# ADVENTURE PATH PLUG-INS



BY Jason Nelson, N. Jolly, Loren Sieg, Jeff Lee, and Clinton J. Boomer

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# Welcome to Adventure Path Plug-Ins

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

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You will see us use phrases such as "Metal Gods Campaign" instead of the title of the official Adventure Path for the *Pathfinder Roleplaying Game*, 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 rulebook, 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.

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The following superscript notations are used to denote official Pathfinder Roleplaying Game rulebooks:

- ACG = Pathfinder Roleplaying Game Advanced Class Guide
- APG = Pathfinder Roleplaying Game Advanced Player's Guide
- ARG = Pathfinder Roleplaying Game Advanced Race Guide
- <sup>B1</sup> = Pathfinder Roleplaying Game Bestiary
- <sup>B2</sup> = Pathfinder Roleplaying Game Bestiary 2
- <sup>B3</sup> = Pathfinder Roleplaying Game Bestiary 3
- <sup>B4</sup> = Pathfinder Roleplaying Game Bestiary 4
- <sup>B5</sup> = Pathfinder Roleplaying Game Bestiary 5
- <sup>BOS</sup> = Softcover companion for characters with the power of shadow in their blood
- <sup>GMG</sup> = Pathfinder Roleplaying Game Gamemastery Guide
- <sup>ISB</sup> = Softcover guide bestiary of monsters native to the inland sea in the official Pathfinder campaign setting
- <sup>ISM</sup> = Softcover guide to magic in the inland sea in the official Pathfinder campaign setting <sup>NPCC</sup> = Pathfinder Roleplaying Game NPC Codex
- <sup>OA</sup> = Pathfinder Roleplaying Game Occult Adventures
- POTR = Softcover guide to people from the riverlands in the official Pathfinder campaign setting
   POTS = Softcover guide to people from other planets or stars in the official Pathfinder campaign setting
   PU = Pathfinder Roleplaying Game Pathfinder Unchained
- <sup>TG</sup> = Softcover guide to technology in the Pathfinder Roleplaying Game.
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- <sup>UC</sup> = Pathfinder Roleplaying Game Ultimate Combat
- <sup>UE</sup> = Pathfinder Roleplaying Game Ultimate Equipment
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# UHAT YOU WILL FIND INSIDE MAGITECH ARCHETYPES:

Magic and machinery are meet in magnificent ways with this incredible class supplement for the *Pathfinder Roleplaying Game*! You'll find seven amazing archetypes that straddle the genres of sci-fi and fantasy, from the **astrologer** and **engram channeler** to the **necrotech master**, **robot fighter**, and **penumbral arcanist**! This book also includes a brand-new element for kineticist characters, the **machine element**, plus over 50 awesome infusions, wild talents, and more, from **diesel heart** and **bloodrust infusion** to **construct hacker**, **technograft**, **mech synthesis**, and **forced reboot**! Plus, new feats for **technokineticists** and **technopaths** of every kind! Whether you are adding a dash of sci-fi to your fantasy campaign or exploring a dead and blasted world peopled entirely with lifeless and deathless undead and constructs, you'll find tons of exciting options here for battling robotic overlords, interfacing with alien lostech, and making the power of the machine yours to command!

Magitech Archetypes is a Pathfinder Roleplaying Game character class supplement that merges sorcery and science. It can be used in any campaign blending sci-fi and sorcery, but it is also an ideal accessory to the Metal Gods Adventure Path (#85-90) from Paizo, Inc. Like every product from Legendary Games, it brings together the talents of the top authors and artists in the business to bring you a fantastic play experience at the table and a product that is as pleasurable to read as it is to use. When you combine innovative layout, beautiful aesthetics, and excellence in design that is second to none, that is when you **Make Your Game Legendary**! We hope you enjoy using *Magitech Archetypes* as much as we enjoyed making it! Game on!



#### NTRODUCTION

Living beings are the focus of the action in most fantasy and fiction, especially in roleplaying games, but when you blend elements of science fiction into fantasy games you bring technology into much closer focus. With that genre blending comes a wealth of tropes around machines and magic and how they work together or against one another, as well as dystopian themes of alienation, the discovery of lostech from the distant past or the far-flung future, and sentient machines both malevolent and benign. Constructs and robots are almost the flip side of undead, as both are unliving adversaries (or, more rarely, allies) that operate in environments impossible for the living, and each represents a twisted form of immortality accessible through magic, one that simultaneously terrifies and excites. The class options found here play with all of these themes and offer fun options whether a campaign has just a dash of sci-fi or it ventures into endless alien technomagical ruins have given birth to warring societies of lifeless and deathless adversaries, but each side has striven to better understand the alien technology around them in the hope of mastering it and using that mastery to unleash destruction on their enemies and achieve total domination of the under-realms of the planet. The following character options might be encountered on this planet, or entered into by those wishing to use the secrets drawn forth from its depths, to achieve mastery over machines elsewhere.

### Astrologer (Mesmerist Archetype)

You have always studied the stars and their endless patterns and cycles, learning the influences of the heavenly bodies on the past, present, and future. You use the more esoteric insights you glean to bilk ignorant rubes ready to believe your erudite divinations, but you also have learned all too well that when you looked into the stars others were looking back, either with wonder or with malice.

**Nightwatcher (Ex):** You gain a bonus on Perception checks in dim light or darkness. In addition, you gain a +2 bonus on Knowledge (arcana), Knowledge (geography), Knowledge (nature), and Survival checks outdoors at night equal to 1/2 your mesmerist level. This replaces consummate liar.

**Guiding Star (Su):** At 4th level, you can determine your precise location whenever you can see the open sky at night. When the night sky is visible to you, you also may add your Charisma modifier to your Wisdom modifier on all Wisdom-based checks. In addition, once per night while outdoors, you can cast one spell as if it were modified by the Empower Spell, Extend Spell, Silent Spell, or Still Spell feat without increasing the spell's casting time or level. This replaces the mesmerist trick gained at 4th level.

**Student of the Stars (Ex):** At 8th level, you can use an astrolabe<sup>APG</sup>, telescope<sup>PotS</sup>, or technological device created to observe the stars or track their movements in place of any focus component costing 1,000 gp or less. In addition, your copious astronomical observations and notes allow you to gain insight into the past, present, or future if you spend 10 minutes in contemplation, as if you had cast *commune* with a caster level equal to your mesmerist level. This effect is not magical. This replaces the mesmerist trick gained at 8th level.

The Stars Are Right (Sp): At 12th level, you expend one of your mesmerist tricks to foretell a willing creature's future by spending 1 minute in contemplation of the stars and conversation with them, granting them the benefit of a *moment of prescience*. You can use this ability even if the stars are not visible by consulting your notes and an astrolabe instead, but the creature gains only one-half the normal bonus from the spell. You cannot use this ability on yourself. This is a language-dependent ability, and a creature receiving the effect cannot benefit from it again for one week. This replaces the mesmerist trick gained at 12th level.

Satellite (Su): At 16th level, you can expend one of your mesmerist tricks to create a Medium-sized force construct that resembles a small planet, moon, or star, orbiting around your body. The satellite sheds bright light within 10 feet and dim light 10 feet beyond that, and it otherwise functions as a forceful hand (though it is size Small, rather than Large). If you use this ability outdoors at night, the satellite gains additional temporary hit points equal to your mesmerist level and can be used as a *clenched fist*. You may create or dismiss the satellite as a standard action, but you must expend an additional mesmerist trick each time it is created, and the total duration per day cannot exceed 1 round per level. Any damage dealt to the satellite remains if it is dismissed and then recreated; if reduced to o hp it is destroyed and cannot be recreated for 24 hours. This replaces the mesmerist trick gained at 16th level.

**Stargate (Sp):** At 20th level, you may cast *interplanetary teleport*<sup>UM</sup> once per day, expending one of your mesmerist tricks for each passenger you wish to take with you. You and all companions gain the benefits of *life bubble*<sup>APG</sup> for 24 hours upon arriving at your destination. This replaces the mesmerist trick gained at 20th level.



You have studied the endless catacombs that riddle hollow worlds across the cosmos, and you are intimately familiar with the ways of deep caves and caverns, as well as the strange remnants of alien civilizations that often can be found in the deep places of the world.

**Blind-Fight:** You gain Blind-Fight as a bonus feat. This replaces Scribe Scroll.

**Deep Delver (Ex):** At 1st level, you gain favored terrain (underground), as the ranger class feature. Your favored terrain bonus begins at +2 but does not increase (unless you select the terrain mastery option below), and you do not gain additional favored terrains. In addition, at 3rd level and every 3 levels thereafter you gain one of the following benefits:

*Cave Crawler*: You do not take a penalty to AC and your movement is not slowed when squeezing through a narrow space as long as the space is at least half your width. You gain a bonus equal to one-half your wizard level on Escape Artist checks made to squeeze through a tight space.

Darkwalker: Your speed is not reduced and you do not take penalties on Acrobatics or Stealth checks in light or dense rubble or similar difficult terrain when underground. Your speed also is not reduced when you are unable to see.

Safe Spelunker: You are entitled to a Perception check whenever you come within 10 feet of a stonework trap, such as a pit, deadfall, or sliding or shifting wall or ceiling, or a natural subterranean hazard. This includes unstable areas subject to cave-ins as well as dead air, gas, dangerous fungi, and similar hazards. You add one-half your favored terrain bonus as an insight bonus on saving throws against such hazards.

Subterranean Speech: You gain a +2 bonus on Linguistics checks when interacting with the language of creatures native to the underground. In addition, you gain 2 bonus languages from the following list: Aklo, Draconic, Dwarven, Terran, Undercommon.

Subterranean Trader: You gain a +2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made when interacting with one type of creature: humanoids (dark folk,

dwarf, elf, gnome, reptilian, or skulk), monstrous humanoids, or outsiders (earth or native). You may select this ability multiple times, choosing a different race each time.

Technological Scavenger: You gain Technologist<sup>TG</sup> as a bonus feat, and you gain a +2 bonus on Appraise or Craft checks related to technological items.

Technological Tinkerer: You gain Craft Technological Item<sup>TG</sup> as a bonus feat.

*Terrain Mastery:* Your favored terrain bonus increases by 2. You can select this ability more than once, though your favored terrain bonus may not exceed twice your wizard level.

*Tremorsense:* You gain tremorsense in a 10-foot radius. You must be at least 9th level to select this ability. You may select this ability more than once. Each time you select the ability, the range of your tremorsense is increased by 10 feet.

This replaces arcane bond.

**Deep Scholar (Su):** At 10th level, you become a master at locating things in the deep places of the world. When you cast a divination underground, you may choose to double the spell's range or its duration. This does not increase the spell's level and does not stack with the Enlarge Spell or Extend Spell metamagic feats.

In addition, your intensive study of races common in the deep caverns allows you to summon them with *summon monster* spells, adding the following creatures (and other similar deep-dwelling races, at the GM's option) to the following monster lists: II – darkmantle, skulk<sup>B2</sup>, troglodyte; III – dark creeper, morlock, skum; IV – dark slayer<sup>B2</sup>, derro, pech<sup>B2</sup>; V – cloaker, dark stalker, faceless stalker<sup>B2</sup>; VI – aboleth, seugathi<sup>B2</sup>; VII – dark naga, gug<sup>B2</sup>, intellect devourer, VIII – roper, IX – neothelid.

This replaces the bonus feat gained at 10th level.



Beneath the surface of alien worlds or long-lost colonies buried on other planets, great machines hold copies of the consciousnesses of the former inhabitants. Many of these were transferred into constructs, becoming deathless servitors to their long-dead kin. Countless others linger still within matrices of steel and crystal, waiting to be called forth. Certain folk have developed a magical knack to do just that. It is, in essence, a different method of calling up the dead. Rather than a spirit, the engram channeler taps into the stored memory of a long-dead inhabitant whose residual memory and spirit linger on from ancient times. Bonding with such an engram provides the channeler with a wealth of insight and inspiration.

Spells: The following spells are removed from the engram channeler's spell list: animate dead, animate dead (lesser),

create undead, detect undead, entrap spirit<sup>OA</sup>, ghoul touch, undead anatomy<sup>UM</sup> I and II. The following spells are added to the engram channeler's spell list: 1st—technomancy<sup>TG</sup>; 2nd make whole, protection from technology<sup>TG</sup>; 3rd—discharge<sup>TG</sup>; 4th—make whole (greater), magic circle against technology<sup>TG</sup>; 5th—remove radioactivity<sup>TG</sup>; 6th—discharge (greater)<sup>TG</sup>.

Engram (Su): The engram channeler taps into alien artificial intelligences and memory cores to gain the aid of one of the learned personalities copied and contained there. Unlike the spiritualist's phantom, an engram retains its personality and memories, as its purpose for existence is to preserve the individual from whom it was copied. Once obtained, it resides within the engram channeler's mind. The engram channeler can manifest the engram as a holographic form resembling the being from whom it was copied.

An engram can't manifest in ectoplasmic form, and is limited to manifesting in incorporeal form. The engram is also a construct rather than an outsider. As a result, the engram has no Strength or Constitution score, and has a starting Intelligence of 13 and starting Wisdom of 12. The engram gains bonus hit points a construct of its size would normally receive. Instead of gaining 2 slam attacks, it gains a single incorporeal touch attack that deals 1d6 points of electrical damage. The touch attack's damage increases to 1d8 points at 5th level, to 1d10 at 10th level, 2d6 at 15th level, and 2d8 at 20th level (assuming the engram is Medium). This damage is not inflicted when the engram uses the deliver touch spells ability. The engram does not gain the magic attacks ability at 4th level.

The engram is considered a construct and technological creature for the purpose of determining which spells affect them. Within the area of an *antitech field*<sup>TG</sup>, a manifested engram is immediately banished back to the engram handler's consciousness. The engram cannot be manifested (included bonded manifestation) within the field for its duration, but the engram channeler can use any abilities granted by the engram when not manifested. Any circumstances that would cause a phantom to return to the Ethereal plane cause the engram to return to the computer that spawned it, and it remains for the same prerequisite amounts of time as described in the phantom ability for the spiritualist.



As a mapping of a humanoid consciousness, the engram has no emotional focus. Instead its strength is being the template of one of the greatest minds of the ancient world. It seeks to apply its knowledge to the best benefit of the engram channeler.

Skills: The engram gains a number of ranks equal to its Hit Dice in any three Craft, Knowledge, or Profession skills.



While confined in the engram channeler's consciousness, the engram grants the engram channeler Skill Focus in each of these skills.

> Saves: As a construct, it has no good saves. However, the engram gains Great Fortitude as a bonus feat when the engram channeler reaches 2nd level, Lightning Reflexes at 4th level, and Iron Will at 7th level.

Vast Knowledge (Ex): At 7th level, the engram channeler adds a bonus equal to half his engram's Hit Dice on all Knowledge skill checks and may make all Knowledge skill checks untrained.

Tactical Strike (Su): At 12th level, as a swift action, if the engram successfully hits a creature with its incorporeal touch attack, it gains knowledge about the creature's weaknesses which it can share with its channeler. The engram channeler gains a +2 insight bonus to attacks against the creature, and a +2 insight bonus to AC against attacks made by the creature. These bonuses last until the end of the encounter. The engram can use this ability a number of times a day equal to 3 + the engram's Intelligence modifier.

Tactical Map (Su): At 17th level, as a swift action, the engram can produce a three dimensional tactical map over a 30-foot radius area around the engram. This map predicts attacks and movements of all enemies within the area. The engram channeler and all of her allies that can see this effect gain a luck bonus equal to half the engram's Hit Dice to all attack rolls and to damage against enemies within the area of effect. They also receive the same bonus to AC, CMD, and saving throws against attacks made by enemies within the area of effect. These bonuses last a number of rounds equal to the engram's Hit Dice. The engram can use this ability once per day.

The engram ability replaces and modifies the phantom and the phantom's emotional focus.

Lost Lore (Ex): At 4th level, the engram channeler can access the accumulated lore stored in the great computers that store the engram to enhance her own learning. She may take 10 on any Knowledge skill check that she has ranks in. The engram channeler can choose not to take 10 and roll normally. In addition, once per day the engram channeler can take 20 on any Knowledge check as a standard action. She can use this ability one additional time per day for every six levels she possesses beyond 4<sup>th</sup>, to a maximum of three times per day at 16th level. This ability replaces spiritual interference and greater spiritual interference.

Technomancy (Sp): At 5th level, an engram channeler's connection to lost technology is so strong that she can use *technomancy*<sup>TG</sup> at will as a spell-like ability with a caster level equal to her engram channeler level.

Make Whole (Sp): At 7th level, the engram channeler gains the ability to cast *make whole* once per day as a spell-like ability. If she uses this ability to heal her engram, she heals an extra point per die. At 11th level and every four levels thereafter, the engram channeler can use this ability an additional time per day (to a maximum of 4 times per day at 19th level). At 15th level, the engram channeler can choose to expend two uses of this ability to instead cast *make whole* (greater)<sup>TG</sup>. This ability replaces calm spirit.

Rebuke Technology (Sp): At 16th level, an engram channeler gains the ability to use *rebuke technology*<sup>TG</sup> as a spell-like ability once per day.



You have experimented with alien magitech fluids infused with microscopic robotic servants. Where others might have perished as these nanites disrupted their vitals like a corrupting virus, they awakened within you a latent communion with the machine mind and an affinity for robots, clockworks, and constructs of all kinds.

**Class Skills:** You add Disable Device and Knowledge (engineering) to your list of class skills. However, your interpersonal abilities are far less developed and you lose Bluff and Intimidate as class skills.

**Artificer's Touch (Sp):** You can cast *mending* at will, using your sorcerer level as the caster level to repair damaged objects. In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every two sorcerer levels you possess. This attack bypasses an amount of damage reduction and hardness equal to your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This replaces the bloodline power gained at 1st level.

Nanite Adaptation (Ex): At 7th level, the nanites infused into your body replace a portions of your vital organ and body systems. You have minor visible circuitry or mechanical elements, which can be hidden with a DC 15 Disguise check. You take only half damage from bleed or blood drain attacks (minimum 1) and automatically stabilize at negative hit points. You also gain a +2 bonus on saves against disease, poison, and mind-affecting effects. However, your personality becomes somewhat mechanical and inhuman, causing you to take a -2 penalty on Charisma checks and Charisma-based skill checks made when interacting with living creatures. If you take at least 5 points of electricity damage in a round, the benefits (but not drawbacks) of your nanite adaptation are suppressed until the end of your next turn. This replaces the bloodline feat and bloodline spell gained at 7th level.

**Nanovirus (Su):** At 13th level, as a full-round action you can infect a living creature with a nanite virus derived from corrupted nanites in your own system. You must touch the target and expend two uses of your artificer's touch, dealing 1d4 points of Wisdom damage and 1d2 points of Constitution damage (Fortitude half). The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier.

A target whose Wisdom damage equals or exceeds its Wisdom score becomes helpless for 1 hour and then rises as a nanite zombie. In this state, it is equivalent to either a standard or fast zombie (your choice), with construct traits replacing undead traits. It is neither living nor undead and is immune to both positive and negative energy; however, as a construct it can be healed with your artificer's touch. The nanite zombie is remains under your control for a number of days equal to your sorcerer level, at which point its lifeless husk collapses into a heap of carrion and corroded cybernetic circuitry. You can control a maximum number of HD of nanite zombies equal to twice your sorcerer level. If creating a new nanite zombie would exceed this limit, the new nanite zombie is created and the oldest nanite zombie(s) in excess of your HD limit become uncontrolled and are immediately hostile to all living creatures.

This replaces the bloodline feat and bloodline spell gained at 13th level.

Nanite Apotheosis (Su): At 19th level, the nanites infused into your body replace a most of your vital organs and body systems. Your partially mechanical nature is obvious to anyone unless you successfully hide it with a DC 25 Disguise check. You are immune to bleed and blood drain effects, disease, and poison, and gain a +4 bonus on saves against death effects and mind-affecting effects. Your personality becomes even more mechanical and distant, increasing the penalty on Charisma checks and Charismabased skill checks when interacting with living creatures to -5. Your circuitry is more stable, however, and the benefits of your nanite apotheosis are suppressed only if you take at least 30 points of electricity damage in a round. This replaces the bloodline feat and bloodline spell gained at 19th level.



While due to the vigorous strain on the body, most kineticists tend to come from living races, there are those who have adapted themselves to be able to channel the power of technology through less pure ways, instead causing their bodies to adapt to these new powers. Born of bone or iron, these unliving kineticist exemplify mastery over machine and necromantic forces.

**Special:** A necrotech master must be a construct or corporeal undead.

**Alignment:** A necrotech master cannot be good aligned. If she becomes good aligned, she cannot advance as a necrotech master, although she retains all class features gained from this archetype.

**Birth by Steel (Su)** At 1st level, a necrotech master must choose machine as her primary element.

**Necrotic Kineticist (Ex)** A necrotech master uses her Charisma modifier instead of her Constitution modifier to determine her damage with wild talents, the DCs of Constitution based wild talents, the duration of wild talents with a Constitution-based duration, her bonus on concentration checks for wild talents, and all other Constitution based effects of all her wild talents.

This alters the key ability score of wild talents.

**Composition Deterioration (Ex)** A necrotech master weakens their physical form through their exertion. She takes a -1 to Fortitude saves for each point of burn she has accepted, rather than taking non lethal damage from burn. She can accept an amount of burn equal to 3 + her Charisma modifier. Otherwise, her burn works just like a normal kineticist's.

This ability alters burn.

**Unholy Union (Ex)** Necrotech masters are treated as both a construct and undead whenever it would benefit them (a necrotech master cannot be turned or rebuked, and can be healed by effects that would heal a construct or an undead creature). If the necrotech master is a construct, she gains additional hit points equal to their Charisma modifier per level (this applies retroactively), and if she is an undead, she gains hit points according to her size as though she was a construct.

Whenever a necrotech master is reduced to 0 hit points, she is merely disabled, being able to survive until being reduced to a number of negative hit points equal to her Charisma modifier + necrotech master level before being destroyed.

This ability replaces the basic kinesis utility wild talent gained for selecting an elemental focus and elemental defense. A 4th level or higher, a necrotech master can take the diesel heart elemental defense in place of a utility wild talent.

**Necrotic Overflow (Su)** At 3rd level, a necrotech master can choose to gain a profane bonus to her Charisma in place of a size bonus to a physical score.

This ability alters elemental overflow.

**Corrupted Creation (Su)** At 6th level, a necrotech master gains the construct creator utility wild talent and can use this ability as though it was *animate dead*, although she must provide the material components for it. Constructs that the necrotech savant have created are treated as undead for the purpose of gaining benefits from being inside the area of a *desecrate* spell.

This ability replaces the 6th level utility wild talent.

**Necrotech Implant (Su)** At 6th level, a necrotech master can accept 1 burn to select any undead or construct she has created, that creature gains a single machine defense or utility wild talent she possesses with a burn cost of o or --; the level of the wild talent must be equal to or less than the necrotech master's class level. This wild talent persists until she recovers her burn. For any effects of the wild talent, the creature is treated as though its kineticist level is equal to its Hit Dice and uses its Charisma in place of its Constitution. The creature cannot accept burn even if the wild talent would normally allow them to do so.

A necrotech master can only grant a wild talent to one creature at a time, and can choose to not recover burn accepted from this ability, allowing it to persist as long as they wish. If a creature benefitting from this ability dies or is destroyed, the necrotech master is made instantly aware of it as long as she is on the same plane.

At 11th level, the necrotech master can accept an additional burn to grant two wild talents. The creature must meet the prerequisites for any wild talent which it is granted.

At 16th level, the necrotech master can accept an additional burn to grant three wild talents.

This ability replaces internal buffer.

**Tainted Expansion (Su)** At 7th level, a necrotech master must select void for her expanded element, and must choose negative blast for her simple blast. In addition, any undead or construct created, returned to life, or awakened by the necrotech master gains the unholy union class feature.

At 15th level, a necrotech master must select machine for her expanded element and gains the void blast composite blast, despite not meeting its prerequisites. This ability alters expanded element.

**Corrupted Hacker (Su)** At 8th level, a necrotech master gains the construct hacker utility wild talent and can use this ability on undead as though they were constructs.

This ability replaces the 8th level utility wild talent.

Vile Metakinesis (Su) At 9th level, by accepting 2 points of burn, a necrotech master can infuse her kinetic blast with necrotic energy. Any living creature dealt damage by the blast also gains a negative level.

This ability replaces metakinesis (maximize).

**Corrupted Revival (Su)** At 12th level, a necrotech master gains the forced reboot utility wild talent and can use this ability to revive undead, causing them to return as undead. While using this ability to revive undead, the material components must be black onyx instead of rare metals.

This ability replaces the 12th level utility wild talent.

**Corrupted Awakening (Su)** At 14th level, a necrotech master gains the turing computation utility wild talent and can use this ability on undead.

This ability replaces the 14th level utility wild talent.



Whether given over to the contemplation of the endless blackness between the stars, from obscurant nebulae to consuming black holes, or to the lightless depths far below the planetary surface, some spellcasters seek power in the utter absence of light and the entropic end of all things.

**Umbral Sorcery (Su):** At 1st level, you can expend 1 point from your arcane reservoir to add the darkness descriptor to a spell you prepare that affects an area. The effect created by that spell does not shed light, further all other sources of illumination within its area are reduced by one step for a number of rounds equal to the spell's level. Multiple spells cast with this ability that affect the same area increase the duration of this decreased illumination within overlapping areas of effect but do not further decrease illumination. You cannot use this ability when casting a spell with the light descriptor. This replaces the arcanist exploit gained at 1st level.

**Arcanist Exploits:** The following exploits are unique to penumbral arcanists:

*Darkvision (Ex):* You gain darkvision 30 feet; if you already have darkvision, the range of your darkvision increases by 30 feet. You may select this exploit more than once. The effects stack.

Dark Scholar (Ex): You may add any one of the following spells to your list of spells known, plus one additional spell every 2 levels thereafter: 1st-dancing darkness<sup>BoS</sup>, shadow trap<sup>BoS</sup>; 2nd-dark whispers<sup>UI</sup>, darkness, darkvision, shadow anchor<sup>ARG</sup>; 3rd-darkvision, communal<sup>UC</sup>, shadow mind<sup>BoS</sup>; 4thdarkvision, greater<sup>UM</sup>, deeper darkness, masochistic shadow<sup>BoS</sup>, shadow barbs<sup>ISM</sup>, shadow projection<sup>APG</sup>, shadow step<sup>UM</sup>, shadowy haven<sup>ARG</sup>; 5th-darkvault<sup>BoS</sup>, vampiric shadow shield<sup>ACG</sup>; 6thshadow walk; 7th-hungry darkness<sup>ISM</sup>.

In addition, you can prepare one additional spell per day of each level you can cast, provided the additional spells you prepare have the darkness descriptor. This can include spells you have prepared using umbral sorcery.

**Greater Arcanist Exploits:** The following greater exploits are unique to penumbral arcanists:

Shadow Fade (Su): Creatures you summon (including with shadow conjuration) may fade into shadow as a move action, gaining total concealment (or concealment, against foes with darkvision). When using this ability, they may attempt Stealth checks to hide even if being directly observed. They may not use this ability in areas of bright light.

Summon Shadow (Sp): You can expend 1 point from your arcane reservoir to summon a shadow to serve you for a number of minutes equal to your arcanist level. This shadow is treated as a monster summoned with a summon monster spell. If you use this ability when you already have a summoned shadow present, the previous shadow vanishes when the new shadow appears.

If you are at least 15th level, you can expend 3 points from your arcane reservoir to summon 1 greater shadow rather than a shadow.

If you are at least 19th level, you can expend 5 points from your arcane reservoir to summon a nightwing rather than a shadow.

Shadow Ascendant (Su): You gain a +2 bonus on caster level checks and increase save DCs by 2 when you cast spells you cast with the darkness or shadow descriptor. Spells with the light descriptor cannot be used to counter or negate such spells and do not suppress their darkness in overlapping areas of effect unless their caster level exceeds yours.

**Impenetrable Shadow (Su):** At 20th level, darkvision, low-light vision, divinations (including *true seeing*), and spells with the light descriptor (including *searing light*) cannot detect, penetrate, or function within the area of any darkness or shadow spell of equal or higher level that you cast, unless their caster level is higher than yours. A mythic spell can function normally if the caster's mythic tier is higher than yours. This replaces magical supremacy.



# Robot Fighter (Ranger Archetype)

Wherever sentient mechanical races arise, so too do radicals and revolutionaries devoted to purging the robotic taint from their society. They fear the potential for even seemingly benevolent mechanical minds to decide they know best how to safeguard living creatures through total domination, and these robot fighters pledge with every breath to never surrender their fundamental freedom to live, infiltrating robot-controlled bases and manufactories to commit sabotage and slaughter of their synthetic enemies.

**Class Skills:** A robot fighter gains Disable Device and Knowledge (engineering) and loses Knowledge (geography) and Knowledge (nature) as class skills.

**Favored Enemy (Ex):** At 1st level, a robot fighter must select constructs as his favored enemy. His favored enemy bonus begins at +2 and increases by 2 at 5th level and every 5 levels thereafter; however, he does not gain other favored enemies. His damage bonus from this ability is increased by 50% against constructs with the **robot**<sup>ISM</sup> subtype. This alters favored enemy.

**Trap Mechanic (Ex):** A robot fighter adds 1/2 his ranger level as a bonus on Perception and Disable Device checks made to find or disable mechanical traps. This replaces wild empathy.

**Way of the Gun:** At 2nd level or any level when a robot hunter would be eligible for a combat style feat, he may instead choose to gain one of the following feats: Amateur Gunslinger<sup>UC</sup>, Exotic Weapon Proficiency (firearms only), Gunsmithing<sup>UC</sup>, Rapid Reload (firearms only). Like combat style feats, these feats may be used effectively only while wearing light, medium, or no armor. This alters combat style.

**Technologist:** At 3rd level, a robot fighter gains **Technologist**<sup>TG</sup> as a bonus feat. This replaces Endurance.

**Favored Terrain (Ex):** A robot fighter must select urban and underground (in any order) as his first two favored terrains.

Hunter's Bond: A robot fighter must select a companion bond and cannot select an animal companion.

**Spells:** A robot fighter adds the following spells to his ranger spell list: 1st-body capacitance<sup>ACG</sup>, detect metal<sup>PotR</sup>, shock shield<sup>UC</sup>, shocking grasp, technomancy<sup>TG</sup>; 2nd-defensive shock<sup>UM</sup>, disable construct<sup>ACG</sup>, protection from technology<sup>TG</sup>; 3rd-discharge<sup>TG</sup>, heart of the metal<sup>ACG</sup>, malfunction<sup>UM</sup>, rusting grasp; 4th-magic circle against technology<sup>TG</sup>, rapid repair<sup>UM</sup>, rebuke technology<sup>TG</sup>, soothe construct<sup>UM</sup>, sabotage construct<sup>PotR</sup>, warp metal<sup>MTT</sup>.

**Hunter-Killer (Ex):** At 5th level, when a robot fighter confirms a critical hit against a construct, he ignores an amount of hardness equal to his ranger level. If the construct has the robot subtype, he adds one-half his favored enemy bonus to the DC of the robot's saving throw to avoid being stunned by a confirmed critical hit. This replaces the robot fighter's second favored enemy.

**Ruin Prowler (Ex):** At 7th level, a robot fighter can move through any sort of rubble or similar broken and rocky terrain, including collapsed buildings, twisted metal and stone, barbed wire, and similar impediments at his normal speed and without taking damage or suffering any other impairment. Rubble, broken metal and stone, and similar areas that are enchanted or magically manipulated affect him normally. This replaces woodland stride.

**Electromagnetic Pulse (Su):** At 10th level, when a robot fighter strikes a creature or an object with a melee or ranged attack, as a swift action he can sacrifice a prepared spell of 3rd level or higher in order to spontaneously cast *discharge*<sup>TG</sup> on that target. If he deals electricity damage to a construct or object, he can use this ability by sacrificing a spell of 2nd level or higher instead.

If the robot fighter is at least 13th level, he can sacrifice a prepared 4th-level spell to cast *rebuke technology*<sup>TG</sup> on the target instead, or a 3rd-level spell if he deals electricity damage to the target construct or object.

In addition, as a full-round action, he can sacrifice a prepared spell of any level to release a burst of electromagnetic energy that disrupts the functioning of constructs and technological objects in a burst with a radius of 5 feet times the level of the spell, centered on himself. Living creatures in this area take 1d4 points of nonlethal electricity damage are dazzled for 1 round (Fortitude negates). Constructs in the area are affected as *discharge*<sup>TG</sup> and also take 1d6 points of electricity damage per level of the spell sacrificed; this damage is halved on a successful save.

Constructs immune to electricity damage can still be affected by this *discharge* even if they take no damage from the pulse.

This replaces the robot fighter's third favored enemy.

**Fool Sensors (Ex):** At 12th level, a robot fighter can use the Stealth skill to hide from a construct even if he does not have cover or concealment. In addition, a construct cannot automatically detect a robot fighter's presence or location with exceptional senses such as blindsense, blindsight, scent, or tremorsense; the construct must make Perception checks as normal to notice the robot fighter.

If the construct has the robot subtype, it cannot detect the robot fighter with darkvision.

This replaces camouflage.

**Penetrate Defenses (Ex):** At 15th level, a robot hunter can confirm critical hits against a robot with a force field, and when a critical hit is confirmed it deals half damage to the target and half damage to the force field; if this reduces the force field to o hit points, any leftover damage is applied to the target. When the robot hunter confirms a critical hit against a robot with a force field, the force field's fast healing is suppressed for a 1d4 rounds.

When a robot hunter confirms a critical hit against a construct without a force field, his blow cracks the target's defensive structure, reducing its hardness or DR by 5 for 1d4 rounds.

This replaces the robot fighter's fourth favored enemy.

**Antitech Field (Sp):** At 17th level, a robot hunter can use *antitech field*<sup>TG</sup> once per day as a spell-like ability, using his ranger caster level. This replaces hide in plain sight.

**Kill Switch (Su):** At 20th level, once per day when a robot fighter strikes a construct with a melee or ranged attack, he can activate a destructive chain reaction that destroys the target. The robot fighter may trigger this self-destruct effect instantly or may trigger it as a free action at any time within one week. Once triggered, the target construct must succeed on a Fortitude save (DC 20 + the robot fighter's Wisdom modifier) or be instantly reduced to 0 hit points.

A successful save negates the effect. A robot fighter may not implant a new kill switch until he has activated the previous one.

When fighting constructs with the robot subtype, a robot fighter may use this ability whenever he successfully confirms a critical hit, up to a maximum number of times per day equal to his Wisdom modifier (minimum 1). A robot that successfully saves against his kill switch is immune to this effect for 24 hours.

This replaces the robot fighter's fifth favored enemy.

**Special:** At the GM's options, any of a robot fighter's class features that apply specifically to constructs with the robot subtype may also apply to androids<sup>B5</sup> and/or constructs with the clockwork subtype<sup>B2</sup>.

# New Kineticist Element: Machine

The power of the elements takes many forms, evolving just as those who wield its power do. While there are some geokineticists who can manipulate the power of metal, their powers are far different than the technokineticist: one who



do not simply control metal, but breathes new life and purpose into it with technology. From the most basic appliances to the tiniest nanomachines, a technokineticist's control reaches all technological creations.

#### Machine

Kineticists who take nanites into their body to interface with and harness the element of machines are called technokineticists. Technokineticists direct nanites or summon bits of unbound machinery to control the flow of a battle and assault their adversaries.

Class Skills: A technokineticist adds Disable Device and Knowledge (engineering) to her list of class skills.

Basic Manipulation: A technokineticist gains basic technokinesis.

Simple Blast: A technokineticist gains junk blast as a simple blast wild talent. She can use all of the infusions listed below with junk blast and its composites.

Defense: A technokineticist's defense wild talent is diesel heart.

Wild Talents: 1st-basic technokinesis, emergency repairs, oil infusion<sup>†</sup>, persistent infusion<sup>†</sup>, pushing infusion<sup>†</sup>, mechanical overdrive, subdermal plating, technograft; 2nd- experimental machinery, breaching infusion<sup>†</sup>, bowling infusion<sup>†</sup>, entangling infusion<sup>†</sup>, hard knuckle, metal scent, nanite surge, urgent restoration; 3rdconstruct crafter, impale<sup>†</sup>, magnetic infusion<sup>†</sup>, hydraulic fist, overclocked offense, oxidizing infusion<sup>†</sup>, rare-metal infusion<sup>†</sup>, subdermal plating (improved), technograft (improved); 4th-bioablative regeneration, construct hunter, construct hacker, metalsense; 5th-bloodrust infusion<sup>†</sup>, experimental machinery (improved), nanite evolution, nanite surge (improved); 6th-forced reboot, overclocked offense (improved), technograft (greater); 7th— fragmentation<sup>†</sup>, construct hacker (improved), educated construct, mech sythesis; 8th-experimental machinery (greater); 9th—construct hacker (greater)



#### **Junk Blast**

**Element(s)** machine; **Type** simple blast (Sp); **Level** —; **Burn** o **Blast Type:** physical; **Damage** bludgeoning, piercing, or slashing

You summon a blast of whirring bits and scraps of machinery to grind your foe.

#### Composite Blasts

#### **Antimatter Blast**

Elements(s) machine and void; Type composite blast (Sp); Level —; Burn 2

Prerequisite(s) junk blast, negative blast

Blast Type: energy; Damage half force, half negative energy

Your machines harness raw antimatter into a concentrated beam to drastically damage a foe (undead are not healed by this negative energy, instead taking no damage from it).

#### **Crystalline Blast**

Elements(s) earth and machine; Type composite blast (Sp); Level —; Burn 2 Prerequisite(s) earth blast, junk blast

Blast Type: physical; Damage piercing

Your machines cut non-valuable gem matter into razor sharp crystalline shards to shoot into your foe.

#### **Forge Blast**

Elements(s) fire and machine; Type composite blast (Sp); Level —; Burn 2

Prerequisite(s) fire blast, junk blast

**Blast Type:** physical; **Damage** half fire; half bludgeoning, piercing, or slashing

Your machines superheat a chunk of metal into near-slag that you launch at your foe.

#### Nano Blast

- Element(s) machine; Type composite blast (Sp); Level —; Burn 2
- **Prerequisite(s)** primary element (machine), expanded element (machine)
- Blast Type: physical; Damage bludgeoning, piercing, or slashing

You release a cloud of tiny nanites that invade a target's body to damage it from the inside. Nano blast is also treated as an associated blast for the following form infusions: cyclone, torrent, spray, and cloud. After you acquire nano blast, these form infusions are added to the machine talent list.

#### **Petrolic Blast**

Elements(s) machine and wood; Type composite blast (Sp); Level —; Burn 2 Prerequisite(s) junk blast, wood blast

Blast Type: physical; Damage bludgeoning

You assail a single target with a concentrated jet of industrial



fluids. This blast is treated as water blast for the purpose of which infusions which can be applied to it. After you acquire petrolic blast, these form infusions are added to the machine talent list.

#### **Pollutic Blast**

Elements(s) air and machine; Type composite blast (Sp); Level —; Burn 2

Prerequisite(s) air blast, junk blast

Blast Type: physical; Damage half bludgeoning, half acid

You use your machines to release a pressurized cloud of noxious air that chokes and corrodes a single foe. This blast is treated as air blast for the purpose of which infusions which can be applied to it.

#### **Radiation Blast**

Elements(s) aether and machine; Type composite blast (Sp); Level —; Burn 2 Prerequisite(s) telekinetic blast, junk blast Blast Type: energy; Damage half acid, half force You use your machines to destabilize raw aether from the air around you and direct it into a target.

#### **Rust Blast**

flakes.

Elements(s) machine and water; Type composite blast (Sp); Level —; Burn 2 Prerequisite(s) junk blast, water blast Blast Type: physical; Damage half piercing, half acid

You unleash a speckled torrent of gritty powder and rust

### Defense Wild Talent

#### **Diesel Heart**

**Element(s)** machine; **Type** defense (Su); **Level**—; **Burn** o You replace parts of your body with raw machines, becoming more one with the metal. You gain DR 1/adamantine. This DR increases by 1 for every 2 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, you gain a 5%

chance to ignore critical hits and sneak attacks until the next time your burn is removed. You can accept an additional burn this way every 2 levels you possess beyond 2nd. The chance of ignoring critical hits and sneak attacks granted by this wild talent stacks with the chance granted by elemental overflow to a maximum of 100%.

When you accept burn while using a machine talent, double your damage reduction for 1 round. You can dismiss and restore this effect as an immediate action.

### New Infusion Wild Talents

#### **Bloodrust Infusion**

Element(s) air and machine; Type substance infusion; Level 5; Burn 3

Prerequisite(s) magnetic infusion

Associated blasts antimatter, charged water, crystalline, electric, forge, junk, nano, petrolic, pollutic, radiation, rust

Saving Throw Fortitude half

Your blast is specially magnetized to draw iron and other metallic minerals out of your foes' bodies. Creatures that take damage from your infused blast also take 1d4 Constitution damage.

#### **Breaching Infusion**

**Element(s)** machine; **Type** substance infusion; **Level** 2; **Burn** 2

Your blast contains nanites that specifically target weapons and gear held by the enemy. You can attempt a sunder combat maneuver check against one item possessed by a foe damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your Combat Maneuver Bonus.

#### **Oil Infusion**

- Element(s) machine and water; Type substance infusion; Level 1; Burn 1
- Associated Blast charged water, nano, petrolic, pollutic, water

#### Saving Throw none

Your blast contains an admixture of flammable oil that soaks the target until washed off. When an item or creature soaked in this oils is dealt fire damage, they automatically catch fire. The DC to extinguish the fire is increased by 5. Water cannot help extinguish this fire while the target is considered soaked in oil, instead dealing an additional 1d6 fire damage immediately.

#### **Oxidizing Infusion**

- Element(s) machine; Type substance infusion; Level 3; Burn 2
- **Associated** blasts antimatter, crystalline, forge, junk, nano, petrolic, pollutic, radiation, rust

Saving Throw Reflex negates

Your blast causes objects to rapidly rust. Metal objects hit by your infused blast take half its maximum hp in damage and gains the broken condition—a second hit destroys the item. Against creatures made of metal, your infused blast deals an extra 3d6+5 points of damage.

#### **Persistent Infusion**

- Element(s) earth, machine, water, or wood; Type substance infusion; Level 1; Burn 1
- Associated Blast antimatter, autumn, blizzard, cold, crystal, earth, forge, ice, junk, magma, metal, mud, nano, petrolic, pollutic, radiation, rust, sandstorm, spring, summer, winter, wood

#### Saving Throw none

Your kinetic blasts leave behind residual chunks of energy or matter that last for 1 round per kineticist level. Creatures sharing a space with these chunks take 1d6 damage of the type of blast that created them every turn. You may place one 5-foot square of chunks per kineticist level; these chunks must be placed along the path of a ranged blast, centered on a melee blast, or within the space targeted by an area blast. You can increase the burn cost of this infusion by 1 to double the duration of these chunks.

#### New Utility Wild Talents

#### **Basic Technokinesis**

Element(s) machine; Type utility (Sp); Level 1; Burn

You breathe new life into machines, returning function to long dead technology. You can use *mending* on machines, constructs, and other metal objects with your caster level being equal to your kineticist level. Additionally, you can accept 1 burn to power a machine until the next time your burn is removed.

#### **Bioablative Regeneration**

Element(s) machine; Type utility (Sp); Level 4; Burn 1

You program your nanomachines to instantly repair incoming damage. You gain a number of temporary hit points equal to three times your kineticist level which last for 1 hour per level or until they are lost; these stack with temporary hit points gained from other wild talents.

#### **Construct** Crafter

Element(s) earth or machine; Type utility (Su); Level 3; Burn --

Prerequisite(s) junk blast or metal blast

Sometimes your creative prowess even amazes yourself. You gain Craft Construct as a bonus feat even if you do not meet the prerequisites although you can only create constructs primarily composed of metal; treat your kineticist level as your effective caster level. You are also treated as having any spells required to create a construct.

#### **Construct Hacker**

**Element(s)** machine; **Type** utility (Su); **Level** 4; **Burn** o **Saving Throw** Fortitude negates; **Spell Resistance** no

With a thought, you can take control of most machines. You can force a construct within 60 ft. of you to make a Fortitude save. If it fails, it is treated as having a friendly attitude towards you for a number of minutes equal to your Constitution modifier, despite being mindless. A construct that successfully saves cannot be affected by this wild talent again for 24 hours. While under the effect of this wild talent, you can touch the construct as a standard action and accept 1 burn to increase the duration of this effect to a number of hours equal to your Constitution modifier. You can only affect a number of Hit Dice of constructs equal to two times your kineticist level at a time.

#### **Construct Hacker, Greater**

**Element(s)** machine; **Type** utility (Sp); **Level** 9; **Burn** 1 **Prerequisite(s)** improved construct hacker **Saving Throw** Fortitude negates; **Spell Resistance** no

You know how to completely dominate machines. Treat this wild talent as improved construct hacker, except constructs are instead *dominated*.

#### **Construct Hacker, Improved**

**Element(s)** machine; **Type utility** (Sp); **Level** 7; **Burn** 0 **Prerequisite(s)** construct hacker **Saving Throw** Fortitude negates; **Spell Resistance** no

You can empower your control over machines. Treat this wild talent as construct hacker, except it last for 1 hour per level. When you accept burn to increase the duration of this effect, you may increase it to a number of days equal to your Constitution modifier. You can now control a number of Hit Dice of constructs equal to three times your kineticist level at a time.

#### **Construct Hunter**

Element(s) earth or machine; Type utility (Su); Level 4; Burn --Prerequisite(s) metal scent



You can detect and locate all constructs within 60 ft. of yourself as though you possessed blindsight. If you possess 3 or more burn, the area of this wild talent increases to 120 ft. (a living creature with any supernatural machine wild talent is treated as a construct for the purpose of this wild talent). **NOTE:** At the GM's discretion, this can work on any living creature with enough mechanical parts.

#### **Emergency Repairs**

Element(s) machine; Type utility (Sp); Level 1; Burn 1 Saving Throw none; Spell Resistance yes

With a touch, your nanites can heal a willing construct or machine of an amount of damage equal to your kinetic blast damage (a living creature with any supernatural machine wild talent is treated as a construct for the purpose of this wild talent). NOTE: At the GM's discretion, this can work on any living creature with enough mechanical parts.

#### **Experimental Machinery**

Element(s) machine; Type utility (Su); Level 2; Burn --

You upgrade your body with prototype technology of your own design. You gain 2 evolution points to spend on yourself as though you were an eidolon belonging to a summoner equal to your level, although you can only select extraordinary ability evolutions. You can spend 1 hour and accept 3 burn to change any one evolution you possess

#### **Experimental Machinery, Greater**

Element(s) machine; Type utility (Sp); Level 8; Burn ---

You've designed the most cutting edge technology for your body. You gain 2 additional evolution points.

#### **Experimental Machinery, Improved**

Element(s) machine; Type utility (Su); Level 5; Burn --

You outfit your body with more prototype technology. You gain an additional 2 evolution points.

#### **Forced Reboot**

**Element(s)** machine; **Type** utility (Sp); **Level** 6; **Burn** 2 **Prerequisite(s)** emergency repairs **Saving Throw** none; **Spell Resistance** no

You know how to repair constructs that have long since been deactivated . If you have at least one piece of a construct, you can return it to life, although doing so requires 1 hour and 5,000 gp worth of rare metals. You can accept an amount of additional burn while using this wild talent equal to your Constitution modifier, reducing this cost by 500 gp for each burn accepted in this way.

#### Hard Knuckle

Element(s) machine; Type utility (Su); Level 2; Burn --Prerequisite(s) subdermal plating

Your nanomachines now also add density your strikes. While your subdermal plating wild talent is active, you gain two primary slam attacks which deal 1d6. These natural attacks also benefit from your elemental overflow.

#### **Hydraulic Fist**

Element(s) machine; Type utility (Su); Level 3; Burn --Prerequisite(s) hard knuckle

You engineer your veins to function like hydraulic pumps. Your slam attacks ignore an amount of hardness equal to ½ your kineticist level and gain a +1 bonus on damage rolls. At 9th level and every 3 afterwards, this bonus increases by +1. If you possess the improved subdermal plating talent, your slam attacks are treated as adamantine for the purposes of damage reduction.

#### **Mech Synthesis**

Element(s) machine; Type utility (Su); Level 7; Burn --Prerequisite(s) kinetic form

You bend, shape, and purpose your machines into a bulky suit of powered armor. Whenever you use your kinetic form wild talent, you gain a +3 bonus to your natural armor and a +3 alchemical bonus to your Strength, Dexterity, and Constitution. If you instead decide to spend an additional burn to increase your size to Huge, these bonuses are doubled.

#### **Mechanical Overdrive**

Element(s) machine; Type utility (Su); Level 1; Burn --Prerequisite(s) diesel heart

You fashion a way to get more power out of your mechanical upgrades. You gain a bonus on Strength and Dexterity based ability checks equal to your Constitution modifier. While you possess 3 or more burn, this bonus is also applied to Strength and Dexterity based skill checks.

#### Metal Scent

Element(s) earth or machine; Type utility (Su); Level 2; Burn --

Prerequisite(s) junk blast or metal blast

You innately sense the presence of metals, gaining the the scent ability, except that the range is 90 ft. and you can only use it to sense metal, (including creatures and worn or carried metal objects).



#### Metalsense

Element(s) earth or machine; Type utility (Su); Level 4; Burn --Prerequisite(s) metal scent

Your ability to sense metals has grown so keen you can detect minute amounts of trace metals with uncanny precision. You can perfectly discern the location of any metal object or creature with metallic blood (such as most humanoids) as if you could see it clearly, out to a range of 100 feet. Stone, wood, *invisibility*, and magical barriers are incapable of blocking this sense, and only an object containing significantly more metal, placed between you and your target, provides concealment or total concealment for this sense.

#### Nanite Evolution

Element(s) machine; Type utility (Sp); Level 5; Burn o

You flood your allies' bodies with nanites that physically empower them. Treat this as *mass bear's endurance, mass bull's strength*, or *mass cat's grace* lasting only 1 round. You can accept 1 point of burn to increase this duration to 1 round per kineticist level you possess.

#### Nanite Surge

Element(s) machine; Type utility (Sp); Level 2; Burn 1

You maintain a reserve of nanomachine dedicated to quick bursts of energy. A number of times per day equal to your Constitution modifier, as an immediate action, you can grant yourself a circumstance bonus to an attack roll, skill check, or saving throw equal to ½ your kineticist level.

#### Nanite Surge, Improved

Element(s) machine; Type utility (Sp); Level 5; Burn o Prerequisite(s) nanite surge

Your nanites are capable of altering your performance in more drastic ways. When you use your nanite surge wild talent, you can spend 2 uses to reroll an attack roll, skill check, or saving throw before its outcome is revealed (this reroll still gets the circumstance bonus).

#### **Overclocked** Offensive

Element(s) machine; Type utility (Sp); Level 3; Burn 1

You can push your mechanical components beyond their limits. As a swift action, you can increase your speed as though under the effects of a *haste* spell for a number of rounds equal to your kineticist level. While *hasted* in this way, your kinetic blast deals damage as though you were 4 levels higher.

#### **Overclocked Offense, Improved**

**Element(s)** machine; **Type** utility (Sp); **Level** 6; **Burn** o **Prerequisite(s)** overclocked offense

You push your mechanized components to their absolute limit. While under the effects of overclocked offense, you gain an additional move action and the bonuses provided by *haste* to your attack rolls, armor class, and reflex save are increased by +1.

#### **Subdermal Plating**

Element(s) machine; Type utility (Sp); Level 1; Burn 1

Your nanites reinforce key areas under skin with carboncomposite plating. You are treated as though you are wearing light armor that grants a +4 armor bonus with no max dex penalty or no armor check penalty until the next time your burn is removed. If a critical hit is confirmed against you while this wild talent is active, this armor bonus is reduced by 1 until the next time you use this wild talent.

#### Subdermal Plating, Improved

**Element(s)** machine; **Type** utility (Su); **Level** 3; **Burn** 0 **Prerequisite(s)** subdermal plating

Your armor has grown more durable. Increase the armor bonus of your subdermal plating by +2. At 8th level and every 2 levels thereafter, the armor bonus of your subdermal plating increases by an additional +1.

#### Technograft

Element(s) machine; Type utility (Su); Level 1; Burn --

Removing your forearm, you install an efficient mechanical terminal at your elbow. Select a number of one-handed simple or martial melee weapons, firearms, or other martial technological weapons<sup>TG</sup> equal to your Constitution modifier (the cost of this weapon must be equal to or lower than 500 gp times your kineticist level). One of your hands is removed, allowing you to create a masterwork copy of any of those weapons out of nanomachines, automatically becoming proficient with it. This weapon cannot be targeted by a disarm combat maneuver and is always treated as a free hand for the purpose of using your kinetic blast. This weapon also benefits from elemental overflow, but cannot be wielded in two hands, and is treated as a natural weapon for the purposes of the kinetic fist infusion. You can change the weapon created with this wild talent as a full round action. The mechanical terminal can be enhanced as though it was a weapon, although it does not allow you to apply enhancements that would require a specific type of weapon (such as distance or keen). Beginning at 3rd level and every other level after that, you can select an additional weapon to create with technograft.

If you create a technological weapon<sup>TG</sup>, its capacity is equal to your Constitution modifier + your kineticist level and possesses an amount of charges equal to your Constitution modifier. You begin each day with a number of charges equal to your kineticist level, and you can accept 1 burn to fill your charges to capacity. If you possess 1 or more burn, you regain 1 charge every hour.

Special: You can select this utility wild talent in place of basic technokinesis.

#### Technograft, Greater

Element(s) machine; Type utility (Su); Level 6; Burn --Prerequisite(s) improved technograft

Select 1 of the following benefits for your weapon terminal:

Increase the grafted weapon's critical threat range 1. by 1; if you are wielding a keen weapon or a weapon for which you have the Improved Critical feat, you apply this increase after the weapon's threat range has been doubled.

- 2. Increase the grafted weapon's damage die size by 2 steps.
- Treat your BAB as though it was equal to your 3. kineticist level when making attacks with the grafted weapon.
- The grafted weapon ignores up to 10 points of 4. damage or energy resistance.

You may select this wild talent multiple times, but each time you must select a different benefit.

#### **Technograft**, Improved

Element(s) machine; Type utility (Su); Level 3; Burn --**Prerequisite(s)** technograft

Your terminal has become more advanced. You can now



select two-handed exotic melee weapons, firearms, or exotic technological weapons<sup>TG</sup> as the weapons you are able to create with your terminal (the cost of this weapon must be equal to or lower than 2,000 gp times your kineticist level) and you are always treated as though you were wielding it in two hands even while using a single hand to wield it. When you take this wild talent, you can immediately select an additional weapon.

If you have 3 or more burn, you instead regain 1 charge every 20 minutes.

#### **Turing Computation**

**Element(s)** machine; **Type** utility (Sp); **Level** 7; **Burn** 2 **Prerequisite(s)** construct crafter **Saving Throw** Will negates; **Spell Resistance** no

Your affinity for machines has grown strong enough that know how to program life into a construct's mind. You alter the mental abilities of a construct as per the *awaken construct*<sup>OA</sup> spell. A construct affected by this wild talent must succeed both a Fortitude and Will saving throw against the construct hacker utility wild talent.

#### **Urgent Restoration**

Element(s) aether, machine, void, or water Type utility (Su); Level 2; Burn --

Prerequisite(s) kinetic healer, emergency repairs, or void healer

You are adept at healing yourself in the heat of the moment. You can use kinetic healer, emergency repairs, or void healer on yourself as a swift action. You can increase the burn of these wild talents by 1 to use them as an immediate action.

#### Elemental Saturation: Silver Basin

Along the various rivers and waterways of the world lies one that separates itself from others in a very distinctive way. Filled with water that seems to shine like liquid metal, not even the most keen eye can spot the secret of this body of water, that it is in fact flooded with nanomachines. To most, this would simply be a curious location and nothing more, but to technokineticist and others who know the power of nanomachines, this is a much revered location, as some say this water was tainted with the blood of a fallen god, given life in the form of these nanomachines.

Those who wish to draw power from this location must step into the 'water' allowing it to submerge them entirely (due to the composition, those who are inside of the silver basin can still breathe). While inside of the basin, the nanomachines will attempt to assimilate anyone they can, and each round those inside of the basin must make a DC 15 Fortitude save and a DC 15 will save to avoid having both their body and mind absorbed by the nanomachines until they make 8 successful saving throws in total. Each time someone inside of the basin fails a Fortitude save, they take 1 Constitution drain as their body is devoured by the nanomachines, while each failed Will save causes them to take 1 Wisdom drain as their mind is assaulted by the desire to assimilate.

Those who have their Constitution or Wisdom reduced to o while submerged in the basin cease to exist, lost to the nanomachines; these creatures can only be revived by a *wish* or *miracle* spell. After those in the basin have made 8 successful saving throws, the nanomachines no longer attack them, recognizing that person as their master. They then suffuse that creature's bloodstream and bolster their endurance,granting them either Great Fortitude or Iron Will as a bonus feat (their choice). Kineticists who possess the machine element gain access to the following talent:

#### **Twitch Reflexes**

Element(s) machine; Type utility (Sp); Level 3; Burn 1

Your body can often move without your mind's input. You can use this wild talent as part of making an initiative check, rolling two times and taking the better result. If you possess 3 or more burn, you instead roll three times and take the best result and gain a +2 circumstance bonus to Reflex saves until the next time your burn is removed.



The following feats help characters supplement their options for combining magic and mentalism with the metal minds of robotic races and cybernetic societies.

#### **Necrotech Adept**

You have begun to learn the secrets of necrotech.

**Prerequisite:** Humanoid, monstrous humanoid, aberration, dragon, or plant, non-good alignment.

**Benefits:** You use your Charisma in place of your Constitution score to determine your Fortitude save and you do not take a penalty to your hit points if your Constitution modifier is negative. You are also treated as a construct for the purposes of being able to take the necrotech master archetype and for its effects.

**Special**: This feat must be taken at 1st level. Your Constitution score is permanently lowered by 2 points. If your Constitution score is 2 or lower, you cannot select this feat.

#### **Necrotech Genius**

Your study of necrotech has begun to change you.

**Prerequisites:** Necrotech Adept, burn class feature, necrotech master 5th.

1/2 your kineticist level + your Charisma modifier. Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of *control undead*. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, so long as their total Hit Dice do not exceed your kineticist level. If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

#### **Necrotech Transformation**

Your knowledge of necrotech has lead to your final transformation

**Prerequisites:** Necrotech Adept, Necrotech Genius, necrotech master 9th.

**Benefit:** Your creature type changes to undead and you lose your Constitution score. If a creature attempts to return you from the dead, you can choose to come back as an undead. If you don't, you lose this feat and any feats that are a prerequisite for this feat, and must select 3 new feats for which you meet the prerequisites.

**Special:** You must have a Constitution score of 4 or higher when you select this feat, and you cannot retrain this feat or any of its prerequisite feats. Once you gain this feat, you are treated as an undead for the purposes of the necrotech master archetype.

#### Technopath

Your communion with machine language allows you to connect with devices with the power of thought.

**Prerequisites:** Technologist<sup>TG</sup>, telepathy or the ability to use *detect thoughts* or *mindlink*<sup>OA</sup> as a spell or spell-like ability

**Benefit:** You can mentally interface with a computer or operate an electronic machine or device within your space without touching it, just as if you were physically manipulating it or possessed a complex remote control for it. You can also use this ability to interface with an object within 5 feet by touching it (requiring a melee touch attack if it is an attended object); after you have touched it once, you need not maintain contact to manipulate it. You can make normal use of your various skills to operate these electronic machines and digital devices, requiring concentration and a move action to do so.

As a standard action, you may cast or expend one daily use of your *detect thoughts* **or** *mindlink* spell or spell-like ability (or use your telepathy) to shut down an electronic device or cause it to behave erratically, emitting noises or random displays of light or garbled information, as if someone were manipulating the device in unexpected

**Benefit:** For every 2 points of burn you possess, you gain a +1 profane bonus on saving throws against bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and mind-affecting effects.

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**Special:** Your Constitution score is permanently lowered by 2 points. If your Constitution score is 2 or lower, you cannot select this feat.

#### Necrotech Leader

Your power to control undead is beyond others of your kind. **Prerequisite:** Necrotech master 5th.

**Benefit:** As a standard action, you can accept 1 burn to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 +

ways. Turning off the device does not halt such erratic function but disconnecting its power supply causes this erratic function to cease within 1d4-1 rounds. If the item is a trap or is otherwise hazardous, treat this as a Disable Device check.

If a device you seek to manipulate, deactivate, or cause to behave erratically is intelligent, magical, or otherwise unusual in the GM's discretion, it can attempt a Will save (DC 10 + 1/2 your character level + your Intelligence modifier) to resist the effect. Likewise, the wielder or wearer of an attended item can attempt a save to resist the effect.

This feat has no effect on constructs or other creatures.

#### Teletechnopath

Your mind seeks out communion even with distant machines.

**Prerequisites:** Technologist<sup>TG</sup>, Technopath, telepathy or the ability to use *detect thoughts* or *mindlink*<sup>OA</sup> as a spell or spell-like ability

**Benefit:** You can mentally interface computers and devices with your Technopath feat within close range (25 feet + 5 feet/2 levels). You do not need to touch an item to manipulate it.

**Special:** This feat may be taken multiple times. If taken a second time, the range of is increased to medium (100 feet + 10 feet/level). If taken a third time, the range is increased to long (400 feet + 40 feet/level).

#### Walker in Rust

**Prerequisite:** Technologist<sup>TG</sup> feat and the ability to cast summon monster or summon nature's ally

**Benefit:** Choose one palm-sized, metal object of masterwork quality; this may be the focus of your arcane bond, if you desire. Alternatively, you may choose a holy symbol of your faith. While this object is worn, you may spontaneously lose a prepared spell of the same level or higher to use any of the summon spells listed below, but only to summon one or more junk golems<sup>B4</sup> of the appropriate type.

Your chosen object becomes permanently coated in rust and spatters of motor oil, but is not otherwise weakened or harmed; this object additionally serves as your amulet for purposes of all shield guardians you summon with this feat (see below). You add the following creatures to your *summon monster* **or** *summon nature's ally* spell-lists at the appropriate level:

3rd level: junk golem with the young simple template; this creature has only 32 hp because it is a Small-sized construct

4th level: junk golem

5th level: junk golem with the giant simple template<sup>B1</sup>; the golem does not receive bonus hit-points per HD, because it does not have a Constitution score, but it gains +10 hp for becoming a Large-size construct 6th level: shield guardian junk golem

7th level: shield guardian junk golem with the giant simple template, as above

Any shield guardian summoned in this way arrives with *rusting grasp* (using your caster level) automatically stored via its spell-storing ability. You may summon a larger number of junk golems by increasing the level of your summoning spell; thus, you could summon 1d3 giant shield guardian junk golems with summon monster VIII or 1d4+1 of them with *summon nature's ally IX*.

**Special:** An urban druid<sup>UM</sup>, metal elementalist<sup>UM</sup>, cleric with the artifice domain, or technokineticist may select this feat without meeting the above prerequisites.





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