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## HEY, WHAT'S WITH THE ADVENTURE PATH PLUG-IN?

You will see us use phrases such as "Metal Gods Campaign" instead of the title of the official Adventure Path, issues #85-90. Or, you may see us use names such as the "Science League," the " Land of Savage Science," the "Goddess of Invention," or the town of "Forge" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Metal Gods Adventure Path," helping to tame the "Land of Savage Science." See, that wasn't so hard, was it?

### SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official *Pathfinder Reference Document* as well as *d20PFSRD*. If it is in the core rule-book, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

## ABAUT LEGENDARY SAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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Rules elements with the superscript <sup>TG</sup> refer to the official *guide to technology* published for the *Pathfinder Roleplaying Game*, the rules from which can also be found online at d20pfsrd.com.

# WHAT YOU WILL FIND INSIDE CYBORGS

Blurring the lines between living and machine, cybernetics grasps at the ever-complicated task of retaining humanity in the subject even as she continues to use biomechanics to alter and perfect the mortal form into which she was born. Cybernetics can be applied on a limited basis, and characters of any race or class can potentially benefit from cybertech, as described in the official *Pathfinder Roleplaying Game* guide to using advanced technology in a campaign. However, this book presents a brand-new class that has devoted its entire existence to selective surgery, myometric manipulation, and an almost obsessive fixation with transhumanoid evolution to become more than nature ever intended: the **CYBORG**. Perfect for crossover campaigns where magic and technology collide, this class offers an integrated system of two dozen cybernetic modifications that combine elements of robotics and nanotechnology to stand on its own while integrating with the standard *Pathfinder Roleplaying Game* rules. In addition to the base class itself, you'll find rules for pseudomagical tweaks, cybernetic feats, and four new archetypes to expand your cybernetic options: the **cybermancer**, **hunter-killer**, **mechlancer**, and **techrager**!

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



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A cyborg is an individual whose living flesh has been infused or replaced with advanced technology. Unlike individuals who have undergone cybernetic surgery to receive cybertech, the cyborg's infusion is far more invasive. Unlike individuals that acquire purely technologically based cybernetic implants, a true cyborg's initial cybernetic implants contain within their architecture self-replicating nanites that through a combination of technology and ritual become fused to the cyborg's cellular and nervous systems. Thereafter, the nanites grow new microfibers and circuitry that infiltrates the nervous system, at times evolving into externally visible enhancements. The cyborg herself directs this development, which is powered by exercising existing cybernetic components. Simply having an arcane or mechanical prosthesis doesn't make one a cyborg; it's the merging of the brain and the

technology to discover new senses not possible under any other circumstance. The cyborg's neurological system grows differently as a result of her modifications, making the cyborg's modifications unique and far exceeding the capabilities of simple prosthesis and even standard cybertech.

**Role:** While most find the cyborg's alien transformation and apparent mutilation of their own flesh off-putting, their ability to manipulate their implants to create a wide range of effects is quite useful to adventuring parties. The types of modifications a cyborg chooses and develops directly influences her role within an adventuring party, allowing the individual a fair amount of versatility in specific powers and abilities.

#### Alignment: Any.

Hit Die: d8.

**Starting Wealth:**  $3d6 \times 10$  gp (average 105 gp.) In addition, each cyborg begins play with an outfit worth 10 gp or less.

#### **CLASS SKILLS**

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The cyborg's class skills are Appraise (Int), Craft (mechanical) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis)

Skill Ranks per Level: 6 + Int modifier.

					ŢABLE 1: SYBOKG SLASS FEATURES		
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Base NC Per day	
1st	+0	+2	+2	+0	nanite matrix, 1st cybernetic modification, modification mastery, Technologist, tweaks	5	
2nd	+1	+3	+3	+0	nanite surge	10	
3rd	+2	+3	+3	+1	modification mastery	15	
4th	+3	+4	+4	+1	2nd cybernetic modification	20	
5th	+3	+4	+4	+1	humanity loss, nanite surge (2)	25	
6th	+4	+5	+5	+2	modification mastery	30	
7th	+5	+5	+5	+2	rapid recharge (1st modification)	35	
8th	+6/+1	+6	+6	+2	3rd cybernetic modification, nanite surge (3)	40	
9th	+6/+1	+6	+6	+3	modification mastery	45	
10th	+7/+2	+7	+7	+3	humanity loss,	50	
11th	+8/+3	+7	+7	+3	nanite surge (4)	55	
12th	+9/+4	+8	+8	+4	4th cybernetic modification, modification mastery	60	
13th	+9/+4	+8	+8	+4	rapid recharge (2nd modification)	65	
14th	+10/+5	+9	+9	+4	nanite surge (5)	70	
15th	+11/+6/+1	+9	+9	+5	humanity loss, modification mastery	75	
16th	+12/+7/+2	+10	+10	+5	5th cybernetic modification	80	
17th	+12/+7/+2	+10	+10	+5	nanite surge (6)	85	
18th	+13/+8/+3	+11	+11	+6	rapid recharge (3rd modification)	90	
19th	+14/+9/+4	+11	+11	+6	modification mastery	95	
20th	+15/+10/+5	+12	+12	+9	6th cybernetic modification, humanity loss, nanite surge (7)	100	

#### **CLASS FEATURES**

The following are class features of the cyborg

**Weapon and Armor Proficiency:** Cyborgs are proficient with all simple weapons and any weapons installed as the result of a modification. They are also proficient with light armor, but not with shields.

**Natural Technologist:** A cyborg gains Technologist as a bonus feat at 1st level.

Internal Nanite Matrix: All cyborg characters possess an internal nanite matrix that gives them the ability to grow and evolve their own cybernetic modifications. Unlike cybertech, a cyborg's modifications develop as a result of her interactions with her environment as well as her skill at manipulating her modifications. The nanite matrix woven into the cyborg's central nervous system stores energy, or nanite charges (NC), which she can use to power the special functions of her cybernetic modifications. Nanite charges can also power her tweaks (modifications and tweaks are described below). Each day a cyborg builds up a number of NC equal to 5 x her cyborg class level + her Intelligence modifier. Once powered up, the nanite matrix remains active until all NC are expended, at which point the cyborg must power down the matrix. It takes 8 hours rest to recharge the matrix after it has powered down. The cyborg can expend her NC on whatever modification powers or tweaks she wishes, however she must prepare her tweaks in advance as described below.

**Cybernetic Modification:** As a cyborg advances, their ever-growing nanite matrix allows them to continually shift from organism into machine. At 1<sup>st</sup>-level, a cyborg begins with a basic cybernetic modification, a bio-technological part permanently fused to her body that either replaces or wholly alters one of her existing body parts. Cybernetic modifications are produced by the expansion of the cyborg's nanite matrix and the deliberate manipulation of her body structure and tissue. Once created, these modifications to be disarmed or sundered. A cyborg

controls her modifications naturally, as if they are a part of her.

Cybernetic modifications are powered by the cyborg's nanite matrix and their use requires the expenditure of NC. A cyborg may then spend NC to activate the modification's special function.

The duration and power of a modification's function are determined by the cyborg's class level. Most functions require only a single charge, however, the cyborg may further augment the effects of some modifications by powering them with additional uses of NC. Regardless, a true cyborg can never boost a cybernetic modification, ability, or modification mastery with more nanite charges than her true cyborg class level. Once the duration of the effect expires, the cyborg must recharge the modification before she can activate it again. Unless otherwise noted in a modification's description, recharging requires 1 minute, during which time the cyborg cannot activate the modification's special function.

Magic items that require slots to function, cannot function in tandem with cybernetic implants occupying the same item slot. For example, a *ring of protection* cannot be worn on force pulse hand. Unless otherwise noted, all modifications require the expenditure of an energy charge in order to function, after which they cannot be activated until they recharge. Specific recharge times are noted in each of the modifications' descriptions.

At 4th level and every four levels thereafter, the cyborg can add another cybernetic modification.



The following modifications are available to the cyborg class.

#### ABILITY ENHANCEMENT DEVICE

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This device looks like a metal spider affixed to the cyborg's spine near the base of the skull. A cyborg can only have a single cerebral enhancement and single spinal enhancement. Bonuses from ability enhancement devices do not stack with bonuses from magical ability enhancement items such as belts and helms. In the event that the cyborg attempts to combine an ability-enhancing device with a magical item or spell that provides a similar effect, the greater bonus overrides the lower one.

#### Cerebral Enhancement Activation Cost: 1 NC Duration: 1 hour Recharge Time: 1 minute

This modification temporarily boosts a single mental ability score, granting the cyborg a +1 enhancement bonus per every 4 cyborg class levels. A cyborg can only have a single booster affecting one ability score, which is chosen at the time of implant and cannot be changed unless the implant is removed.

#### Spinal Enhancement

Activation Cost: 1 NC Duration: 1 hour Recharge Time: 1 minute

This modification temporarily boosts a single physical ability score, granting the cyborg a +1 enhancement bonus per every 4 cyborg class levels. A cyborg can only have a single booster affecting one ability score, which is chosen at the time of implant and cannot be changed unless the implant is removed.

#### ARM MODIFICATIONS

Arm modifications require the use of two gear/item slots, replacing both the cyborg's arm and hand.

#### Mechabot Arm

This prosthetic is fitted with a set of large circular blades that deal 1d8 points of slashing damage when used in combat. Treat the mechabot arm as the individual's primary attack.

#### SPECIAL FUNCTION

Activation Cost: 1 NC Duration: 1 round per level Recharge Time: 1 hour Activating the special function causes the blades to spin at incredibly high speeds capable of shredding wood, metal, bone, and flesh. When charged, the weapon ignores 5 points of hardness +1 point per cyborg level, or 1 point of any material-based DR (such as adamantine, cold iron, or mithril) per cyborg level.

#### Medibot Arm

A medibot arm looks like a series of strange cylinders and tubes connected to a mechanical hand with fingers resembling hydraulic pumps. Three fingers convert to syringes, while three more fingers serve as a plasma scalpel, forceps, and a nanoprobe. A medibot arm allows a cyborg to perform skillful surgeries, gaining a circumstance bonus on Heal checks equal to ½ his cyborg class level. Furthermore, successful Heal checks to treat deadly wounds heal twice the normal number of hit points.

A medibot arm can also be modified to perform one of the following special functions.

#### SPECIAL FUNCTION

Activation Cost: 1 NC Duration: Immediate Recharge Time: 1 minute

A cyborg may expend a charge to inject a single individual with microscopic nanobots that repair damaged tissue and stimulate cellular regrowth. The patient gains fast healing equal for a number of rounds equal to the cyborg's class level, healing a number of hit points each round equal to half the cyborg's level (minimum 1).

#### SPECIAL FUNCTION

Activation Cost: 1 NC per tweak level. Duration: Immediate Recharge Time: 1 minute

A cyborg with a medibot arm also can perform tweaks that simulate any spells that heal lost hit points, cure disease, neutralize poison, or restore ability score loss upon a patient as per those tweaks listed by level normally only available for cyborgs with spinal implants.

Special: without a medibot arm, a cyborg with a spinal implant that uses curative tweaks can only use them to cure herself.

**Powered Arm** Activation Cost: 1 NC Duration: 1 hour Recharge Time: 1 minute

This cybernetic prosthetic provides the cyborg with a +2 bonus to Strength. Following each use, the arm must recharge and cannot be activated for the next hour.

#### Shielding Arm Activation Cost: 1 NC Duration: 1 hour Recharge Time: 1 minute

This implant looks like a series of strange sub-dermal glowing disks running the length of the cyborg's forearm. When activated, they create a translucent shield of force that grants the cyborg a +1 shield bonus. This bonus increases by +1 per 4 cyborg levels. Activating the shield is a move action, and it remains active for 1 hour, though it can be discharged earlier in order to create a ray with a 30-foot range that deals 1d4 points of electricity damage per cyborg class level.

Once the shield function ends, the arm must be recharged before it can be activated again.

#### CYBERNETIC LEG MODIFICATIONS

These cybernetic implants replace one or both of the cyborgs legs. A cyborg can only have one type of cybernetic leg modification. Cybernetic leg modifications used up the boots gear/item slot.

#### **Propulsion Boosters**

These cybernetic leg modifications incorporate propulsion boosters near the cyborg's calves.

SPECIAL FUNCTION Activation Cost: 1 NC

#### **Duration**: Immediate **Recharge Time**: 1 minute

Activating the boosters allows a cyborg, as a full-round action, to launch herself in a straight line, traveling up to 60 feet plus 10 feet per cyborg class level. The cyborg travels the total distance in a single round. If used to travel through the air, the boosters confer no special benefit to landing; thus, a safe landing requires a successful Acrobatics check (DC 10+1 per each 10 feet traveled) to avoid or reduce falling damage. Similarly, augmenting the effect with spells such as levitate, featherfall, or fly may alleviate the risk of hurting oneself.

Alternately, the cyborg can use the boosters to bull rush or overrun an opponent. Cyborgs with the Improved Bull Rush or Improved Overrun Feat can use them in conjunction with the propulsion boost. If the cyborg strikes an object or creature while being rocketed, both the cyborg and the object or creature take 2d6 damage from the collision.

#### Roboskates

These cybernetic leg modifications incorporate modifiable gliding wheel, balls, skates, skis, or similar adaptations onto the cyborg's feet.

#### SPECIAL FUNCTION

#### Activation Cost: 1 NC Duration: 1 hour Recharge Time: 1 minute

Activating rollers increases the cyborg's land speed by 10 feet on level round. This is increased to 20 feet when moving downhill on a *gradual slope* and by 30 feet on a *steep slope*, but is negated when moving uphill. The cyborg takes a -2 penalty to her CMD against awesome blow, bull rush, drag, and reposition combat maneuvers when using this modification. Roboskates can be used on surfaces like ice, snow, and sand, but have no effect in bogs or similar highly unstable terrain (GM's discretion).

#### Thigh Capacitor

SPECIAL FUNCTION

Activation Cost: 1 NC Duration: Immediate Recharge Time: 1 minute

This implant replaces the exterior portion of the cyborg's thigh with a series of energy storing capacitors. When activated they release a stored charge into another previously discharged implant allowing it to be instantly recharged. Once a stored charge is expended, the capacitor is drained and needs to be recharged.

Dermal Enhancement

Dermal enhancements use nanites to modify the cyborg's flesh at the cellular level. A cyborg can only have one dermal enhancement.

#### **Regenerative Nanites**

#### SPECIAL FUNCTION

Activation Cost: 1 NC Duration: 1 minute per nanite charge spent

#### Recharge Time: 1 minute

The cyborg laces his skin cells with nanites that monitor reactions and adjust the cells to control temperature, absorb energies, and repair damaged tissue. The nanites require exposure to external power source to function. When created, the cyborg chooses a single type of energy (acid, cold, fire, electricity, negative energy, or sonic) to power the nanites. When activated the nanites grant fast healing, repairing a number of hit points each round equal to 1 + the cyborg's Intelligence modifier, +1 additional point per 5 cyborg class levels. Once damage is fully repaired, the effect stops and the implants must be recharged.

#### **Dermal Refractors**

This cybernetic enhancement consists of nanites that release light-refractive

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pigments into the outer dermal layers that when activated cause the cyborg's skin to shift the way it refracts light allowing it to alter its color, or even create illusions that blur, disjoint, or even grotesquely warp the shape of the cyborg. Cyborgs with this enhancement can chose one of the following special functions.

#### SPECIAL FUNCTION Activation Cost: 1 NC Duration: 1 hour Recharge Time: 1 minute

While none of the changes cause any physical change to the cyborg, the illusory alterations allow her to shift colors and patterns on her skin, blending in with any surroundings, granting her a +10 bonus (+1 per cyborg class level) on Stealth checks.

#### SPECIAL FUNCTION

Activation Cost: 1 NC Duration: 1 minute Recharge Time: 1 minute

Activating this function allows the cyborg to blur, warp, and even duplicate her form to impede the attempts of attackers from striking her actual form. For as long the warped form remains active, any attackers suffer a chance of missing the cyborg equal to 5% per cyborg level.

#### ASD (Additional Sensory Device)

These facial modifications may affect the cyborg's mouth, nose, throat, or ears, either augmenting base organs or replacing them entirely. These modifications tend to be ghastly, or at least more unsettling to non-cyborgs and impose permanent -2 circumstance penalty to any Charisma-based skill checks.

#### **Precognition Chip**

SPECIAL FUNCTION

Activation Cost: 1 NC Duration: special Recharge Time: 1 minute

This implant connects the cyborg's brain to an additional electronic sense that cannot fully be defined in human terms. This additional sense gives the cyborg a sort of precognition allowing her to re-roll any failed Perception checks to avoid surprise or to detect traps or secret doors, or an initiative roll that is lower than her Intelligence modifier plus one-half her cyborg level. The device is always active, however once triggered (either deliberately or in response to environmental influences) a charge is expended

#### **Respiratory Filters**

SPECIAL FUNCTION

Activation Cost: 1 NC Duration: 1 hour per nanite charge spent Recharge Time: 1 minute

These gruesome modifications look like metal slits carved into the cyborg's neck. The modification augments her normal breathing functions by routing her trachea into a set of artificial metal and polysynthetic gills capable of extracting oxygen from nearly any compound containing oxygen. The gills also store extra oxygen in times when no oxygen is available whatsoever. In tainted environments where oxygen is present, the cyborg breathes normally. She can breath underwater or in rooms filled with poison gas without risk of injury or death. In an oxygen-deprived atmosphere, such as space, the cyborg can spend a charge to release stored oxygen. After expending the charge, the gills must recharge for 1 hour in an environment where there is clean oxygen. Until they are recharged, the cyborg breathes as a typical member of her race and gains no benefit from the gills whatsoever, leaving her vulnerable to drowning, inhaling toxins, or suffocation as per her base race. Respiratory filters use up a neck slot.

#### Sonar Hearing

SPECIAL FUNCTION

Activation Cost: 1 NC Duration: 10 minutes per nanite charge Recharge Time: 1 minute

These cybernetic implants are set into the individuals ears leaving a rime of electronic sensors in a crescent shape along the side of the skull. When activated the cyborg can use her ears to "see sound" in a 30-foot radius as if she possessed the blindsight ability.

Sonic Hearing Implants use a head slot.

#### Vocal Detonator

SPECIAL FUNCTION

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Activation Cost: 1 NC Duration: Immediate Recharge Time: 1 minute

This cybernetic throat implant allows the cyborg to spend a single charge to produce a powerful 15-foot cone-shaped spread of sonic energy that deals 1d6 points of sonic damage per NC expended deafening creatures within the blast range for 1d6 rounds. Those struck

must succeed a Fortitude save (DC 10 + cyborg level + her relative ability score modifier for half damage) to only take half damage and ignore the deafened effect. At 5<sup>th</sup> level, a cyborg can spend additional NC to increase the duration by +1d6 rounds per charge. At 10<sup>th</sup> level, the cyborg can spend 4 charges to make the deafness permanent.

A vocal detonator uses up a head gear/ item slot.

#### HAND MODIFICATIONS

Hand modifications replace the cyborgs hand with a cybernetic prosthetic that typically resembles a robotic looking metal hand. The prosthesis functions as a normal hand permitting the cyborg to perform specialized tasks based on the nature or the prosthesis. A cyborg can only have a single prosthesis per hand and cannot combine a hand with an arm modification (because arm modifications also include hands). A hand modification uses a hand gear/item slot.

#### Force Pulse Hand

#### SPECIAL FUNCTION

Activation Cost: 1 NC Duration: Immediate Recharge Time: 1 minute

A cyborg with this modification can you can her hand to fires a ranged force pulse attack that deals 1d6 points of damage per NC expended and stuns living creatures that fail a Fortitude save (DC 10 + cyborg level + her relative ability modifier) for 1d6 rounds. A successful save also reduces the damage by half. At 5<sup>th</sup> level, a cyborg can spend additional NC to increase the duration by +1d6 rounds per charge. At 10<sup>th</sup> level, the cyborg can spend 4 charges to change the stun to paralysis. The pulse has a range of 30 feet plus 10 feet per cyborg level.

#### Machinist's Hand

Your hand contains a number of strange but useful mechanical gizmos that serve as a sort of tool kit to aid in performing a specific function from performing surgeries to crafting objects to manipulating and disabling locks and other similar mechanical devices. The machinist's hand functions as a masterwork set of artisan's tools, a climber's kit, surgeon's tools, and thieves' tools, however since they are built into the hand, they cannot be used by anyone other than the cyborg.

#### SPECIAL FUNCTION

Activation Cost: 1 NC Duration: Immediate Recharge Time: 1 minute

A cyborg with a machinist's hand can spend one NC to gain a bonus to a single Craft, Disable Device, or Heal check equal to 10 + 1/2 her cyborg class level.

#### **Telekinetic Blast Hand**

#### SPECIAL FUNCTION

Activation Cost: 1 NC Duration: Immediate Recharge Time: 1 minute

As a ranged touch attack, a cyborg may create a telekinetic blast that either pushes or pulls an object within 30 feet per cyborg level and weighing 25 pounds per cyborg level a total distance of 5 feet per cyborg level in a single direction. Alternately, the cyborg can use the blast to throw the target against a wall or similarly solid object dealing 1d6 points of damage per nanite charge (max 10d6). If used offensively, the target may attempt a Fortitude save (DC  $10 + \frac{1}{2}$ cyborg's level + NC spent) to reduce the damage by half.

#### Ocular Implants

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These cybernetic implants replace one or both of the cyborgs eyes. Double implants usually enhance or replace normal sight, while a singular implant typically has a different function, slightly impeding the cyborg's sight and requiring the second eye to retain vision. For this reason a cyborg can only have one type of ocular implant. Ocular implants use an eyes/lenses/goggles gear/ item slot.

#### Eye Ray

This implant decreases a cyborg's Perception checks to spot creatures by -2.

#### SPECIAL FUNCTION

#### Activation Cost: 1 NC Duration: Immediate Recharge Time: 1 minute

A cyborg can activate the eye to project a ray of a specific energy type of either acid, cold, fire, electricity, or negative energy. The type of energy must be decided before use, however a cyborg may take a full round action, to set the eye ray to the energy type she desires to produce. A ray deals 1d6 points of damage per NC with a range of 30 feet plus 10 additional per 3 cyborg class level. Opponents struck by the ray may attempt a Fortitude save DC 10 + cyborg class level + NC spent) for half damage.

At the cost of an additional NC, the cyborg may change the damage type as a swift action.

#### Vivid Sight

#### SPECIAL FUNCTION

Activation Cost: 1 NC Duration: 10 minutes per nanite charge Recharge Time: 1 minute

When activated, the cybernetic implant allows the cyborg to project an invisible beam of energy that after striking objects, bounces back into a retinal interpreter that sends a hyper-colorized image any living creatures to the brain. The image doesn't require light cyborg to view her surrounding even in complete darkness or when her normal sight is obscured by smoke, water, fog, or similar conditions that the beam may pass through. Vivid sight can partially penetrate magical darkness. Each round magical darkness persists, the cyborg may attempt a Will save to overcome its effect for 1 round. Each round the cyborg desires to overcome the darkness requires a new Will save.

The implant detects living things in 60-foot range as well as differences in structures, such as variances in stonework used in the construction of concealed doors and mechanical traps. While spotting living organisms requires no special talent, the cyborg can only spot secret doors or mechanical traps with the appropriate Perception check, however she gains a bonus to her check equal to half her cyborg level plus her Intelligence modifier. Despite its effectiveness against magical darkness, vivid sight cannot distinguish between real images and illusions.

Modification Mastery: As a cyborg gains experience, she learns to slowly control and master different aspects of their nanite matrix allowing them to alter themselves and their connection to technology both inside and outside of their own bodies. A cyborg gains one modification mastery at 1st level and another at 3rd and every 3 levels thereafter. Unless otherwise stated in its description, a cyborg cannot take a modification mastery more than once.

*Cybertech Crafter (Ex):* When using Craft (cybertech) to program an existing cybernetic modification, a cyborg gains a competence bonus equal to his class level to any appropriate skill check. In addition, a cyborg can use her Knowledge (engineering) skill to identify cybernetic implants and similar cybernetic devices or apparatus as if using *detect magic.* She must hold and study the apparatus for 1 round to make such a check.

*Modification Boost (Sp):* The cyborg can boost the power of one of her modifications so that it functions at a higher power level. The cyborg chooses the level to which she wants to boost the power however she can only boost a power to the level of highest tweak level she is capable of manifesting (up to a maximum of 6<sup>th</sup> level.) All of the power's level dependent effects (such as DCs) are calculated according to the boosted level. You must be 3rd level to take this modification mastery. A cyborg may take this Modification Mastery more than once, each time applying it to a different modification.

*Modification Feats (Ex)*: The cyborg can modify her matrix so that she is capable of performing an additional feat. The cyborg can choose from one of the following bonus feats: Anthroposophist, Bioboost, *Craft Cybernetics*<sup>TG</sup>, *Craft Pharmaceutical*<sup>TG</sup>, *Craft Technological Arms and Armor*<sup>TG</sup>, Extra Nanite Charge, *Robot's Bane*<sup>TG</sup>, *Scavenger's Luck*<sup>TG</sup>, Skill Focus (Craft (cybernetics)<sup>TG</sup>, Craft (pharmaceuticals) <sup>TG</sup>, Craft (technological arms and armor) <sup>TG</sup>, Heal, Knowledge (engineering)) only, *Technology Adept*<sup>TG</sup>, *Wrest Charge*<sup>TG</sup>.

The cyborg must still meet all prerequisites for a bonus feat, including level minimums. A cyborg may take this modification more than once, but cannot take the same feat more than once.

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Nanite Chakra Loading (Su): As a fullround action the cyborg can use intense mediation to form a deeper connection between his spiritual mind-body and his nanite matrix that allows her to transform some of her physical and mental energy into NC. The cyborg takes temporary ability score damage to any one of her ability scores she chooses and converts it into 2d8 NC. If the cyborg is disturbed during the meditation, he must make a concentration check or she takes the ability damage but fails to convert it into NC. A cyborg must be at least 5<sup>th</sup> level to take this mastery. There is no limit to the amount of ability damage a cyborg may afflict upon herself, thus it remains possible for a cyborg to accidentally or deliberately die by nanite loading her chakras.

Overload Circuits (Ex): you can connect your modification into a technological device or circuit and infuse it with a surge of power from her nanite matrix that causes it to overload. The cyborg determines the time remaining in the overloaded circuit (1 hour max) before it explodes creating a blast that deals 1d6 points of electrical damage in a 10-foot-radius per NC expended (max 10d6; 100-foot-radius; Reflex save DC 15 +number of NC for half).

Salvage Cybertech (Ex): The cyborg's mastery of increases allowing her to better manipulate and employ artificial enhancements and other external cybernetic devices which she either finds or purchases, rather than grows from her own body. Should she desire to add an external component, she gains a circumstance bonus to any Heal check to affix the device to her body equal to 1/2 her cyborg level. The cybertech device doesn't fuse with her internal self-replicating nanites and is treated as a standard *cybertech* bound by the existing rules in the official guide to technology for the Pathfinder Role*playing Game*. If the device that uses a body slot, they cyborg cannot add a cybernetic modification to that body slot unless she first removes the cybertech device. A cyborg must be 5th level to take this mastery.

Siphon Power (Ex): a cyborg can use the ability to use the charges of technology sources to power up her nanite matrix. After identifying the nature of recovered technological items, you can use a full round action to siphon power and redirect it into your nanite matrix. The transfer ratio is 2 to 1, so you may only convert half the number of charges into NC (minimum 1). You cannot use this ability to siphon a number of charges per day greater than your Constitution modifier (minimum 1) per day without damaging your matrix. If you exceed this number, each additional charge you attempt to siphon off deals 1d4 points point of Constitution damage (DC 25 Fort save for half damage, minimum 1) per NC.

Technofuser (Su): the cyborg can attempt to use her Craft Cybertech feat to permanently fuse an artificial enhancement or other cybernetic device to the microfibers of her own nanites. If successful, she thereafter treats the device as a cybernetic modification allowing her to perform tweaks upon the device. The DC to fuse the cyborg's nanites is 15 + twice the implantation value. If the cyborg fails the attempt, she must wait a month for the nanites to regrow before she can attempt to procedure again. A cyborg must be 12th level to take this modification mastery.

**Nanite Surge:** Starting at 2<sup>nd</sup> level, the cyborg performs an alteration to one of her modifications allowing her to flood it with a surge of temporary nanite charges. The cyborg chooses the modification to be affected by this ability at the time she gains it, and thereafter she cannot reassign a rapid recharge to a different modification. Nanite surge affects modification. Nanite surge affects modifications only and cannot be used to charge tweaks.

Once per day, as a full round action, the cyborg can use nanite surge to gain 1d4 temporary NC to apply to the designated modification that must be spent before her matrix powers down. Any NC gained as a result of the rapid recharge cannot be used to activate a tweak. Regardless, once the cyborg spends all of her daily allotment of NC, her nanite matrix shuts down and any temporary NC gained from rapid recharge ability is lost.

At 5<sup>th</sup> level and every three levels thereafter, the cyborg gains another daily use of her nanite surge ability. She can

either apply the nanite surge to the same modification or apply the temporary NC to one of her other modifications. If she chooses to boost the first modification, she gains +1d4 NC for each additional nanite surge she applies beyond the first nanite surge. For example, a 5<sup>th</sup> level cyborg could use nanite surge to gain 2d4 NC to a single modification or nanite surge two different modifications by 1d4 NC each.

**Humanity Loss:** Because the cyborg's modifications grow organically from the individual cyborg's nanite matrix, modifications aren't nearly as invasive as undergoing surgery to implant cybertech. Still, the overall transformation from living creature to machine imposes a significant effect on an individual cyborg's connection to her humanity. This profound change is both physical and mental as the cyborgs' reliance on technology alters her entire being. For this reason, most livening creatures find cyborgs unsettling and tend to shun them upon first encountering them.

By 5th level, a cyborg's humanity becomes so scarred her Charisma score permanently decreases by 1 point. Conversely, her mental capacity continues to shift and grow while the nanite matrix boosts her bio-metabolic functions. This causes her to permanently gain either one point in any physical ability score (Str, Dex, or Con) or 1 point in either her Wisdom or Intelligence ability scores. Thereafter, this trend continues causing the cyborg's humanity erode dramatically every five levels to a maximum reduction of -4 at 20th level. Each time the cyborg loses a point of Charisma, she gains 1 point that she can apply to permanently increase any other ability score, however she cannot increase the same score more than once.

**Rapid Recharge:** At 7<sup>th</sup> level, a cyborg may adjust her nanite matrix to increase the flow of depleted power to a designated modification to significantly reduce its recharge time. The cyborg must designate which modification she is applying her rapid recharge ability to at the time she gains the ability. The designation is permanent and she cannot reassign the ability to a different modification at a later time. Thereafter, the recharge time of the designated modification decreases to 1d4 rounds. The cyborg gains this ability again at 13<sup>th</sup> level and again at 18<sup>th</sup> level, each time applying the rapid recharge to a different modification.

## TMENKZ

Cyborgs are experts at tweaking their modifications to produce a multitude of spell-like effects not necessarily intended as a function of the original modification. In essence, a cyborg prepares and programs his implants to perform special acts in advance. When a cyborg enhances his modifications, he programs them with a tiny fraction of his own living essence—this enables the creation of unique bio-technological effects, exclusively bound to each individual cyborg. These are known as tweaks.

In game terms, tweak effects function much like spells and should be treated as such for purposes of determining the results of tweak level, caster level, and provoking attacks of opportunity.

Specific tweaks are tied to specific modifications, thus the cyborg must have the proper modification in order to use its associated tweak.

Each day, a cyborg must prepare his tweaks in advance and then power them for use with some of his nanite charges. Powering a tweak requires the expenditure of one nanite charge per tweak level; therefore a powering a 3<sup>rd</sup> level tweak requires 3 nanite charges. The nanite charges are used to power the tweak at the time the tweak is prepared. Unlike spells, there is no specific number of times a cyborg can choose to power a tweak and no specific tweak slots. He can choose any combination of tweaks to prepare provides he knows the tweaks and possesses enough nanite charges at the time he prepares them.

To perform a tweak a cyborg must have an Intelligence score equal to at least 10 + the tweak's level. The Difficulty Class for a saving throw against a cyborg's tweak's effect is 10 + the tweak's level + the cyborg's Intelligence modifier.

A tweak's activation time is the same as the base spell's casting time. A cyborg ac-

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Level	Tweaks Known								
	1st	2nd	3rd	4th	5th	6th			
1st	2	_	_	_	-	_			
2nd	3	—	—	—	—	-			
3rd	4	-	—	—	-	—			
4th	4	2	—	—	—	-			
5th	4	3	—	—	-	-			
6th	4	4	—	—	—	-			
7th	5	4	2	—	-	—			
8th	5	4	3	—	—	-			
9th	5	4	4	—	-	—			
10th	5	5	4	2	—	-			
11th	6	5	4	3	-	-			
12th	6	5	4	4	_	-			
13th	6	5	5	4	2	—			
14th	6	6	5	4	3	-			
15th	6	6	5	4	4	-			
16th	6	6	5	5	4	2			
17th	6	6	6	5	4	3			
18th	6	6	6	5	4	4			
19th	6	6	6	5	5	4			
20th	6	6	6	6	5	5			

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tivates a tweak by fiddling with or similarly manipulating the associated implant, for example a cyborg with a leg implant may activate an area effect by stomping on the ground or an ocular implant might be manipulated to produce a ray or project a symbol or rune. Certain tweaks are more limited in scope than their spell counterparts in that they can only affect the cyborg even if the spell descriptions says they affect others as noted below.

A cyborg's selection of tweaks is extremely limited. She begins play with two 1<sup>st</sup> level tweaks. At each new cyborg level, she gains one or more new tweak, as indicated on Table 2: Cyborg Tweaks Known. Unlike spells per day, the number of tweaks a cyborg knows is not affected by her Intelligence score; the numbers on Table 2: Cyborg Tweaks Known is fixed. These new tweaks can be chosen from the cyborg tweak list in accordance with her cybernetic modifications.

Upon reaching 4th level, and at every even-numbered cyborg level after that (6th, 8th, and so on), a cyborg can choose to learn a new tweak in place of one she already knows. In effect, the cyborg rewires her circuits removing the old tweak in exchange for the new one. The new tweak's level must be the same as that of the tweak being exchanged. A cyborg may swap only a single tweak at any given level, and must choose whether or not to swap the tweak at the same time that she gains new tweaks known for the level.

Tweaks duplicate the spells of the same name and can be found in the *Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game Advanced Class Guide, Pathfinder Roleplaying Game Advanced Player's Guide, Pathfinder Roleplaying Game Advanced Race Guide, Pathfinder Roleplaying Game Ultimate Combat,* and *Pathfinder Roleplaying Game Ultimate Magic* and can also be referenced online in the Pathfinder Reference Document or on d20pfsrd.com.

While tweaks duplicate the effect of spells, they are not magical in nature and are not subject to spell resistance or antimagic effects, such as *antimagic field*.

#### 1st-Level Cyborg Tweaks by Modification

- **Arm**: flare burst, grease, frostbite, hydraulic push, long arm, shock shield
- **ASD**: anticipate peril, detect secret doors, detect undead, heightened awareness, keen senses, see alignment
- **Cerebral Enhancement**: comprehend languages, cultural adaptation, identify, seek thoughts, truestrike
- **Dermal Enhancement**: endure elements, entropic shield, obscuring mist, shield, stunning barrier, vanish
- **Eye**: charm person, hypnotism, lock gaze, true strike, sleep, true strike
- **Hand**: burning hands, chill touch, corrosive touch, ray of enfeeblement, shocking grasp, stone fist
- **Leg**: *adjuring step, expeditious retreat, feather fall, grease, jump, thunderstomp*
- **Spinal Enhancement**: body capacitance, enlarge person, mirror strike, monkey fish, phantom blood, reduce person
- **Throat**: adhesive spittle, *air bubble*, *ear-piercing scream, obscuring mist, ventriloquism, vocal alteration*

#### 2nd-Level Cyborg Tweaks by Modification

- **Arm**: *ablative barrier, bullet shield, kinetic reverberation, knock, protection from arrows, tremor blast*
- **ASD**: acute senses, blood transcription, detect thoughts, companion life link, defensive shock, locate object
- **Cerebral Enhancement**: eagle's splendor, fox's cunning, obscure object, owl's wisdom, share language, share memory
- **Dermal Enhancement**: alter self, barkskin, blur, blood armor, invisibility, protection from arrows, resist energy
- **Eye**: burning gaze, darkvision, hypnotic pattern, scorching ray, see invisibility, unshakeable chill
- Hand: certain grip, elemental touch\*, frigid touch, ghoul touch, pilfering hand, web
- **Leg**: air step, effortless armor, levitate, slipstream, stone call, tactical acumen
- **Spinal Enhancement**: bear's endurance, bull's strength, cat's grace, cure moderate wounds, delay poison, false life, restoration (lesser)
- **Throat**: *distracting cacophony, distressing tone, fire breath, gust of wind, piercing shriek, shatter*

#### **3rd-Level Cyborg Tweaks by Modification**

- **Arm**: ablative barrier, chain of perdition, dispel magic, hostile levitation, hydraulic torrent, silver darts
- **ASD**: blood biography, bloodhound, clairaudience/clairvoyance, locate weakness, pierce disguise, seek thoughts, witness
- **Cerebral Enhancement**: mantel of calm, nondetection, suggestion, tongues, rage
- **Dermal Enhancement**: blink, cloak of winds, displacement, elemental aura, protection from energy, resinous skin, thorn body
- **Eye**: arcane sight, aura sight, countless eyes, daylight, ray of exhaustion
- **Hand**: absorbing touch, flame arrow, force punch, howling agony, vampiric touch, web bolt
- **Leg**: air geyser, burst of speed, fly, haste, magic circle, thunderstomp (greater)
- **Spinal Enhancement**: cure serious wounds (self only), gaseous form, heroism, remove curse, I(self only), remove disease (self only)
- **Throat**: distracting cacophony, haunting choir, shout, stinking cloud, water breathing, wind wall

#### 4th-Level Cyborg Tweaks by Modification

- Arm: ball lightning, fire shield, vitriolic mist, wall of fire, wall of ice
- **ASD**: detect scrying, discern lies, locate creature, scrying, share senses
- **Cerebral Enhancement**: confusion, dominate person, lesser geas, fear, phantasmal killer, telekinetic charge
- **Dermal Enhancement**: absorb toxicity, elemental body I, lesser globe of invulnerability, invisibility (greater), spell immunity, stoneskin
- **Eye**: arcane eye, darkvision (greater), enervation, eyes of the void, fear
- **Hand**: calcific touch, detonate, ice storm, resilient sphere, touch of slime,
- **Leg**: *air walk, earth glide, freedom of movement, obsidian flow, ride the waves*
- **Spinal Enhancement:** cure critical wounds (self only), death ward (self only), fluid form APG, neutralize poison (self only), restoration (self only)
- **Throat**: dragon's breath\*, primal scream, river of wind, spit venom, sonic thrust, wall of sound

#### 5<sup>th</sup> level Cyborg Tweaks by Modification

Arm: cone of cold, lightning arc, wall of force, wall of stone, wreath of bladesASD: contact other plane, dream,

- echolocation, find the path, legend lore, prying eyes, telepathic bond
- **Cerebral Enhancement**: mind fog, nightmare, possess object, sending, telekinesis
- **Dermal Enhancement**: *caustic blood, elemental body II, ice body, life bubble, planar adaptation* (self only), *spell resistance*
- **Eye**: arcane sight (greater), feeblemind, flesh to stone, prying eyes, symbol of pain, true seeing
- **Hand**: acid spray, banish seeming, corrosive consumption, fire snake, teleport object

**Leg**: blight, hostile juxtaposition, hungry pit, overland flight, painstrike (mass)

- **Spinal Enhancement**: *dust form, polymorph, regenerate* (self only), *righteous might,*
- **Throat**: cloud kill, banshee blast, ki shout, power word blind, sending, sonic thrust

#### 6<sup>th</sup> level Cyborg Tweaks by Modification

**Arm**: anti-magic field, banishment, forcecage, repulsion, wall of iron, waves of exhaustion

- **ASD**: analyze dweomer, control weather, discern location, scrying (greater), vision
- **Cerebral Enhancement**: battlemind link, eyebite, mind blank, spell crash, suggestion (mass), waves of ecstasy
- **Dermal Enhancement**: globe of invulnerability, elemental body III, iron body, mislead, storm bolts
- **Eye**: *disintegrate, polar ray, prismatic spray, symbol of fear*
- **Hand**: chain lightning, cold ice strike, finger of death, freezing sphere, orb of the void, slay living
- **Leg**: getaway, horrid wilting, tar pool, shadow walk, walk through space, wind walk.
- **Spinal Enhancement**: cleanse, heal, heroes feast (self only), twin form, transformation

**Throat**: acid fog, power word stun, shout (greater), scouring winds, sirocco, word of chaos

## NEW CYBORG FEATS

#### ANTHROPOSOPHIST

Your studies into the nature of humanity help you preserve and strengthen your connection to your humanity.

**Benefit**: You resist the effects of humanity loss to your Charisma by 1.

**Special**: You can take this feat multiple times. Its effects stack.

#### BIOBOOST

Drawing upon your own mental and physical power you siphon energy into your cybernetic implants pushing them to greater performance.

#### Requirements: 6th level cyborg

**Benefit**: You can bolster the effect of one of your tweaks increasing its power level for a single use, after which you become fatigued for twice the number of rounds as the level boost. You can boost the power a number of levels equal to your natural Constitution modifier. You cannot apply any bonus gained as a result of a cybernetically enhanced Constitution.

#### Extra Nanite Charge

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You gain the ability to gather and store additional nanite charges in your matrix.

**Prerequisite**: Nanite Matrix class feature

**Benefit**: You gain two additional nanite charges per day.

**Special**: You can gain Extra Nanite Charge multiple times. Its effects stack.

## AKCHETYPES

While cybernetics are perfected by characters taking the cyborg class, they also can be used by members of other classes to supplement and enhance their normal class abilities. The following archetypes offer variations in using a cyborg or cybernetic character in an ongoing campaign.

#### Cybermancer (Cyborg Archetype)

You straddle the line firmly between magician and machine, twisting technology through dabbling in the arcane arts.

**Class Skills:** You add Use Magic Device as a class skill.

**Magical Modification (Ex):** At 1st level and again at 3rd level and every 3 levels thereafter, a cybermancer may learn an arcane spell from the sorcerer/wizard list as if it were a tweak of the same level, which must be a level of tweak that he is able to use. Unlike tweaks, spells gained with this class feature do not require specific modifications to use.

Spells learned in this way are magical effects rather than extraordinary effects and follow the normal rules for spellcasting, though the cybermancer must still expend nanite charges (NC) to cast them as if they were tweaks. The cybermancer does not have an arcane spell failure chance for casting these spells as long as he is wearing light or no armor.

Spells learned in this way are fixed and cannot be changed from day to day. However, each time the cybermancer gains a new spell through this magical modification ability, he may exchange one spell he already knows for a different spell of the same or lower level. This ability replaces modification mastery.

**Spell Surge (Su):** At 2nd level, a cybermancer can use her nanite surge as a swift action when casting a spell or using a tweak to increase the caster level and save DC of that spell or tweak by 1. At 11th level, she can expend two nanite surges to increase caster level and save DC by 2, and at 17th level she can expend three nanite surges to increase caster level and save DC by 3. This ability alters nanite surge.

**Cybernetic Modification (Ex):** At 4th level and above, when a cybermancer gains a new cybernetic modification, he may choose to gain an entirely new modification or to enhance a previously gained modification as if he possessed the modification mastery class feature.

#### Hunter-Killer (Cyborg Archetype)

You are a cold-hearted killing machine, designed with adaptive camouflage and sensor arrays that help you track with ruthless efficiency, whether in service of your masters or as a lone-wolf bounty hunter.



**Class Skills:** You add Stealth as a class skill.

**Weapon and Armor Proficiency:** A hunter-killer is proficient with all simple and martial weapons.

**Technologist:** A hunter-killer does not gain Technologist as a bonus feat.

**Tweaks:** A hunter-killer does not gain the ability to use tweaks.

**Sneak Attack (Ex):** This ability is identical to the rogue class feature of the same name. The extra damage dealt increases by +1d6 every other level (1st, 3rd, 5th, 7th, and 9th). If an assassin gets a sneak attack bonus from another source, the bonuses on damage stack.

**Track (Ex):** You add a bonus equal to one-half your cyborg level on Survival checks made to follow tracks.

**Stealth Mode (Ex):** At 4th level, a hunter-killer can expend one nanite charge as a swift action to gain a bonus on Stealth checks equal to one-half his cyborg level for one hour. She can also expend 5 nanite charges as a swift action to become invisible (as *invisibility*) for a number of rounds equal to her cyborg level.

**Swift Tracker (Ex):** at 6th level, a hunter-killer can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking. This ability replaces the modification mastery normally gained at 6th level.

Death Attack (Ex): At 8th level, if a hunter-killer studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (hunter-killer's choice). Studying the victim is a standard action. The death attack fails if the target detects the hunter-killer or recognizes the hunter-killer as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + 1/2 the hunter-killer's class level + the hunter-killer's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per 2 levels of the hunter-killer. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the hunter-killer has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the hunter-killer does not make the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Quarry (Ex): At 12th level, a hunter-killer can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his guarry, a ranger can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2insight bonus on attack rolls made against his guarry, and all critical threats are automatically confirmed. A hunter-killer can have no more than one quarry at a time. He can dismiss this effect at any time as a free action, but he cannot select a new guarry for 24 hours. If the hunter-killer sees proof that his guarry is dead, he can select a new quarry after waiting 1 hour.

**Hide in Plain Sight (Ex):** At 15th level, a hunter-killer can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, a hunterkiller can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow. This ability replaces the modification mastery normally gained at 15th level.

**Silent Killer (Ex):** At 16th level, whenever a hunter-killer kills a creature using his death attack during a surprise round, he can also make a Stealth check, opposed by Perception checks of those in the vicinity to prevent them from identifying him as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the assassin to avoid detection. In addition, once per day the hunter-killer can make a death attack against a foe without studying the foe beforehand. He must still sneak attack his foe using a melee weapon that deals damage. **Improved Quarry (Ex):** At 20th level, the hunter-killer's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

#### Mechlancer (Cyborg Archetype)

You have learned to adapt your cybernetic experiments to your mount as well to yourself, helping you become a seamless blond of man, mount, and machine. Your linking circuitry and tireless training make you a devastating combination in combat.

**Class Skills:** You add Handle Animal and Ride as class skills.

**Weapon and Armor Proficiency:** A mechlancer is proficient with light, medium, and heavy armor and with shields (but not tower shields) and is proficient with all simple and martial weapons, as well as weapons installed as part of her cybernetic modifications.

**Technologist:** A mechlancer does not gain Technologist as a bonus feat.

Mecha-Mount (Ex): A mechlancer gains a loyal mount as a cavalier does, using his cyborg level as his effective druid level to determine the mount's abilities. In addition, the mechlancer can use her cybernetic modification, modification mastery, nanite surge, and rapid recharge class features to affect her mount rather than herself. The mechlancer and her mount are considered to have a shared pool of nanite charges (NC) which can be used to affect either the mechlancer or her mount. If the mechlancer wishes to affect herself and her mount with an ability, she may do so as part of the same action by expending twice the usual number of nanite charges.

**Mechlancer's Charge (Ex):** At 3rd level, a mechlancer learns to make mroe accurate charge attacks while mounted. She receives a +4 bonus on melee attack rolls (instead of the usual +2) and does not take a penalty to her AC when making a charge while mounted. **Tweaks:** A mechlancer does not gain the ability to use tweaks until 6th level, and in all respects her tweaks function as a cyborg 5 levels lower than her actual level. She can use her tweaks to affect her mount in lieu of herself, as if she were a spellcaster with an animal companion or familiar that had the *share spells* ability.

**Mighty Charge (Ex):** At 11th level, a mechlancer learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the mechlancer can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

**Supreme Charge (Ex):** At 20th level, whenever the mechlancer makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance). In addition, if the mechlancer confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the mechlancer's base attack bonus.

#### **Techrager (Bloodrager**<sup>ACG</sup> **Archetype**)

Your radical experimentation with advanced and alien secrets has infused your tissue and bloodstream with self-aware nanites. Their surging flow brings you unpredictable yet marvelous insights into technology but also drives you into periodic fits of rage as your existence becomes a waking dream of metal and wheels that slips now and then into a nanotech nightmare.

**Class Skills:** Disable Device and Knowledge (engineering) replace Handle Animal and Intimidate as class skills.

**Artificer's Touch (Sp):** At 1st level, you gain this ability, which functions as the *Artifice domain power* described in the *Pathfinder Ro-leplaying Game Core Rulebook*, save that your number of uses per day is determined by your Charisma rather than your Wisdom score. This ability replaces your fast movement.

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**Magitech Engineering (Ex):** At 7th level, you may create metal or mechanical constructs as if you had the Craft Construct feat. You may also use Disable Device to disarm magical traps. This ability replaces the damage reduction you normally would gain at 7th level.

**Damage Reduction (Ex):** At 10th level, you gain damage reduction 1/–, and your damage reduction improves by 1 for every 5 levels after 10th. This alters the damage reduction ability.

Cybernetic Physiology (Ex): At 11th level, your infused nanites have replicated and superseded a large amount of your natural tissues and organ systems. You automatically stabilize when dying and gain immunity to bleed damage. You heal hit point damage and ability damage at twice the normal rate and you also gain a +2 bonus on saving throws against disease, poison, death effects, and mind-affecting effects, as well as saves or checks to resist effects that cause exhaustion, fatigue, or sleep. Your personality, however, becomes somewhat robotic and stilted, causing you to take a -2 penalty on Charisma-based skills that involve interaction with living creatures. This ability replaces greater bloodrage.

Neural Nanovirus (Su): At 13th level, you can infuse predatory nanites into a creature that you successfully damage with a natural weapon or unarmed strike by expending two uses of your artificer's touch as a move action. This deals 1d4 points of Wisdom damage to the target, halved with a successful Fortitude save (DC 10 + 1/2 your bloodrager level + your Constitution modifier). A target whose Wisdom damage equals or exceeds his Wisdom score becomes unconscious for 1 hour and then dies if the Wisdom damage is not healed, rising after death as a cyber-zombie (see below). This cyber-zombie decays rapidly, collapsing into lifeless circuitry after a number of days equal to your bloodrager level. You can control a maximum number of Hit Dice of cyber-zombies equal to twice your bloodrager level; if you exceed this limit, the oldest cyber-zombie you control becomes uncontrolled and hostile to all living creatures. This ability replaces the damage reduction you would normally gain at 13th level

Advanced Bloodrage (Ex): A techrager gains greater bloodrage at 19th level instead of 11th level, but does not gain mighty bloodrage at all.

#### **Cyber-Zombies**

These walking corpses are produced when a body is invaded by hostile micromechanical invaders and forced into a state of animation that is outwardly similar to that of a typical *zombie* as described in the *Pathfinder Roleplaying Game Bestiary*, but it is not undead and is not empowered by negative energy. A cyber-zombie follows the normal rules for the zombie (or fast zombie) template, except as noted below:

Alignment: Always neutral.

**Type**: The creature's type changes to construct. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here or in the standard zombie template.

**Armor Class**: A cyber-zombie's natural armor bonus to AC is increased by 1.

**Defensive Abilities**: A cyber-zombie has the following defensive abilities:

*Construct Durability:* A cyber-zombie gains one-half the normal *bonus hit points* that a construct of its size would gain, as described in the *Pathfinder Roleplaying Game Bestiary*.

Fast Healing (Ex): A cyber-zombie gains fast healing equal to 1/2 its Hit Dice (maximum 10).

**Weaknesses:** A cyber-zombie has the following weakness:

System Shock: Whenever a cyber-zombie takes electricity damage, its fast healing is suppressed for 1 round. If it takes more than one-half its hit points in electricity damage, it is staggered for 1d4 rounds.

**Z4** 

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