

TREASURY OF THE MACHINE

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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 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're also designed for easy inclusion in your home game regardless of what campaign you run.

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

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WHAT YOU WILL FIND INSIDE TREASURY OF THE MACHINE!

This supplement brings you an awesome array of technological and technomagical tools to enhance your Pathfinder campaign! Whether your heroes are questing against an entire nation of renegade super-scientists and alien horrors, or you just want to inject a touch of science fiction into your fantasy, the *Treasury of the Machine* delivers in spades with over 60 technological items of every description, from devastating weapons like the *rapture ray, targeting computer, gravity cannon, kinesis grappler,* or *singularity grenade,* to awesome accessories like the *learning helmet, targeting computer, slipsuit,* and *ghosting unit.* This book contains items as helpful as the *neutralizing safety blanket* and *solar array* and items as sinister as the *memory transfer probe* and *amnesia tick,* and range in power from simple disposable items to the artifact *robot control harness.* You'll find entirely new categories of cybernetics and pharmaceuticals like biotech and chemosols, weapon accessories, special materials, android modifications, and even a new robotic pet, the walking eye! If it's majestic mechanical and magical treasures that delight and excite, your PCs will love what they find in the *Treasury of the Machine.*

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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TREASURY OF THE MACHINE

The Treasury of the Machine is full of items designed to fit right into a campaign where magical fantasy and super-science collide. These items make use of the rules in the official Pathfinder guide to technology, which can be accessed online in the Pathfinder <u>PRD</u> as well as at <u>d20pfsrd.com</u>. This book contains over 60 technological items, some of which are magical as well, ranging from cybernetics and pharmaceuticals to technological weapons, armor, and an array of gadgets and gizmos to outfit your technomagical terrors or reward your heroes in their battles against them. The items are listed by price in the table below, and their descriptions are broken up by item time thereafter.

Item Name	Price
chemosol: artificial pheromone	varies
learning helmet	varies
chemosol: irritant	50 gp
chemosol: stimsensitizer	130 gp
chemosol: neural disruptor	200 gp
recoil compensator, mark I	200 gp
thermal bag	200 gp
nanite tissue gauze	300 gp
neutralizing safety blanket	300 gp
recoil compensator, mark II	300 gp
thermal salts	300 gp
optical lock	375 gp
recoil compensator, mark III	500 gp
scope, mark I	500 gp
scope, mark II	700 gp
chemo-oxidizer reactor capsule	750 gp
chemosol: artificial hormone	750 gp
tangler grenade	750 gp
recoil compensator, mark IV	800 gp
zero-G grenade	950 gp
solar array	1,000 gp

recoil compensator, mark V	1,200 gp	
scope, mark III	1,200 gp	
chemosol: neural exciter	1,500 gp	
targeting computer, mark I	1,500 gp	
witch-thorn tangler grenade	1,500 gp	
vacusealer	1,580 gp	
optic enhancement, mark I	2,000 gp	
scope, mark IV	3,000 gp	
amnesia tick	3,300 gp	
optic enhancement, mark II	4,000 gp	
dermal photosynthesis	4,500 gp	
singularity grenade	4,500 gp	
targeting computer, mark II	4,750 gp	
gravity belt	6,000 gp	
optic enhancement, mark III	6,000 gp	
scope, mark V	6,500 gp	
kinesis grappler	7,500 gp	
adrenal enhancement, mark I	8,000 gp	
heavy pistol	8,000 gp	
micrograppler	8,750 gp	
polytool	8,750 gp	
shotgun, automatic	10,000 gp	
targeting computer, mark III	10,000 gp	
beam saber	12,750 gp	
discipline chip	15,000 gp	
rapture chip	15,000 gp	
sniper rifle	16,000 gp	
targeting computer, mark IV	16,500 gp	
screamer pistol	18,000 gp	
detector globe	20,000 gp	
circuit tracer-cloner	24,000 gp	
targeting computer, mark V	25,750 gp	
discipline rod	30,000 gp	
rapture ray	30,000 gp	
adrenal enhancement, mark II	32,000 gp	
slipsuit	32,000 gp	
living lightning gun	40,000 gp	
memory transfer probe	49,500 gp	
ghosting unit	55,000 gp	
adrenal enhancement, mark III	72,000 gp	
gravity cannon	180,000 gp	
robot control harness	 (minor artifact) 	

ARMAR

Technological armor works in a similar manner to standard armor, but often requires a power source to fully function.

SLIPSUIT

Price 32,000 gp; Type light; AC +1; Max Dex +8; Penalty 0; Spell Failure 5%; Speed (30 ft.) 30 ft.; Speed (20 ft.) 20 ft.; Capacity 24; Usage 1 charge/10 minutes

This form-fitting, padded suit is covered in a layer of carbon nanofibers that form a slick membrane. The slipsuit grants a +5 competence bonus on Escape Artist checks, combat maneuver checks to escape a grapple, and to the wearer's Combat Maneuver Defense against grapple attempts. The slipsuit also grants the wearer a +3 competence bonus on Reflex saves against physical effects that hamper the wearer's movement (such as *entangle* or a tanglefoot bag).

When the slipsuit is activated, ionized, mineral-rich water saturates the membrane, practically eliminating friction between the suit and any material it comes in contact with. The bonus to Escape Artist checks, combat maneuver checks, and CMD increases to +15. The bonus to Reflex saves increases to +6, and the wearer receives a new saving throw against effects every round, even if the effect does not normally allow more than one saving throw.

CONSTRUCTION

Craft DC 32; Cost 16,000 gp Craft Technological Arms and Armor, production lab

<u>SABEKTEZH</u>

Cybertech is a form of technology that must be implanted in a body before it can function. Cybertech typically augments a character's abilities and statistics.

Amnesia Tick

Price 3,300 gp; Slot none; Weight 1/10 lb.; Capacity –; Usage –

This tiny nanoprobe appears to be fashioned into general appearance of a robotic tick, and for good reason. Designed to be used for covert operations, it its tiny pinchers cling to flesh allowing it to be lodge on to a host anywhere. In this manner its owner have numerous places to affix it where it's not likely to be readily detected.

When activated and tossed onto an unsuspecting host, the tick affixes itself into exposed flesh near the head—typically behind the victim's ear. Once attached, it begins emitting a disruptive frequency directly into the central nervous system that temporarily alters the victim's memory and perception. The host must make a DC 18 Will save or become stricken with an electronically generated form of global transient amnesia that lasts for as long as the probe remains active or until the tick is removed. In this state, the individual remains fully cognizant of their own identity and readily recognize friends, however they cannot recall basic information, recent history or conversations and remain utterly confused about where they are and what they are doing. While they retain memories of past years, they cannot recall any event of significance that occurred in the last 24 hours. Furthermore, the victim doesn't recognize any individuals or places to whom they have been introduced within the previous 24 hours, nor can they recall prepared spells.

A typical amnesia tick possess enough energy to maintain the signal for 1d3 hours, after which it runs out of power and detaches from the victim. As soon as it detaches, the effect wears off and the individual's memory returns to normal allowing them to recall only murky recollection of major occurrences within the last 24 hours.

CONSTRUCTION

Craft DC 28; Cost 1,650 gp Craft Cybernetics, cybernetics lab

DISCIPLINE CHIP

Price 15,000 gp; Slot brain; Weight —; Install DC 30; Implantation 1

A discipline chip is installed in the pain center of a creature's brain. Successful implantation leaves no trace of the operation. Once in place, a discipline chip can be activated by any discipline rod attuned to its frequency. Anyone able to activate a creature's implanted discipline chip receives a +2 bonus on any Intimidate or Handle Animal checks made against the creature. Regular use of the chip provides a measure of control over a creature's actions, however a creature able to associate the pain with the presence of the rod has its attitude toward a rod wielder shift to hostile should the rod not be readily evident in the wielder's possession.

CONSTRUCTION

Craft DC 30; Cost 7,500 gp Craft Cybernetics, cybernetics lab

RAPTURE CHIP

Price 15,000 gp; Slot brain; Weight -; Install DC 30; Implantation 1

A rapture chip is installed in the pleasure

center of a creature's brain. Successful implantation leaves no trace of the operation. Once in place, a rapture chip can be activated by any rapture ray attuned to its frequency. Anyone able to activate a creature's implanted rapture chip receives a +2 bonus on any Bluff, Diplomacy, or Handle Animal checks made against the creature. Regular use of a rapture chip can be addicting for a creature implanted with one. The effects of an activated rapture chip are short-lived. but render the implanted creature helpless for 1 round as it is overcome with a sensation of ecstasy. Psychological addiction to the implant's effects are a danger. Each time it is activated, the implanted creature must attempt a saving throw (DC 15) to avoid addiction. Treat this as a moderate addiction (see the drugs and addiction section of the Pathfinder Roleplaying Game Gamemastery Guide) but the addicted subject suffers a -2 penalty to Wisdom and Charisma.

CONSTRUCTION

Craft DC 30; **Cost** 7,500 gp <u>Craft Cybernetics</u>, cybernetics lab

PHARMASEUTISALS

Pharmaceuticals include drugs, poisons, and medicines. They can be ingested or injected, and generally have relatively minor or temporary effects.

NANITE TISSUE GAUZE

Price 300 per spool gp

X

Nanite tissue gauze comes in packets containing 1 to 6 small spools of a material similar in appearance to surgical gauze, individually vacusealed in clear plastic. Closer inspection reveals the gauze to be woven from strands of a pliable and fleshy-feeling compound. Each spool has enough gauze to make a single repair. Intended as to provide initial emergency care to individuals working in dangerous situations, nanite tissue gauze has limited applications and isn't considered a substitute for real medical treatment. Once applied, the gauze bonds to the individual's flesh sealing any wounds and allowing them to seemingly regenerate. Nanites in the gauze weave it into new flesh and even lost digits, severed limbs, or broken bones regenerate at the rate of 2d6 points per minute, seemingly allowing the victim to recover. However the new nanite flesh only temporarily solves the problem, and after 24 hours, it begins breaking down. Treat all damage healed by nantite tissue gauze as temporary hit points, while similarly any restoration of severed limbs or broken bones becomes undone.

CONSTRUCTION

Craft DC 30; **Cost** 150 gp per spool *Craft Pharmaceutical*, medical lab

BIQTEZH

Biotech represents the creation of synthetic organs for the purposes of enhancing or repairing living creatures. Biotech follows the same rules as cybertech for the number of augmentations a character may possess, except that your total number of augmentations is only limited by your Constitution score.

Adrenal Enhancement I, II, III

Price varies; *Mark I* 8,000 gp; *Mark II* 32,000 gp; *Mark III* 72,000 gp; **Slot** body; **Weight** 1 lb.; **Install** varies; **Implantation** varies

An adrenal enhancement increases the subject's adrenal gland, granting higher than normal capability for feats of strength, at the cost of fatigue or even exhaustion. A character with an adrenal enhancement may enter an adrenaline surge as a swift action. This surge grants a +4 morale bonus to Strength and Constitution for a number of minutes per day depending on the level of the implant. A character may not end an adrenaline surge prematurely, though spells such as calm emotions can suppress its duration as if it were a barbarian's rage. Once an adrenaline surge ends, the implanted character is fatigued for 1 hour. If the implant is used again before the character has recovered from fatigue, they are instead exhausted when the adrenaline surge ends. If they were already exhausted, they must succeed at a Fortitude save (DC 20) or drop to -1 hit points and begin dying at the end of the adrenaline surge. If the save is successful the character is instead rendered unconscious for 8 hours, after which point they are exhausted.

The number of times per day a character can use an adrenal surge alters price, implantation value, install DCs, and Craft DCs as listed below.

Adrenal Enhancement	Uses Per Day	Implantation	Install	
Mark I	1	1	DC 24	
Mark II	2	2	DC 28	
Mark III	4	4	DC 36	
Construction	Craft (varies)	Cost (var	Cost (varies)	
Mark I	DC 24	4,000 gp		
Mark II	DC 28	16,000 g	16,000 gp	
Mark III	DC 32	36,000 gp		

Craft Pharmaceutical; medical lab

OPTIC ENHANCEMENTS

Price varies; *Mark I* 2,000 gp; *Mark II* 4,000 gp; *Mark III* 6,000 gp; **Slot** body; **Weight** -; **Install** varies; **Implantation** varies

Optic enhancements modify a character's eyes to grant them heightened visual acuity. The enhancement bonus to Perception checks (and additional vision capabilities) granted by optic enhancements alters price, implantation value, install DCs, and Craft DCs as listed below.

Optic Enhance- ments	Perception Bonus	Additional Effect	Implantation	Install
Mark I	1	-	1	DC 24
Mark II	2	Low-light vision	2	DC 28
Mark III	3	Darkvision 60 feet	3	DC 36
Constructio	Construction Craft (varies) Cost (varies)		ies)	
Mark I		DC 20	1,000 gp	
Mark II		DC 25	2,000 gp	
Mark III		DC 30	3,000 gp	

Craft Pharmaceutical; medical lab

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DERMAL PHOTOSYNTHESIS

Price 4,500 gp; Slot body; Weight -; Install DC 26; Implantation 4

A character with dermal photosynthesis has tens of thousands of tiny photoreceptive cells implanted in their skin. These cells and associated nanites in the character's bloodstream help convert solar energy into biological energy. So long as a character with dermal photosynthesis is exposed to direct sunlight for 3 hours a day, they do not need to eat.

CONSTRUCTION

Craft DC 26; Cost 2,250 gp Craft Pharmaceutical; medical lab

<u>CHEMOZOLZ</u>

Chemosol may represent any number of different types of chemicals that come in small, highly pressurized canisters. Activated by depressing a nozzle button on the top of the canister, it unleashes a 15-foot cone of contact chemicals or inhalants. Common chemicals include artificial hormones or pheromones, neurological disruptors, and irritants. The effects and costs of assorted chemicals are listed below. Each canister contains a single dose or application of the desired chemical.

CS1: ARTIFICIAL HORMONE

Price 750 gp

When sprayed, an artificial hormone produces a small 20-foot diameter cloud, 10 feet in height that lingers for 1d4 rounds. Inhaling these chemicals creates a homeostatic negative feedback loop causing a sudden spike blood pressure and a rapid elevation of the individual's stress level. Those coming in contact with the chemical must succeed a DC 20 Fortitude save to avoid the effects. Failure makes the individual lightheaded and unable to concentrate. For the next 1d4 rounds, the individual flushes and start sweating profusely. His vision blurs causing a -2 circumstance penalty to Perception. Furthermore, lightheadedness makes concentration difficult, leaves him flat-footed, and unable to take more than a single action per round.

CONSTRUCTION

Craft DC 28; Cost 375 gp

Craft Pharmaceutical, medical lab

CS2: ARTIFICIAL PHEROMONES

Price +1 35 gp, +2 65 gp, +3 130 gp +4 260 gp, +5 515 gp, +6 1,025 gp

Artificial pheromones can be used to alter the way an individual responds to you. The user activates the pheromone by applying the chemicals to their own body. The nearly undetectable scent of the articifical pheromones triggers an attraction response from creatures of the same type within 10 feet, granting a bonus (as determined by the strength of the pheromones) on Charisma checks and Charisma-based skill checks. The artificial pheromones last for 10 minutes; however, the volatile pheromones are immediately negated if the user takes 10 or more points of acid or fire damage or is exposed to a scent-based effect like *stinking cloud*. Creatures with no sense of smell are unaffected by artificial pheromones.

CONSTRUCTION

Craft DC 15 plus the bonus granted by the pheromones; **Cost** +1 16 gp, +2 32 gp, +3 64 gp +4 128gp, +5 256gp, +6 512gp

Craft Pharmaceutical, medical lab

CS3: IRRITANT

Price 50 gp

These pressurized chemical irritants can be sprayed on a creature as a ranged touch attack (range 20 feet), causing the target's flesh to break out into a painful blistering rash. The target takes 1d6 points of nonlethal acid damage, plus 1 additional point of non-lethal acid damage per round until the target can treat the inflammation, requiring a successful DC 15 Heal check or the application of any magical effect that cures hit point damage or removes pain effects.

CONSTRUCTION

Craft DC 16; Cost 25 gp Craft Pharmaceutical, medical lab

CS4: STIMSENSITIZER Price 130 gp

This canister sprays a 15-foot cone-shaped spread of chemicals that greatly increase sensitivity to a specific type of sensory stimulus, determined when the stimsensitizer is created. This may be bright light, loud sound, strong smells, heat, or cold. Creatures in the cone become highly sensitive to the chosen stimulus for 1d6 x 10 minutes (DC 18 Fortitude negates). Creatures made sensitive to heat or cold by stimsensitizer take a -2 penalty on saving throws against fire or cold effects, respectively, and treat hot or cold environmental conditions as if they were one step more severe, as described in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook. Creatures made sensitive to bright light, loud sounds, or strong smells likewise take a -2 penalty on saving throws against effects based on that type of effect, and whenever exposed to such stimuli take 1d6 points of nonlethal damage per minute of exposure. Creatures can avoid this damage by moving away from the source of the stimulus or taking cover or shelter, such as closing their eyes, covering their ears, or holding their nose, or simply finding some form of cover or shelter from exposure to it.

CONSTRUCTION

Craft DC 21; Cost 65 gp

Craft Pharmaceutical, medical lab

CS5: NEUROLOGICAL DISRUPTOR Price 200 gp

This chemosol canister can be used to make a ranged touch attack (range 30 feet). The neurotoxic chemicals cause a living creature's nervous system to temporarily short out, stunning the target for 1 round (DC 15 Fortitude negates). This is a pain and poison effect. The neurotoxin is much less effective against large creatures, which gain a +2 circumstance bonus on their saving throw for every size category they are above Medium. Creatures smaller than Medium, on the other hand, take a -1 penalty for every size category they are smaller than Medium.

CONSTRUCTION

Craft DC 16; Cost 100 gp Craft Pharmaceutical, medical lab

CS6: NEUROLOGICAL EXCITER Price: 1500 gp

A neurological exciter can be sprayed to produce a small 20-foot diameter cloud, 10 feet in height that lingers for 1d4 rounds. Victims within or entering the cloud are wracked with uncontrollable spasms and convulsions for 1d4 rounds (DC 16 Fortitude negates). While convulsing, creatures are treated as stunned, but also move 5 feet each round in a random direction. This is not considered a 5-foot step, and their movement provokes attacks of opportunity. A creature adjacent to a convulsing creature after it moves takes 1d6 points of nonlethal damage from its flailing limbs and thrashing body (DC 16 Reflex negates). A convulsing creature can attempt a new Fortitude save each round at the end of its turn to end the convulsions. After the convulsions cease, the target becomes exhausted for 1 round and then fatiqued for 1 additional minute. This is a pain and poison effect. The convulsions can be ended immediately by *neutralize poison*.

CONSTRUCTION Craft DC 28; Cost 750 gp Craft Pharmaceutical, medical lab

Robotics includes new robotic creatures and devices or modifications that can be made to existing androids, robots, and similar mechanical creatures.

Variant Androids

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While most androids encountered in the land of super science are human in appearance, newer androids created through use of technological artifacts or the machinations of dark intelligences between the stars can come in any number of shapes and sizes. The below alternate racial traits may be chosen by android characters and change their outward physical appearance (including height and weight) to match the respective race, in addition to granting different skill options.

Alternate Racial Presence: You appear as though a member of a race other than human. You use the height and weight charts for your apparent race and are treated as a member of that race (as well as a construct) for purposes of effects and requirements related to kind. This alternate racial trait replaces skilled.

Elf Design: +2 racial bonus on Perception checks.

Dwarf Design: +2 racial bonus on Knowledge (engineering) checks.

Gnome Design: small size; +2 racial bonus on Knowledge (nature) checks.

Halfling Design: small size; +2 racial bonus on Stealth checks.

Half-Orc Design: +2 racial bonus on Intimidate checks.

ROBOT CONTROL HARNESS (Minor Technological Artifact)

Originally designed to remotely operate robots in areas hostile to humanoid life, robot control harnesses eventually became coopted for combat application. A robot control harness is a full-body suit designed for a medium-sized creature, worn in the place of armor. It features an articulated spine and a lightweight exoskeleton that follows the arms and legs. Donning a robot control harness takes 5 minutes, but requires no assistance as the suit automatically adjusts straps to fit the wearer. Part of the donning process involves the articulated spine clamping on to the wearer, causing 1 point of damage as it injects a flood of nanites into the wearer's spine to assist in the interface process.

Once fully donned, the robot control harness may be used to assume control of any construct with the robot subtype within line of sight as a standard action. If the robot is not willing, it must succeed at a Will save (DC 25) to resist control. You may only control one robot at a time with a robot control harness, and control may be dismissed as a free action on your turn.

A robot under the influence of a robot control harness will follow simple verbal commands (come, attack, halt, retrieve) provided it remains within line of sight. The robot remains under control of the harness wearer until the harness is removed or the wearer dismissed control. In order to perform more complex commands the wearer of the harness must spend a full-round action to enter remote control mode.

In remote control mode, the wearer of the robot control harness is unaware of their surroundings and cannot make Perception checks. Additionally, the wearer is considered helpless while they are controlling a robot in this fashion. When in remote control mode, the wearer of the robot control harness effectively possesses the robot, replacing the robot's mental stats with their own. The robot retains its base attack bonus and physical ability scores but gains the harness wearer's mental ability scores, skills, and feats. The harness wearer may disengage from remote control mode as a free action on their turn.

A robot control harness uses 1 charge per hour while worn. This increases to 1 charge per minute while in remote control mode.

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This metallic sphere is held aloft by four spindly, insect-like legs, and sports a single eye of red glass.

CR 1

Walking Eye

XP 400

N Medium construct (robot)

Init +3; Senses darkvision 120 ft., low light
vision,; Perception +18

Defense

1Z

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 35 (2d10+20 plus 20 hp force field)

Fort +0, **Ref** +3, **Will** +2

Defensive Abilities hardness 10 **Immune** construct traits; **Resist** cold 5, fire 5 **Weaknesses** vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft.

Ranged integrated laser pistol +5 (1d8)

STATISTICS

Str 11, Dex 16, Con -, Int 10, Wis 17, Cha 1
Base Atk +2; CMB +2; CMD 15
Feats Skill Focus (Perception)
Skills Perception +18, Stealth +11; Racial
Modifiers +8 Perception, +4 Stealth
Languages Common (cannot speak)
SQ sure-footed, surveillance

ECOLOGY

Environment any Organization solitary Treasure none

SPECIAL ABILITIES

Force Field (Ex) A field of shimmering energy surrounds a walking eye. Damage dealt to the robot is applied to the force field first. The force field has fast healing 2, but once the field's hit points are reduced to 0, the field collapses and does not

reactivate for 24 hours.

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- **Sure-footed (Ex)** A walking eye's limbs were designed to keep it mobile in a variety of terrains. A walking eye's movement is unhampered when in difficult terrain, though it still cannot run or charge in such terrain.
- Surveillance (Ex) A walking eye can record whatever it can detect with its senses, recording up to 8 hours of images and sounds before filling its data banks. These recordings can be played back on command, the walking eye projecting a three dimensional image of the data and/or playing back recorded audio. The recording can skip forward or back as desired by whoever commands the walking eye.

Walking eyes were built as mobile spies and scouts. They are programmed to observe as unobtrusively as possible, fleeing from danger and attacking only in self-defense.

JR7IDOJOHH73J AR3D

This catchall category includes a wide range of devices, from relatively minor gizmos like zipsticks to technological wonders like clonepods.

CHEMO-OXIDIZER REACTOR CAPSULE Price 750 gp; Slot none; Weight 1/10 lb.; Capacity –; Usage –

A chemo-oxidizer consists of a marble-sized, magnetized reactor capsule that can be hurled at a target or shot using a sling or wrist rocket. Variant versions include cartridges that can be fired from flare guns, shot guns, or other types of firearms however these are rare as misfires typically destroy the weapon.

Once it strikes a target, the reactor capsule rapidly releases a potent chemical that increases the speed of oxidation causing the metal to weaken in a 1-foot-diameter centered on the charge. Thereafter, the metal begins losing 1 point hardness per round until it succeeds a DC 18 Fortitude. If the metal is reduced to half its original hardness before successfully saving, the affected area rusts completely.

If used against a ferrous-based creature (such as a robot) the chemicals weaken the creature's natural AC bonus instead of its hardness. If the creature loses more than half its natural AC, then the chemicals deal 1d8 points of damage to the creature.

Once used, the oxidizing chemical is depleted and the item becomes useless. Usually found in groups of 1d4 reactor pellets.

CONSTRUCTION

Craft DC 25; Cost 375 gp each

Craft Technological Item, production lab

CIRCUIT TRACER-CLONER

Price 24,000 gp; Slot none; Weight 1 lb.; Capacity 20; Usage 1

This handheld orb has two depressions set near its base from which protrudes a pair of extractable clips. When these clips are attached to any two points along the path of an electronic circuit, the user may then activate the device sending out a burst of electrons that run a tracer signal, sending back data to the orb which quickly determines the precise schematic of the circuit and identifies any breaks or malfunctions in the circuit path.

This information is priceless to anyone capable of building or repairing circuits, providing them a +20 insight bonus when try to repair or recreate an electronically based device. The device can store the schematics of up to 50 circuits, at which point the owner can choose to erase older schematic to add newer ones.

CONSTRUCTION

Craft DC 20; Cost 12,000 gp Craft Technological Item, production lab

DETECTOR GLOBE

Price 24,000 gp; Slot none; Weight 1 lb.; Capacity 5; Usage 1

This small globe is only 5 inches in diameter. It is an absorptive matte black but intricately worked with metal filaments around a battery port. A detector globe is activated by tracing the metal filaments in a certain pattern, discoverable with a DC 25 Use Magic Device or Disable Device check. As soon as the pattern is complete the filaments begin to glow and the globe ascends up to 20 ft., stopping gently if it hits something before it reaches its maximum height. Rays arc out from the filaments, running over and through every object in a 30 ft. radius. Any magic aura moderate or greater glows blue in the light of the rays. Any poison glows green and any living creature glows white. Detected objects and effects that leave the 30 ft. radius cease glowing when they leave the radius. Detectable objects and effects that enter the radius immediate start glowing.

The detector globe stays aloft for 1 minute before gently descending to the floor, stopping if it reaches an intervening obstacle (such as its owner's hand). As soon as it begins to descend the rays flicker out, the charge expended.

The rays of a detector globe can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks them.

A detector globe may have up to 5 charges in it depending on how many times it's been used. While a battery is plugged into the port at the bottom of the detector globe, the metal filaments glow brightly as it drains the battery until the globe reaches 5 charges.

CONSTRUCTION

Craft DC 30; Cost 10,000 gp Craft Technological Item, production lab

GHOSTER UNIT

Price 55,000 gp; Slot chest; Weight 2 lbs.; Capacity 10; Usage varies

Shoulder and waist straps keep this matte black disc affixed to the wearer's chest. When activated, the ghoster unit can cause the wearer's body to vibrate at specific frequencies, allowing her to move through solid, nonliving matter. Moving through a square blocked by matter uses a number of charges equal to 1 for every 5 points of hardness of the material moved through, regardless of thickness (minimum 1 charge per 5 foot move). Activating the ghoster unit is a standard action, and it deactivates itself as a free action once the wearer moves into an area without obstructing materials. If the ghoster unit runs out of charges while the wearer is still moving through material, she is shunted out toward the nearest open space, taking 1d6 points of damage for every 5 points of hardness of the material being moved through for every 5 feet of distance traveled. This burns out the ghoster unit, giving it the broken condition until repaired.

CONSTRUCTION

Craft DC 30; Cost 27,500 gp Craft Technological Item, production lab

GRAVITY BELT

Price 6,000 gp; Slot belt; Weight 2 lbs.; Capacity 20; Usage 1 charge/minute

When created a gravity normalizer is set to a specific gravity level, typically that of the creator's home-world. When activated the gravity belt creates a localized field of normal gravity for the wearer and all gear carried. Any held items the wearer of a gravity belt releases becomes immediately affected by local gravity. When used in an area of zero gravity, the wearer of the gravity belt may choose which direction is "down" as a move action on their turn. While the gravity belt is functional, the wearer falls at a rate of 350 feet per round in the direction indi-



cated as "down" in a zero gravity environment, if not touching a solid object.

CONSTRUCTION Craft DC 25; Cost 3,000 gp Craft Technological Item, graviton lab

LEARNING HELMET

Price varies; Slot head; Weight 3 lbs.; Capacity 1; Usage 1 charge/8 hours

This helmet with a chrome, mirror-like finish, is programmed with a particular skill or skills, which it can implant into the mind of the helmet's wearer while he sleeps. This subconscious instruction reroutes the subjects neurons, creating new pathways to accommodate the knowledge, erasing other portions of knowledge for the sake of implanting the new information. This works according to the retraining rules in *Ultimate* Campaign, except that it only takes 8 hours of uninterrupted sleep to accomplish. Skill ranks taken from the wearer's known skills can be assigned to the skill or skills provided by the learning helmet. If the wearer is awakened before the process completes, then the process must be started over again for another 8 full hours to be successful.

CONSTRUCTION

15

Craft DC 35; Cost varies Craft Technological Item, production lab

MICROGRAPPLER

Price 8,750 gp; Slot hands; Weight 1 lb.; Capacity –; Usage –

A series of flattened oblong metal plates form can be slid over ones forearm and then locked into position with a series of tiny latches. Along the inner ridge, three metal buttons with cryptic symbol on each one. The plate along the outer edge is slightly raised and forms into a slender that extends an inch beyond the wrist. Protruding from the tube is a small bolt-shaped projectile with retracting claws. When worn, the user can program the device to fire the bolt, which is attached to several hundred feet of impossibly fine metal cable spun into a complex winding system hidden inside the plates. When fired, the bolt sinks into a target and thereafter, the winding mechanism pulls the wearer towards it. Alternately, it can be fired at person or creature allowing the wearer to attempt to pull the target toward himself.

The micrograppler's wearer operates the device using the three buttons located along the inseam. Depressing the first button causes the micrograppler to start building up a compressional charge. Thereafter, the individual has 2 rounds to aim the device before the charge releases, launching the grappling bolt as a ranged touch attack. The bolt travels in a straight line with a range 300 ft. If it strikes something in its path, the head of the bolt quickly buries into it, and releases anchoring hooks that hold it fast. The bolt can penetrate any material with a hardness less than 10. If it strikes a living object, it deals 1d6 piercing damage. Once the bolt is lodged into the object, it can only be removed by tearing it free with a DC 35 Strength check that breaks the bolt and deals 4d6 damage to whatever the bolt was lodged in. The cable has hardness 10, hp 45, and Break DC 35.

The second button rewinds the grappler. When depressed the grappler begins rewinding pulling the wearer and the object towards each other at a speed of 30 feet per round. If the wearer attempts to remain stationary, then the object grappled must make a Strength check equal to the wearer's CMB + 5 or be pulled toward the wearer. If the target exceeds the check, then the wearer moves towards the target. The wearer may also voluntarily allow himself to be pulled towards the target. Likewise if the target is an immobile object, the wearer is pulled toward the target.

The third button causes the bolt to retract its anchoring hooks allowing it to be freely extracted from the target.

CONSTRUCTION

Craft DC 28; Cost 4,370 gp

<u>Craft Technological Item</u>, military lab

Memory Transfer Probe(MTP)

Price 49,500 gp; Slot none; Weight 1 lb.; Capacity 10; Usage 1

This device has the appearance of a long surgical needle with a tiny glowing transmitter affixed to the top of the shaft. An MTP is designed to extract or install the image of a memory and transfer it to an external storage device such as a computer. The naniteacupuncture needle can be inserted into the individual through the spine, near the base of the skull, where it sends specific electromagnetic frequencies into the individual's brain that can then be interpreted as a stored memory or translate the brains pulses and record them as a new memory. A stored image may contain words or merely be an image or series of events. Individuals wishing to experience the memory can access it via a computer and then applying the MTP to themselves.

Inserting the probe properly requires a DC 18 Heal skill check, otherwise the individual takes 1d3 Wisdom damage and must wait until the mental scaring is fully healed before the injured individual can get hit again.

The probe can only transfer one memory at a time and the computer can only store a single event. There is no limit to the number of times this device may be used, however after 50 or uses it begins to malfunction, altering memories or only retaining part of the information, which poses significant risk to the user.

CONSTRUCTION

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Craft DC 30; Cost 24,750 gp Craft Technological Item, nanotech lab

NEUTRALIZING SAFETY BLANKET (NSB) Price 300 gp; Slot none; Weight 3 lbs.; Capacity –; Usage –

This fibercarbon capsule about the size of a scrollcase with a circular graphite pulltab at one end. Aiming opposite end of the tube and pulling the tab fires out a 5-ft by 5-ft blanket woven from some sort of artificial cloth. The blanket is saturated with neutralizing powered that quickly negates the effects of acids or fire. An individual can pull the tab to shoot the blanket as a ranged touch attack with a 30-foot range at any individual who has caught on fire, been doused with acid or suffers from exposure to similarly caustic chemicals. If the blanket hit, it wraps around the individual and knocks him prone, immediately extinguishes the fire or neutralizes caustic substance. The individual is prone, and concealed beneath the blanket, however they aren't entangled and may move freely.

CONSTRUCTION

Craft DC 25; Cost 150 gp

<u>Craft Technological Item</u>, medical lab or production lab

OPTICAL LOCK

Price 375 gp; Slot none; Weight 1 lb.; Capacity –; Usage –

This small device records and stores its owner's retinal patterns. Thereafter the owner may place the optical lock may onto another device in order to protect it. In order to activate the device, the lock's owner must first identify herself by allowing the scanner to scan match her retina to confirm her identity. Once the optical lock is set, only another retina scan may safely open it. Should anyone else attempting to activate the device, they are first sent an computerized request to scan a retina. Further tampering or false scans start a kills witch code that overloads the device causing it to explode, emitting a potent a charge of electrostatic that typically injures the tampering individual and either breaks or fully destroys the item on a failed save.

The electrical blast deals 4d6 damage, though a successful DC 18 Reflex save reduces the damage by half. Once triggered, the optical lock is destroyed. However, if the lock isn't triggered, the owner can once again use a retnal scan to deactivate it and set it elsewhere.

CONSTRUCTION

Craft DC 24; Cost 188 gp

<u>Craft Technological Item</u>, nanotech lab

POLYTOOL

Price 8,750 gp; Slot hands; Weight 2 lbs.; Capacity 1 nanite canister; Usage special

A polytool is a miniature fabrication laboratory condensed into a single wearable piece of technology. The wearer of the polytool may create any of the below effects by expending the listed number of charges from the item.

• Gain a +2 bonus on any Craft or Disable Device check foe 1 round - 1 charge

• Create an item as if by *fabricate* with a caster level equal to the number of charges expended.

• Recharge one touched technological item equal to the number of charges expended -2.

• Fabricate one masterwork one-handed or light melee weapon. Weapons created in this fashion may not be of a special material and cost 1 charge to create and may be sustained by expending 1 additional charge per round. On a round in which a charge is not expended the weapon crumbles to dust. This weapon may not be disarmed or dropped, but it may be sundered as normal.

CONSTRUCTION

17

Craft DC 25; Cost 4,375 gp

<u>Craft Technological Item</u>, nanotech lab

Solar Array

Price 1,000 gp; Slot none; Weight 100 lb.; Capacity –; Usage –

This sharp-cornered metal box is 5 ft. by 1 ft. by 1 ft. It comes with a key that is necessary to unlock it (it can also be unlocked with a DC 40 Disable Device check). Once unlocked the box unfolds into a 10 ft. square of paneling that is metal on the underside but a glassy

black on the top side with intricate traceries of metal filaments visible just beneath the surface. The array has a power cable and a port for plugging in batteries. Only the port or the power cable may be in use at any one time. When the array is opened and placed in full sunlight, indicator lights adjacent to the port and the cable glow green. A battery or any item that uses batteries can be plugged in to the solar array via the port or the cable and will gain one charge every 4 hours. If the connection is broken partway through a 4 hour period, the partial charge is lost. If there is indirect sunlight or overcast the Solar Array provide one charge every 12 hours instead. The gradual charge granted by the solar array is harder on batteries than instant-charge generators: every time a battery gains a charge from the array it has a 5% chance of being destroyed, rather than the usual 20% for a full charge.

CONSTRUCTION

Craft DC 25; Cost 500 gp

Craft Technological Item, production lab

THERMAL BAG

Price 200 gp; Slot none; Weight 3 lbs.; Capacity –; Usage –

A thermal bag is a piece of emergency survival equipment used to protect an individual from subzero temperatures.

The bag comes in a tiny canister about the size of a human's thumb. When the seal is popped, the thermal bag rapidly expands forming a full sized sleeping bag large enough to fit one medium-sized creatures. Chemicals within the bag's lining react to the expansion producing heat and warming the inside temperature to a comfortable 85°F.

Once opened, the bag remains hot 24 hours, after which point it becomes an ordinary insulated sleeping bag safe to use in any non-subzero temperature. Unfortunately, once released from the carrying canister, the expanded bag remains at full size and cannot be returned to the canister.

CONSTRUCTION

Craft DC 22; Cost 100 gp

Craft Technological Item, nanotech lab

THERMAL SALTS

Price 300 gp; Slot none; Weight 1/10 lb.; Capacity –; Usage –

Thermal salts consist of a 4-inch long rectangular soft mesh pouch filled with small saltlike crystals. When crushed the salts cause a chemical reaction that releases a substantial amount of thermal energy, rapidly heating any material it touches in a 5-foot-diameter. The effect and duration is similar to heat metal however the salts work on any matter. If the material heated is combustible, during the 3-5 rounds when the temperature is classified a searing, the object must make a DC 17 Fortitude save or burst into flames. Similarly, plastic, glass, or similar materials must save or melt, liquids must save or vaporize, and computer consoles or other electronic devices must save or burn out. If activated thermal salts contact with the flesh a living creatures, they determine all damage using a d6 instead of a d4. Thermal salts can only be used once and upon cooling down, the crystals become inert

CONSTRUCTION

Craft DC 23; Cost 150 gp Craft Technological Item, production lab

VACUSEALER

Price vacusealer 1,580 gp; polymer cartridge 40 gp; Slot none; Weight 2 lbs.; Capacity 20; Usage 1

This strange looking device looks almost like a gun with an oversized grip trigger. The barrel is open and holds foot a pair of foot-long clear tubular glass cartridges that when properly affixed look like twin syringe chambers connected to a single nozzle. Each cartridge holds an identical amount of a different colored syrupy liquid, one pale yellow, the other clear but slightly milky. When the vacusealer's trigger is compressed it releases a rapid hardening polymer that flows in a slow but steady stream from the end of the nozzle until it runs out or the individual squeezing the trigger releases her grip. The user can control the compression releasing a small amount very slowly up to a fist-sized blob. The polymer sets in one round but remains pliable with a hardness of 3. Over the

course of the next two minutes, it increases to a hardness of 5 at which point it becomes completely solid and creates a fully air tight seal around whatever it was applied to, encasing it much like a fossil is preserved in amber. The polymer is most commonly used to preserve and protect circuitry and effectively provides the material with 20 temporary hit points against the effects of energy damage (fire, cold, electricity, acid, etc). The polymer can be applied to most solid materials to give it the same benefit. If the sealed item takes damage, it is removed from the temporary hit points first before the damage is applied to the actual item.

While a vacusealer can be used to coat the skin of a living creature, it prevents airflow and once it hardens prevents the creature from moving, thus it has limited use in its capacity as armor and more often then not, those who have tried to use it for such purposes end up injuring themselves.

Alternately, the polymer can be used as a glue, however it doesn't hold up well under stress and if it takes more than 20 hit points of damage, it loses its bond.

Polymer cartridges always come in pairs and contain enough of the polymer to seal the surface area of 2-square-feet of material. Once the polymer hardens, it is expended. Similarly, once a cartridge is emptied the polymer gets lodged in the nozzle making refilling used cartridges near impossible.

CONSTRUCTION

Craft vacusealer DC 22, polymer cartridge DC 28; Cost vacusealer 790 gp; polymer cartridge 20 gp

Craft Technological Item, production lab

NEW MAŢEŖIAĮ: NANAUEAVE

HP/inch 20; **Hardness** 10; **Cost** 20x the standard cost of the item (30x if in prepackaged, inflatable form)

Nanoweave is a light, durable material constructed of interwoven carbon nanofibers. This versatile material can be crafted into a number of useful forms and tools. These can be compressed down into small, easily portable forms for travel. Items made from nanoweave weigh 1/4 as much as the same item made from normal cloth, fiber, or leather. Fixed structures normally made of cloth, leather, or wood can also be constructed from nanoweave. Nanoweave is extraordinarily resistant to damage from standard blades and tools, but easily worked with energy weapons and tools or with monofilament items. (Fire and electricity bypass the hardness of nanoweave.)

Structures such as shelters can be crafted of nanoweave, compressed into packages small enough to fit in a pocket or belt pouch. The owner can expand them to full size at the touch of a button, using a small device filled with liquid oxygen or nitrogen to produce the gas necessary to inflate the structure. Air pressure between layers of nanoweave keep the shelter rigid. Then it merely needs to be weighted down--typically by filling small pouches at the corners with earth, rocks, or sand--or staked to keep it from blowing away in the wind. A prepackaged boat could be dropped into a body of water after the inflation unit is activated, with osmosis providing rigidity and shape.

Sample item: Nanoweave rope; Price 20 gp; Weight 2.5 lbs.

This thin, black rope has 10 hit points and can be broken with a DC 30 Strength check.

WEAPANS

The majority of technological weapons are ranged weapons, although some high-tech melee weapons can be found in dungeons as well.

BEAM SABER

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Price 12,750 gp; Type light melee;
Proficiency exotic; Dmg(M) 4d6 e and
f; Dmg(S) 2d6 e and f; Critical 19-20/
x3; Capacity 10; Usage 1 charge/minute;
Special touch, see text; Weight 2 lbs.

A beam saber is comprised of a foot long hilt and a three to four foot long blade of contained plasma. A beam saber may be ignited as a swift action, causing the blade of plas-

a successful hit, the target must succeed at a DC 15 Will saving throw or be helpless for 1 round, overcome with waves of agony. A successful save means the target is staggered for 1 round. A successful critical hit doubles the duration of the effect. This is a mind-affecting effect. The wielder of the discipline rod gains a +2 on all Intimidate or Handle Animal checks against the target so long as he possesses the discipline rod.

If a creature is implanted with a discipline chip that is set to the discipline rod's signal, the wielder of

the rod does not have to target that creature, affecting it automatically as long as it is within range. A rapture rod can be synchronized with up to four different rapture chips.

A discipline rod only works on creatures with developed brains, including animals. It has no effect on androids, constructs, elementals, oozes, plants, undead, or vermin.

CONSTRUCTION

Craft DC 30; Cost 15,000 gp Craft Technological Arms and Armor, military lab

LIVING LIGHTNING GUN

Price 40,000 gp; Type two-handed ranged; Proficiency exotic (firearms); Dmg (M) 3d6 elec.; Dmg (S) 2d6 elec.; Critical x2; CL 11th; Range 150 ft.; Capacity 20; Usage 1 charge; Special automatic, touch; Weight 6 lbs.

This piece of arcane technology functions as an arc rifle, but surrounds the target with an electrical field that continues to do damage, and may harm creatures nearby. A creature struck by a shot from this rifle must succeed at a Fortitude save (DC 19) or be staggered

ma to erupt from one

end of the hilt. The blade deals plasma damage, half of which is fire and half of which is electricity. The concentration of the beam saber's plasma is so great that this weapon ignores up to 20 points of hardness.

CONSTRUCTION

Craft DC 35; Cost 6,375 gp

Craft Technological Arms and Armor, military lab

DISCIPLINE ROD

Price 30,000 gp; Type one-handed ranged; Proficiency exotic (firearms); Dmg special; Critical ×2; Range 60 ft.; Capacity 10; Usage 1 charge; Special semi-automatic, touch; Weight 2 lbs.

This black metal rod fires an inductive ray that triggers the pain center of the target's brain, inducing unbearable torment. On



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for 1 round, as the electricity that strikes it jumps and crackles in a wreath of energy about it. The electricity remains surging around the target. On the following round on your turn, it takes 2d6 electricity damage and is staggered for another round unless it succeeds at another Fortitude save. The second round after the initial attack, it takes 1d6 electricity damage and the effect ends. If another creature is adjacent to the target on any round it takes electricity damage, the lightning arcs to strike it, doing the same amount of damage as suffered by the target (Ref DC 19 for half). A successful *dispel magic* ends the effect immediately.

CONSTRUCTION

Craft DC 32; Cost 20,000 gp

Craft Magic Arms and Armor, <u>Craft Technologi-</u> cal Arms and Armor, military lab, chain lightning

RAPTURE RAY

Price 30,000 gp; Type one-handed ranged; Proficiency exotic (firearms); Dmg special; Critical ×2; Range 60 ft.; Capacity 10;

Usage 1 charge; **Special** semi-automatic, touch; **Weight** 2 lbs.

This burnished metal rod fires an inductive ray that triggers the pleasure center of the target's brain, inducing feelings of extreme euphoria. On a successful hit, the target must succeed at a DC 15 Will saving throw or be helpless for 1 round, overcome with waves of pleasure. A successful save means the target is fascinated for 1 round. A successful critical hit doubles the duration of the effect. This is a mind-affecting effect. So long as the wielder of the rapture ray takes no offensive actions against the target, he gains a +2 on all Bluff, Diplomacy, or Handle Animal checks against the target so long as he possesses the rapture ray.

If a creature is implanted with a rapture chip that is set to the rapture ray's signal, the wielder does not have to target that creature, affecting it automatically as long as it is within range. A rapture ray can be synchronized with up to four different rapture chips.

The sensation provided by a rapture ray is psychologically addictive, and a creature

that experiences its effects may end up desiring the pleasure of the experience, ignoring all other stimuli and going out of its way to please the owner of the rapture ray in the hopes of being rewarded with further shots from it. Should a creature be affected more than three times by a rapture ray, it must attempt a saving throw (DC 15) to avoid addiction. Treat this as a moderate addiction (see the drugs and addiction section of the *Gamemastery Guide*) but the addicted subject suffers a -2 penalty to Wis and Cha.

A rapture ray only works on creatures with developed brains, including animals. It has no effect on androids, constructs, elementals, oozes, plants, undead, or vermin.

CONSTRUCTION

Craft DC 30; Cost 15,000 gp

<u>Craft Technological Arms and Armor</u>, military lab

SCREAMER PISTOL

Price 18,000 gp; Type one-handed ranged; Proficiency exotic (firearms); Dmg (M) 1d8 sonic; Dmg (S) 1d6 sonic; Critical x2; CL 8th; Range 50 ft.; Capacity 10; Usage 1 charge; Special semi-automatic, touch; Weight 2 lbs.

First created by a coven of witches that added their own eldritch touches to technology, a screamer pistol acts as a sonic pistol with two modifications. First, targets struck by the shrieking blast of sonic energy must succeed at a DC 15 Fortitude save or be dazed for 1 round. Second, if the target struck by a screamer pistol is under the effects of an agony hex, evil eye hex, or misfortune hex, then the duration of that hex is extended by 1 round.

CONSTRUCTION

Craft DC 28; Cost 9,000 gp

Craft Magic Arms and Armor, <u>Craft Technologi-</u> cal <u>Arms and Armor</u>, military lab, <u>ear-piercing</u> scream, crafter must have the cackle hex

TANGLER GRENADE

Price 750 gp; Slot none; Weight 1 lb.; Capacity —; Usage disposable When this grenade detonates it covers everything in a 20 foot radius in a coating of sticky, web-like strands. Every creature within the area is affected as if hit by a tanglefoot bag (*Pathfinder Roleplaying Game Core Rulebook*) except that the tangler grenade can affect creatures up to Huge in size.

CONSTRUCTION

Craft DC 20; **Cost** 375 gp

Craft Technological Arms and Armor, military lab

WITCH-THORN TANGLER GRENADE

Price 1,500 gp; **Slot** none; **Weight** 1 lb.; **Capacity** —; **Usage** disposable

A magically enhanced version of the tangler grenade, the black, sticky strands of material dispensed by this weapon grow barbed thorns. Any creature entangled by the effects of the grenade that moves while entangled, makes a Strength check to break free, or uses natural weapons or unarmed attacks to damage the strands, takes 2d4 damage and 1d4 bleed damage from the thorns. Allies using natural weapons or unarmed attacks to free companions also suffer this damage. The damage and bleeding may be treated normally, but unless the creature is removed from the strands, any of the above actions will cause it to take damage again.

CONSTRUCTION

Craft DC 20; Cost 750 gp

Craft Magic Arms and Armor, <u>Craft Technologi-</u> <u>cal Arms and Armor</u>, bleed, inflict moderate wounds, military lab

SKAVITIS WEAPONS

Terrifying to behold, gravitic weapons are the result of a Pandora's Box of military weapons research. The potential for destruction in the weapons that resulted from research and development was staggering, resulting in a swift ban on gravitic weapon development. Unfortunately, once the processes to create these nightmarish devices was discovered, it was nearly impossible to put the genie back in the bottle. Gravitic weapons are extremely rare weapons of mass destruction and should evoke awe and horror in their use.

Gravitic weapons that create singularities do not function in areas where extradimensional travel is not possible (such as an area affected by *dimension lock*.)

GRAVITY CANNON

Price 180,000 gp; Type two-handed ranged; Proficiency exotic (heavy weaponry); Damage special; Critical x2; Range 200 ft.; Capacity 20 charges; Usage 1 charge; Special slow-firing, touch; Weight 17 lbs.

This terrifying heavy weapon generates a beam of energy when fired that creates a microscopic singularity on striking a corporeal target. Corporeal creatures or objects hit by this beam must succeed at a Fortitude save (DC 15) or take 20d6 points of damage as the singularity tears them apart from the inside. A successful save halves this damage. A creature reduced to 0 hp by a gravity cannon is slain instantly and their body destroyed as it is collapsed into the singularity.

CONSTRUCTION

Craft DC 35; Cost 90,000 gp

Craft Technological Arms and Armor, graviton lab

KINESIS GRAPPLER

Price 7,500 gp; Type two-handed ranged; Proficiency exotic (firearms); Damage special; Critical -; Range 30 ft.; Capacity 20; Usage varies; Special slow-firing; Weight 13 lbs. A kinesis grappler allows its wielder to affect the local gravity of a single object or creature within 30 feet. Each time the kinesis grappler is fired it generates either the forceful thrust or sustained force effect identical to that of *telekinesis* with a caster level equal to the number of charges spent in firing. Once fired the kinesis grappler may maintain the *telekinesis* effect, draining 1 additional charge each round of sustained use. The wielder of a kinesis grappler may choose whether to use sustained force or forceful thrust each round at the beginning of their turn.

CONSTRUCTION

Craft DC 30; Cost 3,750 gp

Craft Technological Arms and Armor, graviton lab

SINGULARITY GRENADE

Price 4,550 gp; Slot none; Weight 1 lb.; Capacity —; Usage disposable

This six-inch wide metal sphere features a single detonator button that, when depressed, determines the delay on the grenade's explosion. A singularity grenade defaults to explode on impact once triggered (as part of an attack action.) Alternatively, it may be set to detonate anywhere between 1 to 10 rounds after being thrown.

When a singularity grenade explodes it causes 10d6 points of force damage to everything within a 30-foot radius burst and creates a gravity well in the explosion area with a tiny black marble of nothingness at the center of the explosion—a singularity, or miniature black hole. All light levels within the radius of a singularity grenade's explosion drop depending on proximity to the singularity. Squares within 5 feet of the explosion epicenter are considered total darkness, squares within 10 to 15 feet from the epicenter are considered dim illumination, and squares beyond that are normal illumination. No mundane or magical light sources can improve the illumination within the explosion radius. Treat all squares within the 30-foot radius explosion of a singularity grenade as difficult terrain. These effects persist for 1 round after damage is dealt.

On the next round following a singularity grenade's explosion, the singularity collapses, pulling all creatures and objects

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still remaining with the 30-foot blast radius in towards the center. Creatures that fail a Reflex save (DC 25) are knocked prone and pulled into the closest square adjacent to the explosion epicenter and take an additional 10d6 points of force damage. Unattended objects automatically fail their save. Creatures and objects reduced to 0 hp by a singularity grenade are pulled into the singularity and are instantly slain, leaving no remains behind.

CONSTRUCTION

Craft DC 25; Cost 2,275 gp

Craft Technological Arms and Armor, military lab

ZERO-G GRENADE

Price 950 gp; Slot none; Weight 1 lb.; Capacity —; Usage disposable

When thrown, a zero-g grenade explodes on impact in a 30-foot radius burst. All creatures and objects in this area must succeed at a Will save (DC 15) or float 10 feet off the ground, as if affected by *levitate*, but with no inherent ability to control their upward or downward movement. This zero gravity field persists in the affected area for 1d4 rounds. A creature that makes their save may move out of the area of zero gravity normally. However, they must continue to make this save each round or become affected by the zero gravity field. Any creature entering the field must immediately make this save. Any creature that exits the zero gravity field is immediately effected by normal gravity and may take falling damage as appropriate.

CONSTRUCTION

Craft DC 20; Cost 475 gp

Craft Technological Arms and Armor, military lab

TECHNOLOGICAL FIREARMS

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While the official Pathfinder guide to technology focuses on energy weapons, technologically advanced conventional firearms are a further expression of warfare from advanced cultures. These weapons are treated as standard firearms, except as follows.

Misfire: A roll of a 1 on a technological firearm indicates a possible misfire. Make the attack roll again, a second roll of a 1 indicates a misfire.

Creation: Technological firearms may be created with a gunsmithing kit, but it takes 4x the amount of time. Technological firearms created with a military lab are made at the standard time.

Optional Rule: Recoil

If you are interested in increasing the realism of firearms and adding an additional caveat to their use, recoil presents a new modifier to firearm attack rolls. Every firearm that shoots solid ammunition (not energy weapons) has a recoil modifier equal to the average damage of the weapon's dice (rounded down.) This value applies as a penalty to all attack rolls made with the firearm and stacks with the penalties from semi-automatic or automatic fire.

A firearm's recoil modifier is reduced by an amount equal to the wielder's Strength modifier, to a minimum of 0. Recoil compensation technological gear can also help mitigate recoil in firearms.

HEAVY PISTOL

Price 8,000 gp; Type one-handed ranged; Proficiency exotic (firearms); Dmg(M) 2d6; Dmg(S) 1d8; Critical x4; Range 80 ft.; Capacity 15 cartridge; Special semiautomatic, touch; Weight 4 lbs.

Also known as a "hand cannon," these bulky one-handed firearms are designed for punching through heavy armor and have an increased stopping power when compared to less advanced slug-throwing irearms of comparable size.

CONSTRUCTION

Craft DC 25; Cost 4,000 gp

Craft Technological Arms and Armor or Gunsmith, military lab (optional) or gunsmithing kit

SNIPER RIFLE

Price 16,000 gp; Type two-handed ranged; Proficiency exotic (firearms); Dmg(M) 4d6; Dmg(S) 2d6; Critical x4; Range 300 ft.; Capacity 15 cartridge; Special semiautomatic, touch; Weight 7 lbs.

A sniper rifle is a high-powered and longranged firearm designed for disabling creatures or vehicles from a distance. Sniper rifles are commonly outfitted with optical zoom scopes, which grant additional range and other functionality.

CONSTRUCTION

Craft DC 25; Cost 8,000 gp

Craft Technological Arms and Armor or Gunsmith, military lab (optional) or gunsmithing kit

SHOTGUN, AUTOMATIC

Price 10,000 gp; Type two-handed ranged; Proficiency exotic (firearms); Dmg(M) 2d8; Dmg(S) 1d10; Critical x4; Range 80 ft.; Capacity 12 chamber; Special automatic, scatter, touch; Weight 7 lbs.

Renowned for their lethality, automatic shotguns fire high-impact rounds at tremendous speed. These weapons can fire either slugs or pellets, which grant the weapon the scatter special quality when used.

CONSTRUCTION

Craft DC 25; Cost 5,000 gp

Craft Technological Arms and Armor or Gunsmith, military lab (optional) or gunsmithing kit

WEAPON ACCESSORIES

RECOIL COMPENSATOR I, II, III, IV, V

Price varies; Mark I 200 gp; Mark II 300 gp; Mark III 500 gp; Mark IV 800 gp; Mark V 1,200 gp; Slot see text; Weight 1 lb.

Recoil compensators are attachments for slug-throwing firearms (not energy weapons.) These devices can be attached to any firearm with a successful DC 12 Knowledge (engineering) or Disable Device check. Low-ranking recoil compensators take the form of muzzleloaded gas vents that help stabilize firearms by directing gas discharge when fired. Higherranking recoil compensators are gyroscope units that attach across the lower receiver. Each rank of recoil compensator reduces a firearm's recoil by 1 point, to a minimum of 0.

CONSTRUCTION

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Craft DC 20; **Cost** 100 gp (I), 150 gp (II), 250 gp (III), 400 gp (IV), 600 gp (V) Craft Technological Item, production lab

Scope I, II, III, IV, V

Price varies; Mark I 500 gp; Mark II 700 gp; Mark III 1,200 gp; Mark IV 3,000 gp; Mark V 6,500 gp; Slot see text; Weight 1 lb.

Scopes help firearms by increasing their effective range and reducing range penalties. A scope can be attached to any kind of firearm with a successful DC 12 Knowledge (engineering) or Disable Device check. Each rank of scope increases the maximum number of range increments a firearm can shoot by 1 and reduces the penalties for each successive range increment by -2 (to a maximum of 5 additional range increments and a -10 reduction in range penalties for scope V.) While using a scope a character may sneak attack a target out to the first range increment of the firearm, plus one additional range increment for each scope rank.

CONSTRUCTION

Craft DC 20; **Cost** 250 gp (I), 350 gp (II), 600 gp (III), 1,500 gp (IV), 3,250 gp (V) Craft Technological Item, production lab

Targeting Computer I, II, III, IV, V

Price varies; Mark I 1,500 gp;,Mark II 4,750 gp; Mark III 10,000 gp, Mark IV 16,500 gp; Mark V 25,750 gp; **Slot** see text; **Weight** 1 lb.; **Capacity** 10; **Usage** 1 charge/round

A targeting computer is a specialized sensory device that helps calibrate a firearm's aim. It can be attached to any kind of firearm with a successful DC 15 Knowledge (engineering) or Disable Device check. Once attached the targeting computer can be engaged as a swift action, and grants a +1 enhancement bonus to ranged attack rolls per rank (maximum +5) with the firearm it is attached to.

CONSTRUCTION

Craft DC 20; **Cost** 750 gp (I), 2,375 gp (II), 5,000 gp (III), 8,250 gp (IV), 12,875 gp (V) Craft Technological Item, production lab

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