain a bonus on Acrobatics when jumping. At 6th level, raise tension to perform a powerful leap
Stealth Mode		Gain concealment during a power surge
Swimming Attachments		Gain a swim speed
Telescopic Limbs		Extend your limbs to increase reach at a penalty. Raise tension to negate this penalty
Terrain Breaker		Raise tension to create difficult terrain or lower a wall's Climb DC
Thrusters		Slow descent with thrusters. At 6th level, gain a fly speed during a power surge
Vision		Upgrade eyes to gain low-light vision and darkvision

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B. Advanced Upgrades List

Upgrade	Prerequisites	Benefits
Active Camouflage		Camouflage body to an environment to Stealth without needing concealment or cover
Advanced Climbing Attachments	Climbing attachments	Climb speed improves and you can climb on ceilings
Advanced Disguise	Disguise	The disguise upgrade can transform you into a humanoid
Advanced Senselink	Senselink	Raise tension further with senselink to gain blindsight against a foe
Advanced Shattering Charge	Shattering charge	Break through greater obstacles with shattering charge
Advanced Spring Heels	Spring heels	Raise tension further with spring heels to increase jump distance
Advanced Terrain Breaker	Terrain breaker	Raise tension further with terrain breaker to knock down foes
Advanced Thrusters	Thrusters	Fly speed increases when using thrusters
Agile Deflection		Raise tension to deflect ranged attacks with an attack of opportunity
Device Interface		Gain a bonus on Use Magic Device. Can communicate with a touched device
Inhuman Reflexes		Increase number of attacks of opportunity
Life Support		Survive airless and hostile environments
Mimic	Disguise	Assume the shape of inanimate objects using the disguise upgrade
Mobility Form		Transform into a highly mobile form with no limbs
Self Destruct		Denotate your power source to trigger a devastating explosion
Sentinels		Deploy Diminutive devices to spy from a distance
Spell Trigger Chamber		Store and utilize a spell trigger item inside of a chamber in your arm
Turning Apparatus		Raise tension to turn up to 90 degrees during a charge
Transformative Weaponry		Transform your integrated weapons in response to an enemy attack

C. Power Source List

Power Source	Source Modifier	Class Skill
Arcane	Intelligence	Knowledge (arcana)
Biological	Intelligence	Knowledge (nature)
Blighted	Charisma	Knowledge (arcana)
Clockwork	Intelligence	Knowledge (history)
Cybernetic	Intelligence	Knowledge (history)
Divine	Wisdom	Knowledge (religion)
Elemental	Charisma	Knowledge (planes)
Nanite	Intelligence	Knowledge (history)
Natural	Wisdom	Knowledge (nature)
Occult	Wisdom	Knowledge (religion)
Solar	Charisma	Knowledge (planes)
Steam	Intelligence	Knowledge (history)
Unlife	Charisma	Knowledge (religion)

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Augment yourself with Artifice.

Forge yourself into the ultimate warrior!

The Artiforged is a 20-level base class allowing you to play a setting-adapable fantasy cyborg for the Pathfinder Roleplaying Game.

As an Artiforged, you are an augmented warrior capable of wielding integrated weapons, donning armor grafted to your body, and overloading your system's power source to perform superhuman feats. Options take as many shapes as technologic across history. Fitting your character to a setting is simply a matter of choosing the right power source.



Do you augment your body with magical devices? Do you "Frankenstein" yourself with undead body parts? Empower yourself with the beating heart of an elemental? Or do you utilize eldritch energies that literally merge your flesh with steel?

With the Artiforged base class, you can create a unique technologically-enhanced character adding to the narrative of genres befitting any fantasy or science fantasy setting. However, a character need not become an Artiforged to dive into the life of augmentation. This volume also introduces a number of archetypes and equipment for existing classes in the Pathfinder Roleplaying Game.

The *Artiforged Class Handbook* includes:

- **The Artiforged**, an all-new 20-level base class where you take the role of a warrior augmented with magical and/or scientific technology.
- **13 flavorful power sources** to fit your character into any era and campaign setting.
- **10 Artiforged archetypes** such as junkyard titan, forged fist, and beast machine.
- **9 archetypes for other classes** including the chrome paladin, gadget investigator, and iron hero vigilante.
- **Advanced options** such as artifice implants, feats, traits, racial favored class bonuses, and variant multiclassing rules.
- **NPC codex** containing Artiforged characters to function as allies or enemies.
- And much, much more!