

THE TECHADIN

A PALADIN + ALCHEMIST HYBRID CLASS



PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

**Little Red
Goblin Games**

Unexpected Hybrids: Techadin

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Techadin

A NEW HYBRID CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Churches are generally known for their cloistered monks, fiery pastors, and love of tradition. Some embrace the changing tides of the world however and use them to fulfil their god's mission. The anointed warriors who follow this creed are known, in slang terms, as "techadins" for their wondrous ability to use technology along with their faith.

Techadins are often at odds with the hardliners in their faction- they are pushers of new ideas and are more willing to embrace and explore new venues of faith. Techadins are progressive but full of as much righteous zeal as their counterparts. Enlightened, educated, and ruthless in their pursuit of evil- techadins are paladins made for a more progressive world. Techadins are more common amongst good-aligned knowledge deities or even deities of magic. Such deities often have many techadins (though they have a more formal name such as "Brother Scientists of The Will" or "Guardian-Researchers" or "Seekers of the Divine Mind").

HIT DICE: D10

PARENT CLASSES: **Paladin and Alchemist**

ROLE:

Techadins serve an odd niche. They are exceptionally skilled against undead but lack the power to punish evil with the same virility as a true paladin. Instead they become more utilitarian. At 4th level their alchemical talents become manifest and, as their charitable infusions class feature allows them to give their extracts to others, they make exceptional support characters. Their spell list is geared towards improving themselves and their allies- providing much needed support

CLASS SKILLS

The techadin's class skills are Appraise (Int), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.



Table 1-1: The Techadin

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+0	+0	+2	Aura of good, detect evil, divine inspiration, holy hand grenade 1d6, throw anything
2nd	+2	+0	+0	+3	Smite grenade
3rd	+3	+1	+1	+3	Divine health, holy hand grenade 2d6
4th	+4	+1	+1	+4	Charitable infusion, divine discovery, god's alchemy
5th	+5	+1	+1	+4	Enlightened project, holy hand grenade 3d6
6th	+6/+1	+2	+2	+5	Divine discovery
7th	+7/+2	+2	+2	+5	Holy hand grenade 4d6
8th	+8/+3	+2	+2	+6	Divine discovery
9th	+9/+4	+3	+3	+6	Holy hand grenade 5d6
10th	+10/+5	+3	+3	+7	Divine discovery
11th	+11/+6/+1	+3	+3	+7	Holy hand grenade 6d6
12th	+12/+7/+2	+4	+4	+8	Divine discovery
13th	+13/+8/+3	+4	+4	+8	Holy hand grenade 7d6
14th	+14/+9/+4	+4	+4	+9	Divine discovery
15th	+15/+10/+5	+5	+5	+9	Holy hand grenade 8d6
16th	+16/+11/+6/+1	+5	+5	+10	Divine discovery
17th	+17/+12/+7/+2	+5	+5	+10	Holy hand grenade 9d6
18th	+18/+13/+8/+3	+6	+6	+11	Divine discovery
19th	+19/+14/+9/+4	+6	+6	+11	Holy hand grenade 10d6
20th	+20/+15/+10/+5	+6	+6	+12	Divine discovery, Neo-relic

Class Features:

The following are the class features of the techadin.

Weapon and Armor Proficiency:

Techadins are proficient with all simple weapons and bombs (including their holy hand grenades). They are also proficient with light armor, but not with shields.

Aura of Good (Ex):

The power of a techadin's aura of good (see the *detect good* spell) is equal to his paladin level.

Detect Evil (Sp):

At will, a techadin can use *detect evil* as a spell-like ability. A techadin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the techadin does not *detect evil* in any other object or individual within range.

Divine Inspiration:

A techadin studies but the divine will of their deity guides their hand in selecting what they read.

Their every idea and inspiration is divinely inspired and prayer is a large part of their research process. Starting at 1st level, a techadin can choose to use his Charisma in place of his Intelligence when making Craft or Knowledge checks.

Holy Hand Grenade (Su):

Techadins are adept at swiftly mixing various blessed liquids, divine regents, and shavings from holy relics and infusing them with the power of their deity to create powerful weapons against evil akin to holy water which they can hurl at their enemies.

At 1st level, a techadin can use a number of holy hand grenades each day equal to his class level + his Charisma modifier. Holy hand grenades function as per holy water (as described in the Pathfinder Core Rulebook) except where noted here. Unlike holy water these mixtures are unstable, and if not used in the round they are created, they degrade and lose their holy properties. They also have a range increment of 20 feet rather than 10 and use the Thrown Splash Weapon special attack. Holy hand grenades are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus.

On a direct hit, a techadin's holy hand grenade inflicts 1d6 points of damage + additional damage equal to the techadin's Charisma modifier (as with holy water, this damage only affects undead creatures and evil outsiders). The damage of a techadin's holy hand grenade increases by 1d6 points at every odd-numbered techadin level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from a techadin holy hand grenade is always equal to the holy hand grenade's minimum damage (so if the holy hand grenade would deal 2d6+4 points of damage on a direct hit, its splash damage would be 6 points of damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the techadin's level + the techadin's Charisma modifier. Drawing the components of, creating, and throwing a holy hand grenade requires a standard action that provokes an attack of opportunity.

The method of the creation prevents large volumes of it from being created and stored. In order to create a holy hand grenade, the techadin must use a small vial containing an ounce of liquid catalyst- the techadin can create this liquid catalyst from small amounts of chemicals from an alchemy lab or by letting an inconsequential amount of blood from their body. These supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most techadins create a number of catalyst vials at the start of the day equal to the total number of holy hand grenades they can create in that day- once created, a catalyst vial remains usable by the techadin for years.

Techadins can learn new types of holy hand grenades as discoveries (see the Divine Discovery ability) as they level up. A techadin's holy hand grenade, like an extract, becomes inert if used or carried by anyone else.

Throw Anything (Ex):

At 1st level, the techadin gains Throw Anything as a bonus feat. A techadin adds his Charisma modifier to damage done with splash weapons, including the splash damage (if any). This bonus damage is already included in the holy hand grenade class feature.

Smite Grenade (Su):

Starting at 2nd level, holy hand grenades can be charged with the terrible purpose of their wielder. If the techadin so chooses they may make their holy hand grenade into a "smite grenade" when creating their holy hand grenade. A smite grenade does not stack with any of the divine discoveries that impact holy hand grenades or bombs (marked with an *).

A smite grenade causes extra damage to any evil-aligned creatures (not just undead and evil outsiders). If the creature is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature the techadin adds his techadin level to the damage dealt (including minimum damage dealt to such creatures if they are adjacent). Non-evil creatures take no damage from a smite grenade. It should be noted that this does not count as smite evil.

Divine Health (Ex):

At 3rd level, a techadin is immune to all diseases, including supernatural and magical diseases, including mummy rot.

Divine Discovery:

At 4th level, and then again every 2 levels thereafter (up to 18th level), a techadin is blessed by scientific inspiration from on high. These divine discoveries are "eureka!" moments sent straight from the gods. Unless otherwise noted, a techadin cannot select an individual divine discovery more than once. Some divine discoveries can only be made if the techadin has met certain prerequisites first, such as uncovering other divine discoveries.

Divine discoveries that modify holy hand grenades that are marked with an asterisk (*) do not stack (even if it specifies a bomb). Only one such divine discovery can be applied to an individual holy hand grenade. The DC of any saving throw called for by a divine discovery is equal to 10 + 1/2 the techadin's level + the techadin's Charisma modifier.

Alchemist Discovery: The techadin may select one of the following alchemist discoveries. They must meet any requirements (remembering that, as a hybrid class, their techadin level counts as their alchemist level).

Alchemical Simulacrum ^{UM}, Blinding Bomb* ^{UM}, Bottled Ooze ^{UM}, Breath Weapon Bomb* ^{UM}, Combine Extracts ^{APG}, Confusion Bomb* ^{UM}, Delayed Bomb ^{APG}, Doppelganger Simulacrum ^{UM}, Elixir of Life ^{APG}, Explosive Bomb* ^{APG}, Explosive Missile ^{UC}, Fast Bombs ^{APG}, Greater Alchemical Simulacrum ^{UM}, Infusion ^{APG}, Mummification ^{UM}, Parasitic Twin ^{UM}, Precise Bombs ^{APG}, Preserve Organs ^{UM}, Spontaneous Healing ^{UM}, Sunlight Bomb* ^{UM}, Tentacle ^{UM}, Tumor Familiar ^{UM}, Vestigial Arm ^{UM}, Wings ^{UM}

Aura of Faith (Su): A techadin's weapons are treated as good-aligned for the purposes of overcoming Damage Reduction. Any attack made against an enemy within 10 feet of him is treated as good-aligned for the purposes of overcoming Damage Reduction. This ability functions only while the techadin is conscious, not if he is unconscious or dead. A techadin must be 14th level to select this divine discovery.

Aura of Resolve (Su): The techadin is immune to charm spells and spell-like abilities. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against charm effects. This ability functions only while the techadin is conscious, not if he is unconscious or dead. A techadin must be 8th level to select this divine discovery.

Aura of Righteousness (Su): The techadin gains DR 5/evil and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against compulsion effects. This ability functions only while the techadin is conscious, not if he is unconscious or dead. A techadin must be 18th level to select this divine discovery.

Consecrate Machine: A techadin with this divine discovery can take 10 minute to bless a construct or firearm. A construct blessed in this fashion who has a chance to go berzerk has that chance lowered by 5% every minute. This blessing lasts for 1 minute per techadin level and doing so consumes 1 use of the techadin's holy hand grenade class feature. If it is a firearm that is blessed, and the techadin is wielding it, they may sacrifice a daily use of their holy hand grenade class feature as an immediate action if a gun misfires to reduce it to simply not firing (the gun does not gain the broken condition).

Holy Water Sprinkler: Whenever a techadin with this divine discovery scores a hit with a melee weapon they can expend 1 holy hand grenade to deal damage as if they had hit with their holy hand grenade. This damage replaces their weapon's damage. The techadin still adds any enhancement bonus the weapon has. There is no splash damage with this hit and the techadin does not add their Charisma to damage. Any effects that are associated with the holy hand grenade (divine discoveries or class features such as the smite grenade) still trigger on hit. The choice to use this must be made after the attack roll has hit but before damage has been rolled. Only one holy water sprinkler attack can be made per round but it may be made in place of any melee attack (even an attack of opportunity).

Innovations: A techadin with this divine discovery can select one of the following innovations. An innovation is a radical change to the typical design of a weapon, and comes with both additional benefits and noteworthy drawbacks. The techadin can maintain only one weapon modified with one or more innovations, as it requires constant adjustments and much of his time is spent maintaining the weapon. If the techadin crafts a weapon he can create them using a single innovation he knows (or add one innovation to an existing weapon), though such weapons become unreliable over time. Firearms have the misfire value of such weapons increases by 1 for each week after its creation and other weapons take 5 points of damage for each week after its creation. A techadin can return the misfire rate to normal or prevent the damage by spending 1 day maintaining the weapon and spending 50 gp in raw materials. For the purposes of crafting such weapon, each innovation is treated as the masterwork weapon quality (with a value of 300 gp). A techadin can select this divine discovery more than once, each time it adds a new innovation.

- *Expanded Capacity:* The techadin increases his firearm's capacity by one (generally by adding another barrel, depending on the weapon's design). He also increases its weight by 50%. Because of the complexity of increasing its capacity, his weapon is more prone to misfire, and its misfire value increases by 1 (this is in addition to any misfire increase if the weapon is made by the techadin).

- *Expanded Chamber:* The techadin's firearm has a much larger than normal chamber for black powder, allowing his to use 2 doses of powder with each shot. The weapon grants a +1 circumstance bonus on damage rolls. However, when the weapon misfires, it causes a flashburn. This is the same as the weapon exploding (dealing damage from a corner of the techadin's square), except the weapon is not automatically destroyed. If a broken weapon misfires, it is destroyed as normal.
- *Grapple Launcher:* The techadin's ranged weapon includes a special set of rails that allows his to slide a grappling hook over the barrel and fire it as a full-round action. The grappling hook anchors into anything he successfully hits with an attack roll, and the DC of the Strength check required to pull the grappling hook loose is equal to his attack roll to lodge it in place. A Disable Device check can remove it with a +5 bonus on the check, and a creature struck by the hook can escape it with a combat maneuver check or Escape Artist check with a +5 bonus on the check. The ranged weapon is powerful enough to fire a hook trailing up to 100 feet of rope, but throws off the balance of the techadin's ranged weapon, reducing its range increment by 50%.
- *Recoilless:* The techadin's ranged weapons includes a series of gears, springs, and pistons designed to reduce its recoil and thus improve accuracy. The range increment of the weapon increases by 10 feet. However, the system is fragile, and easily damaged. Anytime the weapon misfires (or rolls a 1), this system becomes broken and does not function until the techadin spends 1 hour repairing it.
- *Stimulating:* The techadin's melee weapon includes prongs, needles, electric rods, and other unpleasant things. Creatures struck by the weapon takes a -2 penalty on Fortitude saves until the end of the techadin's next turn. However, these things tend to get in the way- reducing the damage of the weapon's damage by 1.

Positive Energy Grenade*: The techadin's holy hand grenade deals positive energy damage, healing most creatures rather than causing damage. A positive energy grenade does not count as holy water. A techadin can never use this more than a number of times per day equal to 1/2 his techadin level + his Charisma modifier.

Technological Mercy (Su): A techadin may select a paladin mercy that a paladin of equal level could qualify for and meeting all other prerequisites. This mercy may be used only in conjunction with the positive energy grenade divine discovery. The techadin must possess the positive energy grenade divine discovery to select this divine discovery.

Charitable Infusion:

At 4th level, the techadin gains the Infusion alchemist discovery. This allows the techadin to hand out their extracts to others. Extracts created now persists even after the techadin sets it down. As long as the extract exists, it continues to occupy one of the techadin's daily extract slots. An infused extract can be imbibed by a non-alchemist to gain its effects.

God's Alchemy:

SHORT VERSION: *Techadins gain the alchemy class feature of the alchemist at 4th level. They use their Charisma rather than their Intelligence. All of their extracts are divine in nature. They have a unique spell list.*

Techadin are students of divine alchemy and understand the fundamentals- enough to fashion magical potion-like extracts in which they can store spell effects. In effect, a techadin prepares his spells by mixing ingredients into a number of extracts, and then “casts” his spells by drinking the extract. When an techadin creates an extract or bomb, he infuses the concoction with a tiny fraction of his own divine power- this enables the creation of powerful effects, but also binds the effects to the creator.

Table 1-2: Techadin Extracts Per Day

LEVEL	1ST	2ND	3RD	4TH
1st	-	-	-	-
2nd	-	-	-	-
3rd	-	-	-	-
4th	0	-	-	-
5th	1	-	-	-
6th	1	-	-	-
7th	1	0	-	-
8th	1	1	-	-
9th	2	1	-	-
10th	2	1	0	-
11th	2	1	1	-
12th	2	2	1	-
13th	3	2	1	0
14th	3	2	1	1
15th	3	2	2	1
16th	3	3	2	1
17th	4	3	2	1
18th	4	3	2	2
19th	4	3	3	2
20th	4	4	3	3



When using Craft (alchemy) to create an alchemical item, an techadin gains a competence bonus equal to his class level on the Craft (alchemy) check. In addition, an alchemist can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for 1 round to make such a check. All extracts created by a techadin are considered to be divine magic.

An techadin can create two special types of magical items extracts and bombs (they cannot make mutagens like a true alchemist). Bombs are covered in their own section. Extracts behave like spells in potion form, and as such their effects can be dispelled by effects like dispel magic using the techadin's level as the caster level. Unlike potions, though, extracts can have powerful effects and duplicate spells that a potion normally could not.

Starting at 4th level a techadin can create a certain number of extracts of each level per day. His base daily allotment of extracts is given on Table 1-2: Techadin Extracts Per Day. In addition, he receives bonus extracts per day if he has a high Charisma score, in the same way a wizard receives bonus spells per day. When an techadin mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from his deity's power. An extract immediately becomes inert if it leaves the techadin's possession, reactivating as soon as it returns to his keeping- a techadin cannot normally pass out his extracts for allies to use. An extract, once created, remains potent for 1 day before becoming inert, so a techadin must re-prepare his extracts every day. Mixing an extract takes 1 minute of work- most techadin prepare many extracts at the start of the day during their period of prayer, but it's not uncommon for an alchemist to keep some (or even all) of his daily extract slots open so that he can prepare extracts in the field as needed.

Although the techadin doesn't actually cast spells, he does have a formulae list that determines what extracts he can create. A techadin can utilize spell-trigger items if the spell appears on his formulae list, but not spell-completion items (unless he uses Use Magic Device to do so).

An extract is "cast" by drinking it, as if imbibing a potion- the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the drinking techadin. The techadin uses his level as the caster level to determine any effect based on caster level. Creating extracts consumes raw materials, but the cost of these materials is insignificant- comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements (techadin extracts that duplicate divine spells never have a divine focus requirement). A techadin can prepare an extract of any formula he knows. To learn or use an extract, a techadin must have a Charisma score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against an techadin's extract is 10 + the extract level + the techadin's Charisma modifier.

A techadin may know any number of formulae. Unlike an alchemist a techadin's formulae are the result of divine inspiration and he keeps them in his heart. A techadin does not need to write them down- his deity reminds him if he needs it.

At 4th level a techadin knows two 1st level formulae of his choice, plus a number of additional formulae equal to his Charisma modifier. At each new techadin level, he gains one new formula of any level that he can create. Unlike an alchemist- he cannot learn new formulae by studying spellbooks.



Enlightened Project (Ex):

Upon reaching 5th level, a techadin gains divine insight into a masterwork or other sort of military-scientific project that must be made. Select one of the following projects they can embark on. Once the project is chosen, it cannot be changed.

DIVINE GOLEM:

A techadin can, through a religious ritual, bring a golem into existence that serves as their deity's avatar. A techadin selects an animal companion from the druid's list, as if they were a druid of equal level. A divine golem is a construct, but uses the appropriate animal companion's statistics, gaining Hit Dice, skills, feats, and Strength and Dexterity adjustments as the techadin advances in level. A divine golem has no Constitution score, and instead gains bonus hit points appropriate for a construct of its size. It has an Intelligence score (and skill points), a lower base attack bonus, and better saving throws than a normal construct of its Hit Dice. The divine golem has all the immunities of a construct (except immunity to mind-affecting effects, since it has a mind). A techadin can use Craft (alchemy) or Knowledge (religion) instead of Handle Animal for all purposes involving his divine golem, though the check still takes a -5 penalty due to the divine golem's unusual nature.



A divine golem is infused with the will of the techadins god and will refuse any commands that do not adhere to the techadin's code. Many techadins use this as a method to determine if an action will anger their deity.

In addition, the techadin gains Craft Construct as a bonus feat and can use his extracts instead of spells to meet spell prerequisites when crafting other constructs.

DIVINE SUPER SOLDIER PILLS:

By consuming divine regents and using the flame of their soul to burn them- they techadin's body explodes with holy energy. This may be holy water, meditated over for an hour, that represents their deity's blood, a small shaving of a relic, piece of iron ritually purified and swallowed whole, or even a page of their holy scripture folded in a sacred fashion and eaten. The recipe for this is kept secret and continuously refined by the techadin as it was passed to them directly by their deity.

It takes 1 hour to make a divine super soldier pill but once created it remains potent until used. A techadin can only maintain one pill at a time, any existing pill becomes inert if a new one is made. As with an extract or holy hand grenade, a divine super soldier pill that is not in a techadin's possession becomes inert until the techadin picks it up again. If anyone other than the techadin consumes it- nothing happens.

A divine super soldier pill adds a +2 bonus to the techadin's Charisma and Strength scores. It also grants them a +2 sacred bonus to their AC, a +5 foot bonus to their base movement speed, and +1/4th their techadin level as sacred bonus on attack rolls. The benefits last for 1 minute per techadin level. The pill, when swallowed, causes their muscles to bulge, their eyes turn white, and a vibrant glow of energy to pulse around them (shedding light like a torch while active).

At 10th level, the benefits of the divine super soldier pill improve to become a +4 bonus to the techadin's Charisma and Strength scores. It also grants them a +4 sacred bonus to their AC and a +10 foot bonus to their base movement speed.

At 15th level, the benefits of the divine super soldier pill improve to grants them a +6 sacred bonus to their AC and a +15 foot bonus to their base movement speed.

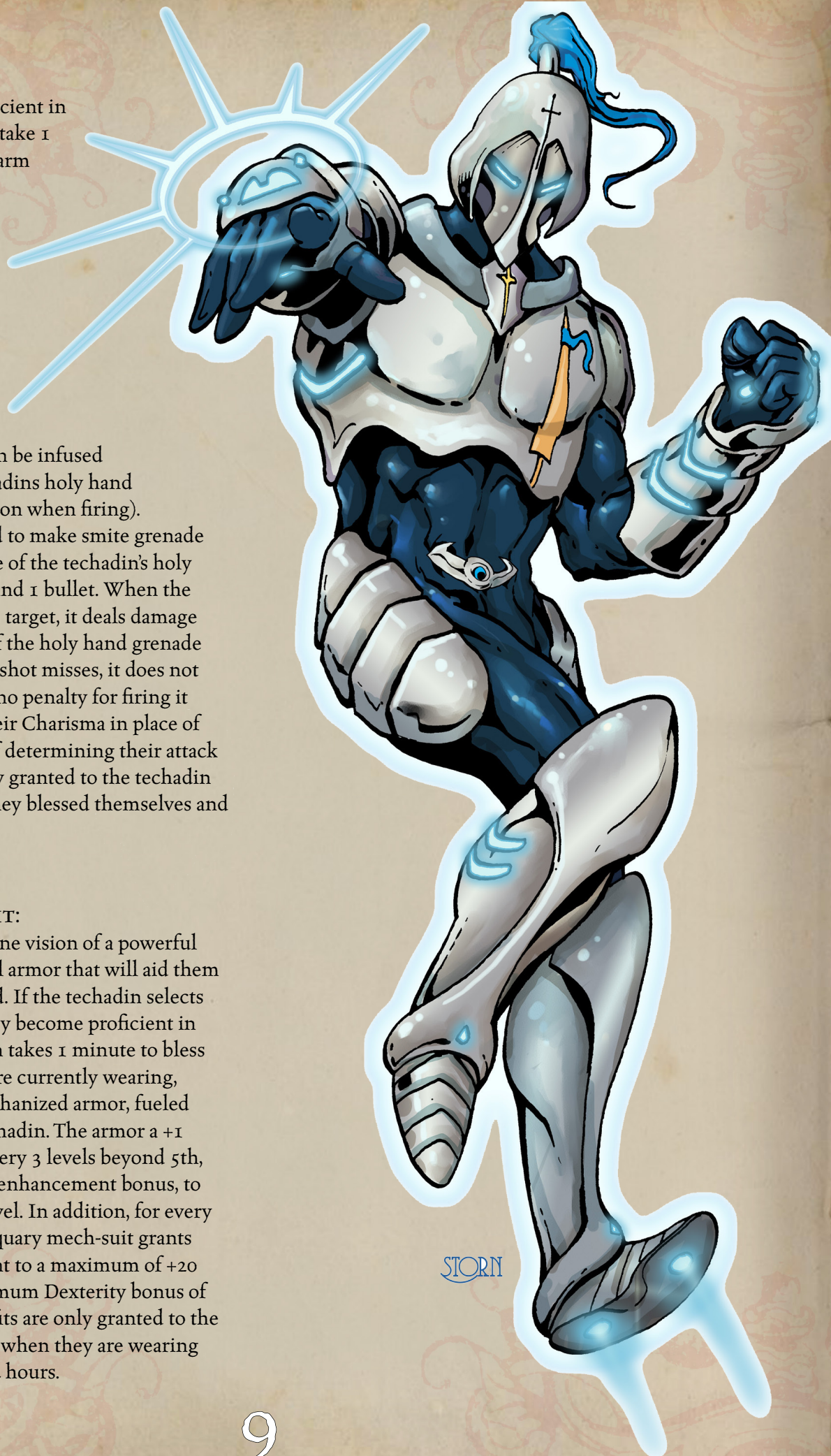
At 15th level, the benefits of the divine super soldier pill improve to grants them a +8 sacred bonus to their AC and a +20 foot bonus to their base movement speed.

GOD'S CANNON:

The techadin becomes proficient in all firearms. A techadin can take 1 minute to bless a single firearm they are willing to grant it a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. This benefit only functions for them. In addition, any bullet fired from a firearm blessed in such a fashion can be infused with the energy of the techadins holy hand grenades (done as a free action when firing). In addition, this can be used to make smite grenade bullets. This consumes 1 use of the techadin's holy hand grenade class feature and 1 bullet. When the infused ammunition hits its target, it deals damage normally and detonates as if the holy hand grenade had struck the target. If the shot misses, it does not detonate. Finally, they take no penalty for firing it while blind and may use their Charisma in place of Dexterity for the purpose of determining their attack rolls. These benefits are only granted to the techadin who is wielding a firearm they blessed themselves and cease after 24 hours.

RELIQUARY MECH-SUIT:

The techadin receives a divine vision of a powerful suit of advanced mechanical armor that will aid them in the punishing the wicked. If the techadin selects this enlightened project they become proficient in heavy armor. If the techadin takes 1 minute to bless a suit of heavy armor they are currently wearing, it changes into a suit of mechanized armor, fueled by the divine zeal of the techadin. The armor a +1 enhancement bonus. For every 3 levels beyond 5th, the armor gains another +1 enhancement bonus, to a maximum of +6 at 20th level. In addition, for every 3 levels beyond 5th the reliquary mech-suit grants a +5 foot bonus to movement to a maximum of +20 feet and increases the maximum Dexterity bonus of the armor by 1. These benefits are only granted to the techadin who blessed them when they are wearing the armor and cease after 24 hours.



Neo-Relica (Ex):

At 20th level, the techadin has reached the pinnacle of their holy research. Whenever he uses a holy hand grenade against an evil-aligned creature, evil outsider, evil dragon, or undead the creature gets a Will save (DC 10 + 1/2 techadin level + Charisma modifier). If they make the save, they take damage as per normal. If they fail the save, they take 3 times the normal damage (adding his techadin level if it was a smite grenade). In addition, depending on their enlightened project, they gain one of the following benefits:

- **Divine Golem:** The golem can smite evil as if they were a paladin of a level equal to 1/2 their techadin's level.
- **Divine Super Soldier Pills:** The techadin also gains DR 10/evil when using his pills.
- **God's Cannon:** The techadin adds their Charisma to damage with all firearms.
- **Reliquary Mech-Suit:** The suit grants the techadin a +1/4th their level sacred bonus on attack rolls made with melee weapons.

Techadin Formulae

1ST LEVEL

*Bane, Bless, Bless Water**, *Blessed Fist, Bless Weapon, Comprehend Languages, Cure Light Wounds, Deathwatch, Endure Elements, Grace, Know the Enemy, Lesser Restoration, Magic Weapon, Protection from Evil, Protection from Law, Sanctuary, Shield of Faith, Tactical Acumen*

*If a bless water potion crafted by a techadin is thrown, treat it as if it were a vial of holy water.

2ND LEVEL

Aid, Augury, Bear's Endurance, Bestow Weapon Proficiency, Bull's Strength, Cure Moderate Wounds, Darkvision, Delay Poison, Detect Thoughts, Eagle's Splendor, Effortless Armor, Fox's Cunning, Invisibility, Longshot, Owl's Wisdom, Protection from Arrows, Resist Energy, Spider Climb, Undetectable Alignment, Vestment of the Champion

3RD LEVEL

Aura Sight, Badger's Ferocity, Bestow Insight, Blessing of the Mole, Cure Serious Wounds, Elemental Speech, Protection from Energy, Remove Blindness/Deafness, Sanctify Armor, Water Breathing, Water Walk, Wrathful Mantle

4TH LEVEL

Air Walk, Cure Critical Wounds, Death Ward, Discern Lies, Freedom of Movement, Holy Sword, Oath of Peace, Planar Adaptation, Restoration, Ride the Waves, Tongues, Atonement, Cleanse

Table 1-3: Techadin Alternate Favored Class Bonuses

RACE NAME	BENEFIT	SOURCE
Human	Your smite grenades deal an additional 1/2 damage (or heals with positive energy grenade).	CRB
Dwarf	You gain +1/4th a new divine discovery.	CRB
Gnome	Add +1/2 to the number of holy hand grenades per day the techadin can create.	CRB
Aasimar	Add +1/3 to damage caused by holy hand grenades.	ARG
Halfling	Allies who drink a potion you crafted with your techadin class features and gain the benefit of a spell with a duration have that duration increased. If it is a number of rounds (greater than 1) you add 1/3rd your techadin level in extra round. If it is a number of minutes (even 1) you add 1/3rd your techadin level to the number of minutes it lasts.	CRB
Numen	Add +1/4th to any healing you do with techadin class features or extracts.	RG5

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