

WRATH OF THE GATEKEEPERS

GATEKEEPER CHRONICLES: THE KALLETHON

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HISTORY OF THE KAYLETHON

Solidly built, four-armed giants, the Kaylethon resemble nothing so much as hoary skinned rhinoceroses. Powerful, broad, squat and strong the Kaylethon are built – in temperament as well as physique – for the life of warriors and they have a fearsome reputation as such, tempestuous, strong, and unwavering, bound up in a system of honor that can make them quick to turn in anger to defend their reputations and the status of their clans.

More surprising, given their status as ‘primitive’ warriors, the Kaylethon have a natural talent for crafts and technology. This is not so much a result of their intelligence, which is notoriously brutish and simplistic, but more down to an innate instinct for mechanism and device, a simple, bone-deep knowledge of how to put things together, to work stone and metal and shape it to create the forms that come to their minds, inspired by the materials they have to hand and their immediate need.

The Kaylethon have resisted hundreds of years of attempts to civilize them, largely attempted by The Monarchy, partly due to their own cultural arrogance but also due to the sheer ruggedness of their land, Kayledon, whose rocky and mountainous terrain makes controlling or converting the Kaylethon a nigh impossible task. Despite these failed attempts the Kaylethon do work for The Monarchy more than many other groups and some of the clans, normally working as mercenaries, are on permanent contract for the Monarchy’s armies and can be found serving with distinction amongst colonial holdings and as marines on board the Monarchy’s vessels.

Divided into fractious and competing tribes the Kaylethon have little notion of themselves as a nation, though they do see themselves as a great people. Unless they wear the same tartan the only thing that two Kaylethon can truly agree on is that they are superior to everyone else, something they’re more than willing to show in competitions, bets and open battle.

PERSONALITY:

The Kaylethon are a rough, tough, warrior people, divided into clans that are in constantly in conflict with each other and this reflects how they approach almost everything in life – as a conflict. Anything that gets in their way is something to be overcome, mountains are there to be leveled or hollowed out, armies to be destroyed, ships to be ‘sunk’.

The Kaylethon hate to admit defeat and will try almost every approach to a problem before declaring it insurmountable. In terms of technological development this attracts hundreds of other Kaylethon determined to prove the failure’s weak-ness and their own strength. The same happens with battles, the defeat of one clan will bring others to test their strength against the walls of a fortress or against the tactical expertise of a general.

Individually they tend to be gruff and arrogant, short tempered and overconfident. Their first loyalty is to their family, then to their clan. Other clans are regarded in largely the same way that other nations and peoples are with only the loosest racial loyalty existing from one Kaylethon to the other.

BASE SEVEN

The Kaylethon count in base seven, using their six limbs and their horn as the basis of their counting system but, peculiarly, starting with the horn counting as zero, a concept in mathematics that comes with difficulty to other races but naturally to the Kaylethon.

0: O, 1: Ka, 2: Kay, 3: Keli, 4: Kelan, 5: Kelina, 6: Kelonan.

The Kaylethon string these numbers together to describe larger numbers. Their number 10 (13) is spoken, therefore, as Ka-Keli.

PERFECT FORM

The Kaylethon racial arrogance is down to their personal and religious conviction that the Kaylethon and the Kaylethon way of life are the best in the universe and that all other races and peoples should be jealous. In particular they regard their bodies, tough, strong, horned and multi-limbed as literal perfection, something to be worshiped and venerated and they literally pity anyone of any race that is not theirs.



TARTAN

Each clan of Kaylethon regards itself as the best, strongest and most prestigious of them all and this pride is bound up, symbolically, into their clan tartan, different for each and every clan, every thread woven with symbolic meaning and every cross of lines representative of the battles and clashes that the clan has taken part in, won or lost. Tartan is worn with pride and kept spotlessly clean so much as possible. Dishonor to the tartan is a mortal insult to a Kaylethon which must be met with death.

The most important psychological characteristic of any Kaylethon is their sense of honor and pride. To the Kaylethon nothing is more important than their honor and any perceived slight to that honor must be answered immediately with an abject apology or paid in blood. For other races Kaylethon honor can be an unpredictable and difficult thing, what other people might take as a mortal insult the Kaylethon may meet with booming laughter while a small slight that another people might brush off is met with angry violence.

PHYSICAL DESCRIPTION:

Seven to eight feet tall and incredibly dense and heavy with solid, broadly splayed feet and four strong, powerful arms, each with three fingers and a thumb, giving them excellent grip for climbing and for wielding the heavy weapons that they prefer to use.

Their skin is covered in tough plates of solid keratin, like hoary nails or thick hair and they have wide set eyes, stemming from their herbivorous nature and evolution. Another aspect of this is the constant rumble from their three stomachs as they digest the grass, hay and other plant roughage they are all but constantly chewing.

Rarely, Kaylethon are born with woolly hair over their bodies, this is considered prestigious, even though the normal Kaylethon body is considered the pinnacle, these lucky few are thought to be touched by the Kaylethon gods for special attention and respect.

RELATIONS:

The Kaylethon regard all other races as equally inferior to their own, perfect, selves and for there to be any difference in their attitude it has to be changed at the level of a nation that can defeat a clan or an individual who can prove themselves worthy and capable on a personal level.

When it comes to the nations the Kaylethon are more than happy to work for The

Monarchy or their rebellious colonies but refuse to work for the Tyeis Regime and the Empire of Artemesia on the grounds that they have 'no honor', though it has more to do with the fighting style, underhanded tactics and defeats of those empires compared to The Monarchy and its offshoots who have dealt with the Kaylethon in a manner that their culture can respect.

Individual Kaylethon and even whole clans have also gone pirate, usually after defeats foisted upon them by other clans or through being outcast from their own clan. The only options for a Kaylethon dishonored or defeated in such a way are to do this – to turn pirate – or to join one of the Monarchy military clans.

ALIGNMENT:

Morally dubious – from the viewpoint of other peoples – but hide-bound by their own sense of honor, law and proper behaviour, the Kaylethon tend to Lawful alignments, though their interpretation of order and law may seem very different to what others might expect. They are internally consistent within their own honor code and their own law and strict in its application.

- Strength must be respected.
- The Kaylethon are the pure and chosen race.
- What we can take is ours, what you can hold is yours.
- Family and clan are our world.

KAYLETHON LANDS:

Kayledon is a chain of bound-together rocky islands, of towering rocky spires, deep ice-cold lakes and dark caves. It is studded with coniferous forests that cling to the mountains and in the few flatter areas, plains and rolling hills, it is thick with tough grass and heather, constantly grazed by the clans and their herd animals.

The Kaylethon live in clan strongholds, fortresses, inhabited caves and fortified towns across and within Kayledon, constantly warring and competing with each other clan territory shifts almost every month and the Kayledon, who might



KAYLETHON RACIAL TRAITS (27 RP)

Monstrous Humanoid (3 RP): Although roughly humanoid in shape, Kaylethon are four-armed and have heads like rhinoceroses.

Large (7 RP): Kaylethon are large [+2 Str, -1 Dex, -1 AC, -1 attack, +1 CMB/CMD, 10ft size, 10 ft reach]

Normal Speed (0 RP): Kaylethon have a base speed of 30 feet.

+2 to Strength, +2 to Constitution, -2 to Intelligence (1 RP): Kaylethon are large and strong, but don't care about traditional education.

Four-Armed (8 RP): Kaylethon have four arms, and can hold and wield up to four arms worth of weapons at once. One arm is a primary hand, all others are off-hands.

Climbers (2 RP): Kaylethon have prehensile toes and four gripping hands that let them climb and swing around with the same ease that they walk and run. They gain a climb speed of 20 feet (and the +8 racial bonus to Climb checks that having a climb check gives them).

Keen Senses (4 RP): Kaylethon have excellent senses of sight and smell. They gain the scent ability, and darkvision out to 60 feet.

Horn (1 RP): Kaylethon have hard horns at the front of their snouts. They gain a gore attack that does 1d4 points of piercing damage.

Xenophobic (0 RP): Kaylethon begin play speaking Kaylon.



ALTERNATIVE RACIAL TRAITS

The following racial traits are available to androids to replace the standard kaylethon racial traits.

Blindsense (4 RP): Using nonvisual senses such as acute smell or hearing, kaylethon notice things they cannot see. Kaylethon usually do not need to make Perception checks to pinpoint the location of a creature within 30 feet, provided they have line of effect to that creature. A creature that kaylethon cannot see still has total concealment against kaylethon with blindsense, and kaylethon still have the normal miss chance when attacking creatures that have concealment. Visibility still affects the movement of kaylethon. Kaylethon are still denied their Dexterity bonus to AC against attacks from creatures they cannot see. This racial trait replaces the Keen Senses racial trait.

Cornered Fury (4 RP): Whenever a kaylethon is reduced to half its hit points or fewer and has no conscious ally within 30 feet, it gains a +2 racial bonus on melee attack rolls and to Armor Class. This racial trait replaces the Keen Senses racial trait.

Last Breath (2 RP): Once per day, when a kaylethon is reduced to fewer than 0 hit points but is not killed, it can fight on for 1 more round as if disabled. At the end of its next turn, unless brought to above 0 hit points, it immediately falls unconscious and begins to die. This racial trait replaces the Climber racial trait.

Powerful Charge (2 RP): Whenever a kaylethon charges, it deals twice the number of damage dice with the selected natural attack plus 1-1/2 times its Strength bonus. This racial trait replaces the Climber racial trait.

Stubborn (2 RP): Kaylethon gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if a kaylethon fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the kaylethon has a similar ability from another source (such as a rogue's slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails. This racial trait replaces the Climber racial trait.

otherwise be a world power themselves, are kept in check by this internal fighting.

KAYLETHON SHIPS:

The Kaylethon approach to technology is eclectic and personal. Rarely is it the case that two of the same devices or crafts – unless made by the same Kaylethon – are the same. Guns, swords, armor, these may share certain traits since they perform the same tasks but each Kaylethon craftsman puts their own spin, their own improvements and their own mark onto everything they make.

A ship is beyond a single Kaylethon craftsman, no matter how talented. Ships must be constructed by clans as a whole and many Kaylethon craftsmen – used to working alone on their visions – must work together. As a result of this Kaylethon vessels – usually crafted around small islands of rock or floating boulders – are a patchwork mish-mash of clashing ideas which makes them unpredictable and dangerous but one thing they always are is tough and hardy.

RELIGION:

The Kaylethon worship a pair of gods, Kayla and Layka, each the embodiment of Kaylethon perfection and each representing

Kaylethon ideals of what the role of males and females is within their society, the warrior and the protector, subtle distinctions to non-Kaylethon, especially those who have met Kaylethon males and females in combat alongside each other. Figurines of both gods are found, carved from stone, in most Kaylethon homes, idealized Olympian figures wielding the tools of the household crafts.

LANGUAGE:

The Kaylethon speak their own, harsh language, drawing out their vowels and barking their conso-nants, emphasizing their sentences with snorts of their nostrils and flicks of their expressive ears. Most Kaylethon also speak the common tongue of The Monarchy, their chief trading partners, but they speak it with the same intonation and accent as they speak their own language, stub-bornly refusing to improve their diction no matter the incentive.

NAMES:

Kaylethon personal names are short and usually sharp, able to bellowed or shouted with ease and limited to one or two syllables, one for male names and two for female names.

Kaylethon carry three names, their gender name, their craft name and their tribal name, forming a full name such as: Kria Stonecutter KaMakka.

Male Names: Ak, Bann, Dek, Gar, Hik, Kar, Mok, Nik, Rom, Sok, Tan, Yak.

Female Names: Arka, Cora, Dikta, Gorki, Hakka, Klor, Rotan, Stoki, Yakti.

Craft Name: Stonecutter, Carter, Mechanist, Gunsmith, Armorer, Blacksmith, Farrier.

Tribal Name: KaArla, KaDorna, KaHarlaton, KaLorna, KaNorn, KaSalort, KaTarna.

TRAITS:

The following racial traits are available for kaylethon characters.

Clockwork Scholar (1 RP): You are a scholar of mechanical devices. You gain a +2 trait bonus to Diplomacy checks with constructs. Gain a +1 trait bonus to Profession (scribe) or to any one Craft skill (chosen when the trait is taken).

Engineering Instinct (1 RP): Members of this race gain the following extraordinary ability: Once per day, when you make a Disable Device check, you can roll the check twice and take the better result. You must decide to use this ability before attempting the check.

I Saw That Coming (1 RP): Members of this race gain a +2 racial bonus on all saving throws against effects incurred by failed Disable Device checks and firearm misfires.

RACIAL SUBTYPES

The following alternate racial traits may be selected in place of one or more of the standard racial traits. Consult your GM before selecting any of these new options.

Touched by the Warrior: Kayla has blessed you with an instinctual knowledge of fighting with blades. The force of that blessing has, however, left you physically marked. You gain the swordtrained racial trait. This replaces one of your extra arms, which hangs withered and useless at your side.

Touched by the Protector: Layka has blessed you, shielding you from physical harm, but the power that flows through you has left you physically marked. You gain the damage resistance racial trait (DR 5/magic). This replaces one of your extra arms, which hangs withered and useless at your side.

Form of the Ancestors: You were born with the hairy coat of your distant ancestors, and a more patient temperament along with it. You gain the emissary racial trait. This replaces your relentless racial trait.

RACIAL FEATS

Many kaylethon make use of the following feats, and they frequently take Field Repair, Master Alchemist, Master Craftsman, and Prodigy.

FAST GUNSMITH

Many kaylethon gunsmiths can work with a speed and accuracy only dreamed of by other races in the Monarchy.

Prerequisites: Kaylethon, Gunsmithing.

Benefit: With a gunsmith's kit, you may create and restore firearms, craft bullets, and mix black powder for all types of firearms in half the normal time.

ARMOR OF LAYKA

The Protector smiles upon you, thickening your skin against attack.

Prerequisites: Con 13, worshipper of Kayla.

Benefit: You gain a natural armor bonus of +1.

Special: You can gain this feat multiple times. Each time you take the feat, your natural armor bonus increases by another point.

BLACK POWDER BRAVADO

You are particularly successful when using deeds.

Benefit: Once per day, when you perform a deed that requires an attack roll and you miss with that roll, you can reroll it. You must take the second result even if it is worse.

BLACK POWDER FORTUNE

You have little to fear when there's a gun in your hand.

Benefit: As long as you are wielding a firearm, you gain a +2 trait bonus on all saving throws against curse, fear, and emotion effects.

BLACK POWDER INTERJECTION

Your confidence rises when you foil spellcasting.

Benefit: Once per day, when you interrupt the casting of a spell with a firearm attack, you may regain 1 grit point.

DAGGER DEFENSE

You may use your dagger to assist your rapier attacks

Prerequisites: Dex 15, Two-weapon fighting, Two-weapon defense.

Benefit: When fighting with rapier, longsword or short sword in one hand and a dagger in the other, you may choose to fight defensively with your dagger, while fighting normally with your primary weapon. The penalty for fighting defensively applies to all attacks with your dagger only, and you still gain the bonus to AC. You may not use Combat Expertise or total defense in this manner, although you may still apply Combat Expertise to all of your attacks, in which case the bonuses and penalties stack.

Special: A fighter may select Dagger Defense as a fighter bonus feat.

DEEP LUNGE

You can use your expert footwork to attack at great range

Prerequisite: Base attack bonus + 1

Benefit: When wearing light armor or no armor, you may treat any one-handed piercing weapon as a reach weapon. Reach attacks made using this feat provoke attacks of opportunity from anyone who threatens you. After the attack, you may choose to make a free five-foot step towards the enemy you attacked.

Special: A fighter may select Deep Lunge as a fighter bonus feat.

ENGINEERING INSTINCT

Your instinct for tinkering and devices is stronger than in others of your race.

Benefit: You gain a +2 bonus on Disable Device and Knowledge (engineering) skill checks. If you have 10 or more ranks in one of these skills, the bonus for that skill increases to +4.

ENGINEERING SAVANT

Engineering is so natural to you that you often receive flashes of insight on the subject.

Prerequisite: Engineering Instinct.

Benefit: Once per day, you may reroll a Disable Device or Knowledge (engineering) skill check. You must decide to use this ability after rolling but before the results are revealed. You must take the second roll, even if it is worse.

GUNSMITHING

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms: You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition: You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft

alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

Special: If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

IMPROVED FIELD REPAIR

Military campaigns and the field of combat are your natural environment. As a result you have become preternaturally fast at implementing field repairs, whether to objects, gear, or firearms.

Prerequisites: Kaylethon, Field Repair.

Benefit: It takes you half the normal time to perform field repairs. That is, you can make field repairs to two objects or firearms in a single full day of work.

Normal: It takes a full day to perform field repairs on an object or firearm.

KAYLETHON CRAFTSMAN

You find one craft so instinctive that even improvised tools don't impede you when using them.

Prerequisite: Craft 5 ranks.

Benefit: You gain a +2 bonus on a single Craft skill of your choice. In addition, when using this skill with improvised tools, you no longer suffer the -2 penalty for doing so. This bonus stacks with Skill Focus.

Normal: Improvised tools impose a -2 penalty on Craft checks. Items require raw materials to repair.

KAYLETHON CRAFTSMAN, IMPROVED

Your skill in your craft is amazing. Even with improvised tools, your work is superior.

Prerequisites: Kaylethon, 5 ranks in any Craft skill.

Benefit: You gain an additional +2 bonus on the Craft skill picked for Kaylethon Craftsman. When using improvised tools, that Craft skill gains a +2 bonus.

Normal: Improvised tools impose a -2 penalty on Craft checks. Items require raw materials to repair.

MECHANICAL UNIVERSE

You see all the gears and mechanisms of the world as so many challenges.

Benefit(s): You gain a +2 bonus on two of the following skills, chosen in advance: Craft (locks), Craft (traps; mechanical only), Disable Device, Knowledge (engineering), Profession (architect), Profession (engineer), and Profession (siege engineer) checks.

Special: You can gain Mechanical Universe multiple times. Each time you take the feat, it applies to two different skills from the list above.

MONARCHY TROOPER

You have spent most of your life fighting for the Monarchy, and boarding actions are second nature for you.

Prerequisites: Kaylethon, employed by the Monarchy.

Benefit: You gain +4 to Reflex saves when failing the save would throw you overboard during ship-to-ship combat.

NAMED BULLET (GRIT)

You can craft ammunition intended to kill specific foes.

Prerequisite(s): Amateur Gunslinger feat or grit class feature, Gunsmithing, base attack bonus +5.

Benefit(s): Whenever you craft ammunition using Gunsmithing, you may inscribe a bullet or alchemical cartridge with the name of its intended target. The ammunition gains the bane weapon special ability against the chosen creature only. If the ammunition is used to attack any other target, the attack roll is instead made with a -2 penalty. Crafting a named bullet costs 1 grit point and reduces your maximum grit points by 1 until the named bullet is fired or destroyed.

RAPID RELOAD (COMBAT)

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with. You can reload such a weapon quickly.

Prerequisite: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or one-handed firearm), or a standard action (two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity. If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

RESPONSIVE DUELIST (COMBAT)

You can respond to your chosen opponent's attacks, answering them steel for steel.

Prerequisites: Dex 13, Dodge, Weapon Finesse.

Benefit: When fighting with rapier, longsword or short sword, any attack made by the enemy you have designated as the target of your dodge feat provokes an attack of opportunity from you. This special attack of opportunity is called a counter-attack. You may not counter-attack your opponent's counter-attack. Any counter-attack uses one of your attacks of opportunity for the round.

Special: A fighter may select Responsive Duelist as a fighter bonus feat.

TRUE PRODIGY

Your amazing skill and extra arms allow you to excel in ways that the "lesser-armed" races can only dream of.

Prerequisites: Kaylethon, Prodigy.

Benefit: You gain an additional +2 to the skills chosen when you took the Prodigy feat.

VERSATILE CRAFTSMAN

You can craft items that are often beyond the ability of even master craftsman.

Prerequisites: Craft Magic Arms and Armor or Craft Wondrous Item, Master Craftsman

Benefit: You may create spell-trigger or spell-activation items, although you suffer a -2 penalty to your Craft rolls when doing so.

Normal: Master Craftsman does not allow you to create spell-trigger or spell-activation items.

WARRIOR OF THE TARTAN (TEAMWORK)

Clan bonds are the most important to you, and when fighting alongside members of your clan you all move as one.

Prerequisite: Kaylethon, bravery +1.

Benefit: When you and another kaylethon of your clan (i.e., wearing your clan tartan) threaten the same opponent, you and your ally are considered to be flanking that opponent, regardless of your actual positioning. The opponent must be wearing the tartan of a different clan or be a non-kaylethon that is Large or bigger.

Normal: You must be positioned opposite an ally to flank an opponent.

RACIAL ARCHETYPES

KAYLETHON BRONZE SKY RAIDER

Kaylethon boarding parties are feared throughout the realms of the Bronze Sky. They are surprisingly adroit for their bulk, and have an amazing ability to keep on their feet when the deck is pitching beneath their feet.

Associated Class: fighter

Associated Race: kaylethon

Replaced Abilities: bonus feat (2nd level), armor training (3rd level), bonus feat (6th level)

Shock and Awe (Ex): Bronze Sky raiders are used to fighting in crowded conditions and are trained to neutralize those who would flank them. At 2th level, a Bronze Sky raider gains Flanking Foil as a bonus feat.

Armored Boarding (Ex): A Bronze Sky raider wears heavier armor than is common aboard a ship. At 3rd level, a Bronze Sky raider reduces the armor check penalty of any light armor he wears to 0 for the purposes of Acrobatics and Climb checks. At 7th level, this reduction applies to medium armor as well. At 11th level, it includes heavy armor.

Shock and Awe (Ex): Bronze Sky raiders are known for their savagery and the impressive wounds they inflict in combat.

At 6th level, a Bronze Sky raider gains Critical Focus as a bonus feat. He may use this feat even if he does not meet the prerequisites.

KAYLETHON GUNSMITH

While all kaylethon enjoy devices and gadgets, there are some for whom the gun holds their greatest fascination. These are the gunsmiths who create rare and wondrous weapons that bring honor to their clan and tartan. Weapons bearing the mark of a well-known gunsmith are carried for both status and effectiveness, and on rare occasion they turn up for sale and bring in an exceptionally high price.

Associated Class: gunslinger

Associated Race: kaylethon

Replaced Abilities: nimble 1, deed (3rd level), bonus feat (4th level)

Mechanical Instinct: At 2nd level, the kaylethon gunsmith adds Disable Device to her list of class skills. In addition, she gains the trapfinding ability, with her effective rogue level equal to her kaylethon gunsmith level. This ability replaces nimble 1.

Hand of the Maker (deed): At 3rd level, when wielding a firearm that she constructed, the kaylethon gunsmith gains a +2 bonus to hit and to damage, as long as she has at least 1 grit point. She may spend 1 grit point to increase both bonuses to +4 for one attack. This deed replaces pistol whip.

We Need Bigger Guns: At 4th level, the kaylethon gunsmith gains the Master Craftsman feat. This replaces the normal bonus feat for her 4th level. If she already has the Master Craftsman feat, she gains the Versatile Craftsman feat instead.

KAYLETHON GUN SCAVENGER

A gun scavenger collects scraps, spare parts, and other components that might—if modified properly—give her firearm an extra edge.

Associated Class: gunslinger

Associated Race: kaylethon

Replaced Abilities: deeds (1st level), nimble (2nd level)

Gunsmith: The gun scavenger's starting weapon is a mishmash of pieces that even other gunpowder enthusiasts fail to comprehend. Anyone other than the gun scavenger treats her starting weapon as broken, even if she uses the Gunsmithing feat to repair it. This ability works in all other ways like the gunslinger's gunsmith class feature.

Go By Feel (Ex): A gun scavenger's intuitive and unique style leaves her firearms prone to misfire, whether as a result of using too much powder, using imperfectly milled parts, or any number of other minor inconsistencies. When using a firearm, a gun scavenger cannot reduce that firearm's misfire chance to 0; it can always misfire on a natural 1.

Deeds: A gun scavenger gains the following deeds at the listed level.

- **Change Out (Ex)** At 1st level, as a full-round action, a gun scavenger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. When she does, she can replace the broken part with a specialized, short-lived component that does one of the following: gives the firearm the scatter weapon quality; increases the damage dealt by the pistol-whip deed by one die size; or increases the firearm's range increment by 10 feet. A firearm with such a modification increases its misfire chance cumulatively by 1 each time it is fired until it misfires. When it does misfire, the effects of the temporary component are lost. A gun scavenger must have at least 1 grit point to perform this deed. Alternatively, if the gun scavenger spends 1 grit point to perform a change out, she can either perform the change out as a standard action instead of a full-round action, or perform the change out on a firearm that isn't broken. This deed replaces the quick clear deed.

- **Jury-Rig (Ex)** At 7th level, as a standard action, a gun scavenger can adjust a firearm she is currently wielding to fire in an unconventional way. She can spend 1 grit point to grant her firearm one of the following magic weapon enhancements for 1 round per gunslinger level: distance, flaming, glamered, or thundering. If she spends 2 grit points, she can instead grant the firearm flaming burst or stalking. Multiple uses of this ability don't stack with themselves. This deed replaces the targeting deed.

Arbitrary Aim (Ex) Starting at 2nd level, a gun scavenger's attacks with firearms are difficult to predict. When shooting a firearm at a creature that has a dodge or insight bonus to its Armor Class, the gun scavenger treats the combined bonus as if it were 1 lower. This value increases by 1 for every 4 levels beyond 2nd level (to a maximum of 5 at 20th level). This ability replaces nimble.

KAYLETHON PISTOLERO

While most gunslingers have favorite firearms, there are those rare ones who choose to specialize in one-handed firearms exclusively. These gunslingers are called pistoleros. While they lack the flexibility of being able to pick up any kind of firearm and use it with reasonable proficiency, they are crackerjack shots with pistols and similar firearms. Their skill and aim with these firearms at close range is second to none, and they rarely misfire with these weapons.

Associated Class: gunslinger

Associated Race: kaylethon

Replaced Abilities: deeds (1st level, 7th & 11th), gun training 1 to 4 (5th level)

Weapon Proficiency: Instead of proficiency with all firearms, a pistolero only gains proficiency with one-handed firearms. She must take Exotic Weapon Proficiency (firearm) to gain proficiency with two-handed firearms and firearm siege engines.

Gunsmith: A pistolero must take a pistol when she chooses a battered firearm at 1st level.



Deeds: A pistolero swaps a trio of deeds for the following.

- **Up Close and Deadly (Ex)** At 1st level, when the pistolero hits a target with a one-handed firearm that is not making a scatter shot, she can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses with the attack, she grazes the target, dealing half the extra damage anyway. This is precision damage and is not multiplied if the attack is a critical hit. This precision damage increases to 2d6 at 5th level, to 3d6 at 10th level, to 4d6 at 15th level, and to 5d6 at 20th level. The cost of using this deed cannot be reduced with the Signature Deed feat, the true grit class feature, or any similar effect. This precision damage stacks with sneak attack and other forms of precision damage. This deed replaces the deadeye deed.
- **Deadeye (Ex)** At 7th level, the pistolero gains the deadeye deed, which is normally a 1st-level gunslinger deed. This deed replaces the startling shot deed.
- **Twin Shot Knockdown (Ex)** At 11th level, when the pistolero hits a single target with two or more one-handed firearm attacks during her turn, she can spend 1 grit point to knock the target prone. She can choose to spend the grit point after the attacks are made. This deed replaces the bleeding wound deed.

Pistol Training (Ex): Starting at 5th level, a pistolero increases her skill with one-handed firearms. She gains a bonus on damage rolls equal to her Dexterity modifier, and when she misfires with a one-handed firearm, the misfire value increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1. This ability replaces gun training 1 to 4.



WEAPON MODIFICATIONS

CUP-HILT RAPIER

Price +75 gp; **Weight** ---

The cup-hilt rapier has quillons as well as a large bell-shaped guard over the hand. This guard can be used defensively in combat. When using a cup-hilt rapier and fighting defensively, using total defense, or using Combat Expertise and taking penalty of at least -2 to your attack, you gain an additional +1 to AC. This bonus stacks with the bonus for using a cup-hilt dagger. When using a cup-hilt rapier and using the Attack with Opposition **or Stop-Thrust feats (see new feats)**, you gain a +2 bonus to AC against your opponent during that action.

SWEPT-HILT RAPIER

Price +50 gp; **Weight** ---

The swept-hilt rapier has a complex guard made up of heavy wire forming a swirl-patterned basket. These wires are neither simply decorative nor just protection for the hand. They are specifically designed to entrap an opponent's blade. When using a swept-hilt rapier, you get a +2 bonus on attempts to disarm, dirty trick or steal combat maneuver an enemy wielding a one-handed sword, rapier, scimitar or a similar bladed weapon.

CASE OF RAPIERS

Price +250 gp; **Weight** ---

These twin rapiers are designed to fit in elegantly in one sheath and be drawn and wielded in concert. They are lighter than standard rapiers and less sturdy, suffering -2 in all disarm and sunder opposed rolls, but they may be wielded as if both were light weapons by anyone with the Weapon Finesse feat,

FIREARMS

Early) One-Handed Firearms	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight ¹	Type ²	Special
Pistol	1,000 gp	1d6	1d8	x4	20 ft.	1 (5 ft.)	1	4 lbs.	B and P	—
Pistol, dragon	1,000 gp	1d4	1d6	x4	20 ft.	1–2 (5 ft.)	1	3 lbs.	B and P	scatter
Pistol, dragoon	1,500 gp	1d6	1d8	x3	30 ft.	1 (5 ft.)	3	5 lbs.	B and P	—
(Early) Two-Handed Firearms	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight ¹	Type ²	Special
Blunderbuss	2,000 gp	1d6	1d8	x2	special	1–2 (10 ft.)	1	8 lbs.	B and P	scatter
Musket	1,500 gp	1d10	1d12	x4	40 ft.	1–2 (5 ft.)	1	9 lbs.	B and P	—
Musket, axe	1,600 gp	1d6	1d8	x4	30 ft.	1–2 (5 ft.)	1	6 lbs.	B and P	—
Musket, double-barreled	2,500 gp	1d10	1d12	x4	40 ft.	1–3 (5 ft.)	2	11 lbs.	B and P	—
Musket, dragoon	2,000 gp	1d10	1d12	x3	60 ft.	1–2 (5 ft.)	3	12 lbs.	B and P	—
Musket, warhammer	1,600 gp	1d6	1d8	x4	30 ft.	1–2 (5 ft.)	1	6 lbs.	B and P	—

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² A weapon with two types is both types if the entry specifies “and.”

thus allowing them to be used in both hands with reduced penalty.

These specialized daggers below are usually made to match a rapier and used in the left hand. They are treated as normal daggers in all other ways.

CUP-HILT DAGGER

Price +50 gp; **Weight** ---

Some times called a main-gauche, this dagger actually has a large triangular hand-guard and quillons. When using a cup hilt dagger and fighting defensively, using total defense, or using Combat Expertise and taking penalty of at least -2 to your attack, you gain an additional +1 to AC. This bonus stacks with the bonus for using a cup-hilt rapier.

SWEPT-HILT DAGGER

Price +40 gp; **Weight** ---

The swept-hilt dagger has a complex guard made up of heavy wire forming a swirl-patterned basket, designed to entrap an opponent's blade. When using a swept hilt dagger to disarm an opponent, it is considered to be a one-handed weapon rather than a light weapon.

FIREARMS

Many kaylethons make use of the following weapons.

Blunderbuss: This weapon fires pellets or a bullet from its trumpet-shaped barrel, making it an effective fowling weapon or close-fighting personal defense weapon. The blunderbuss fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. A blunderbuss uses a bullet or pellets and a single dose of black powder or a single alchemical cartridge as ammunition.

Musket: This long-barreled firearm has a much greater range than a pistol. A musket uses either a bullet and a single dose of black powder or an alchemical cartridge as its ammunition.

Musket, Axe: This musket features an axe blade at the end of its barrel. It can be used as both a musket and a battleaxe.

It is considered a double weapon for purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the axe are considered broken. An axe musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Musket, Double-Barreled: This musket has two parallel barrels; each barrel can be shot independently as separate attacks, or both can be fired at once as a standard action (the attack action). If both barrels are fired at once, they must both target the same creature or object, and the gun becomes wildly inaccurate, taking a -4 penalty on each shot. Each barrel of a double-barreled musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Musket, Dragoon: This long-barreled musket shoots more precisely than other muskets but is slightly less damaging on a critical hit. It can fire only dragoon cartridges or specially modified mage shot.

Musket, Warhammer: This musket has a warhammer head at the end of its barrel, which allows it to be used as both a musket and a warhammer. It is considered a double weapon for purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the warhammer are considered broken. A warhammer musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Pistol: The single-shot pistol is one of the most common firearms, although in most campaigns it is still rare enough to be an object of envy or curiosity to most. A pistol uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Pistol, Dragon: Like a miniature blunderbuss, the dragon pistol fires pellets or a bullet from its flared barrel. The dragon pistol fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. For ammunition,

a dragon pistol uses a bullet or group of pellets and a single dose of black powder, or else a single alchemical cartridge (with either bullets or pellets) as ammunition.

Pistol, Dragoon: Like the dragoon musket, this long-barreled pistol is more precise than a typical pistol but slightly less deadly on a critical hit. It can fire only dragoon cartridges or specially modified mage shot.

MAGIC FIREARM SPECIAL ABILITIES

The following special abilities are exclusively for firearms.

LUCKY

Aura moderate transmutation; **CL** 8th; **Price** +1 bonus

DESCRIPTION

This special ability can only be placed on one-handed or two-handed firearms. A lucky firearm has its own magical reservoir of grit. Usually this grit is stored within the marks of an engraving or in a trinket that hangs from the firearm. Often these marks take the form of holy symbols or fetishes, but such a reservoir can take just about any form. This reservoir holds 1 grit point, which is refreshed at the start of each day. Whether or not the wielder of a lucky firearm has any deeds (see page 10), she can always spend 1 grit point from the lucky firearm to reroll an attack from it that would result in a misfire. When the wielder does so, she must take the second result, even if that attack roll also results in a misfire.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor, *heroism*, creator must be a grit user

RELIABLE

Aura moderate transmutation; **CL** 8th; **Price** +1 bonus

DESCRIPTION

This special ability can only be placed on firearms. A reliable firearm is enchanted so that it is less likely to jam than other firearms. This enchantment reduces the misfire value of the affected firearm by 1 (minimum 0). This reduction occurs after any increases are calculated for firing with the broken condition, or for any other effect that might increase the misfire value of a firearm.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor, *mending*

SPECIFIC FIREARM AMMUNITION

Several types of magical bullets have been developed to be used with firearms. The following represent just a few of these types.

BURROWING BULLET

Aura moderate necromancy; **CL** 9th (burrowing bullet) or 13th (greater burrowing bullet); **Slot** none; **Price** 1,722 gp

(burrowing bullet) or 3,447 gp (greater burrowing bullet); **Weight** —

DESCRIPTION

This +1 firearm bullet deals normal damage, but when it hits a living creature, it burrows into the creature's flesh, causing wracking pain until removed or until the bullet burrows its way out of the creature. While these bullets burrow, the creature is staggered. This effect lasts for 1d3 rounds or until the bullet is removed with a DC 15 Heal check made as a standard action. Greater burrowing bullets take longer to pass through the bodies of living creatures (the staggered effect lasts 1d3+2 rounds) and are harder to remove (DC 20 Heal check as a standard action).

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor, *symbol of pain* (burrowing bullet) or *symbol of stunning* (greater burrowing bullet); **Cost** 861 gp (burrowing bullet) or 1,723 gp (greater burrowing bullet)

TRACER BULLET

Aura faint evocation; **CL** 2nd; **Slot** none; **Price** 100 gp; **Weight** —

DESCRIPTION

These +1 *firearm bullets* deal no damage, but instead cause a pale glow to outline the target, granting the effect of a *faerie fire* spell and causing the target to take a –2 penalty to AC against ranged attacks. These effects last for 1d4 rounds.

CONSTRUCTION REQUIREMENTS

Feats Craft Magic Arms and Armor, *faerie fire*; **Cost** 50 gp

RACIAL EQUIPMENT

Many kaylethon make use of the following equipment.

Andu: These ceremonial daggers are often worn in a boot sheathe and bear the symbol of a kaylethon clan. They are considered part of the “full tartan,” and no kaylethon considers himself fully dressed without one. An andu is a masterwork dagger, usually with a hollow pommel in which the owner keeps a small selection of craft tools. **Price** 5–500 gp; **Weight** 1 lb.

Dukka: This traveling case for tools is usually made of leather or canvas, trimmed with the kaylethon's clan tartan. In kaylethon culture, the quality of the dukka indicates the prestige and reputation of the craftsman to whom it belongs. When rolled up and closed, it is completely waterproof. **Price** 5 sp – 100 gp; **Weight** varies depending on which tool kit it contains.

Gunsmith's Kit: This small kit has all the tools a person needs to create, repair, and restore firearms, except for the necessary raw materials. Without such a kit, you cannot properly construct or provide upkeep for firearms. **Price** 15 gp **Weight** 2 lb.

In the Face of Opposition (book): The holy text of Layka the Protector. Steadfast persistence and sacrifice of oneself for the

good of the clan are the chief virtues espoused in its pages. If its passages are read aloud by a kaylethon with a Charisma of 13 or higher or at least one rank in Perform (oratory), all who hear it gain a +1 divine bonus to armor class against the next attack made against each within 24 hours. It takes 5 minutes to read the passages. **Price** 75 gp; **Weight** 1/2 lb.

Powder Horn: Typically crafted from animal horn, but increasingly crafted from metal in a wide variety of shapes, a powder horn can hold up to 10 doses of black powder. A powder horn protects black powder stored within in it from exposure to fire, electricity, firearm misfires, and water. **Price** 3 gp **Weight** 1 lb.

The Sevenfold Way (book): The holy text of Kayla the Warrior. If its passages are read aloud by a kaylethon with a Charisma of 13 or higher or at least one rank in Perform (oratory), all who hear it gain a +1 divine bonus to the next to-hit roll each makes within 24 hours. It takes 5 minutes to read the passages. **Price** 75 gp; **Weight** 1/2 lb.

The Way of the Gun (book): This book is considered the basic reference text on gunsmithing, purportedly written by Kayla himself. By studying its pages for one week, the reader can take the Gunsmithing feat when next he has an available slot. **Price** 300 gp **Weight** 1/2 lb.

War Kilt: Not only does this kilt provide an armor bonus, but it also clearly denotes the kaylethon's clan to those familiar with the clan's tartans [Knowledge (arcana) DC 15]. These kilts have the same statistics as leather armor. **Price** 100 gp; **Weight** 15 lbs.

DEITIES

Many kaylethon worship these deities.

KAYLA THE WARRIOR

LN god of war

Priests cleric, fighter, kaylethon gunsmith

Domains Artifice, Glory, Strength, War

Subdomains Cloud, Ferocity, Honor, Resolve

Mysteries Battle, Metal, Wind

Inquisitions Black Powder, Tactics, Zeal

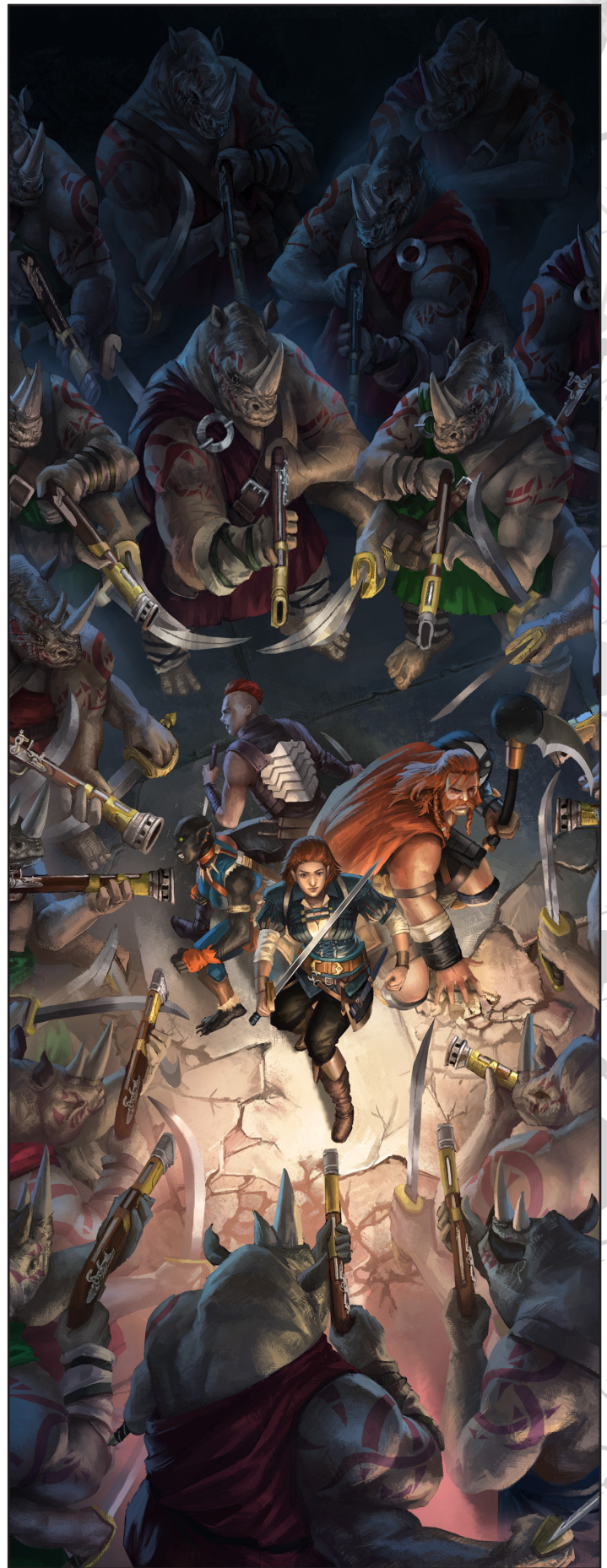
Favored Weapon battleaxe or pistol (character must choose one)

FAITH

Symbol three axes on a blue field

Sacred Texts The Sevenfold Way

Kayla is the embodiment of martial prowess. Wading into battle with weapons he forged himself, he exemplifies both ability in combat and excellence in craftsmanship. While worshipped as the male kaylethon ideal by his race, the most ardent devotees outside the clergy tend to be gunsmiths and barbarians. Worshipers believe that excellence must be sought in both creation and destruction, so weapon-makers and crafters of clever devices are held in equal esteem.





According to myth, Kayla was a promising young warrior in times long past. In those days the kaylethon knew nothing of other races and were constantly at war amongst themselves. Kayla became legendary for never losing in battle and went on to be the first Chief of Chiefs when, one by one, he made the lairds of all the kaylethon clans swear fealty to him. Upon his investiture he took a wife from another clan, Layka. Her legendary beauty and skill with both arms and tools had always attracted him, and their alliance signaled that their rule would be fair and just to kaylethon everywhere.

Kayla and Layka perished in battle while defending their people from a plague of undead. As they fell, gigantic spectral images of them appeared above the battlefield, blasting the enemies out of existence with a burst of light that left all temporarily blinded. Their bodies were never found.

Shortly after this, the kaylethon praying to them for guidance and inspiration began to receive divine spells, and thus were the gods of the kaylethon born. Unfortunately, since those days no kaylethon has managed to unify the clans and claim the title Chief of Chiefs.

LAYKA THE PROTECTOR

LN goddess of protection

Priests cleric, rogue

Domains Artifice, Healing, Protection, Weather

Subdomains Defense, Gunsmithing, Restoration, Storms

Mysteries Ancestor, Heavens, Life

Inquisitions Justice, Persistence, Restoration

Favored Weapon short spear or pistol (character must choose one)

FAITH

Symbol two crossed spears on a violet field

Sacred Texts In the Face of Opposition

The Guardian of the Hearth, Layka is viewed as the shield that allows the next generation to grow into makers and warriors. The vast majority of kaylethon healers pay her fealty, as do those who wear the tartan of the home guard. She is also a mistress of weather, defender against the storms that regularly batter Kayledon. Steadfast persistence and sacrifice of oneself for

the good of the clan are the chief virtues espoused in her holy writings.

Layka was the daughter of an important chieftain and a mighty warrior in her own right. She prided herself on never throwing the first blow, but those who attacked her always discovered that this was not because she was weak. Quite the opposite, in fact, as her spear ended the lives of all who dared attack her.

For years no prospective mate proved worthy of her, as she demanded that any to whom she would be betrothed must first defeat her in battle. Many of her prospective suitors became obsessed with her, including the albino known as Kolya, but none ever proved worthy in her eyes until Layka won the title Chief of Chiefs.

KOLYA THE TRAITOR

LN goddess of betrayal

Priests cleric, rogue, assassin

Domains Darkness, Death, Evil, Trickery

Subdomains Ambush, Corruption, Deception, Murder

Mysteries Bones, Flame, Metal

Inquisitions Anger, Torture, Vengeance

Favored Weapon Dagger

FAITH

Symbol three drops of blood on a black field

Sacred Texts none

Rarely spoken of aloud, Kolya is the embodiment of betraying the tartan. Most outsiders don't even know he exists because the kaylethon consider even the mention of his name to be bad luck. Generally envisioned as a slightly smaller, albino kaylethon, he wears a plain red kilt devoid of clan markings or tartan.

According to myth, Kolya once loved Layka, who failed to return his affections. Enraged by Layka's love for Kayla, Kolya opened the gates of their encampment one night, allowing enemies in—on the condition that Kayla would not survive. The attack was fought off, but at great cost: only Layka and Kayla survived. Kolya, his treachery revealed, fled with the invading forces, never to return. Now is he considered the patron of those who plan

treachery against their clan, which is one of the greatest crimes possible in kaylethon culture.

GUNSMITHING SUBDOMAIN

The Way of the Gun is considered a holy path by the kaylethon. Both Kayla and Layka are highly skilled in creating and using firearms, and their worshippers often follow suit.

Associated Domain: Artifice

Replacement Power: The following granted power replaces the dancing weapons power of the Artifice domain.

Enhanced Weapon (Su): Once per day, you may grant a firearm you wield a magic weapon quality that lasts for 4 rounds. If the firearm leaves your grasp for more than 2 rounds, it loses the quality, expending that use of the ability. Every four levels, you gain a new quality from which you can choose while using this ability.

8th level: heartseeker

12th level: dispelling burst

16th level: speed

20th level: brilliant energy (applied to ammunition)

Replacement Domain Spells: 1st level—abundant ammunition, 2nd level—undo creation, 7th level—instant summons

RACIAL MAGIC

Many kaylethon use these spells, as well as other races taught by the kaylethon.

BLUNDERBUSS BURST

School Enchantment; Level Sor/Wiz 3
Casting Time 1 immediate action
Components: V, S, M (small metal hammer and a cork)
Range Close (25 ft. + 5 ft./2 levels)
Target One firearm weapon Duration: up to 1 min./level (D)
Saving Throw Will partial (object); see text; Spell Resistance Yes (object)

This spell is cast on a firearm as it is being fired. You do not need to declare a readied action to do this but must see that the weapon is being used.

If the saving throw succeeds, the weapon is fired normally, but it deals an additional half of its rolled damage to the weapon wielder. If the saving throw fails, the weapon deals its full damage to the weapon wielder and is destroyed.

A magical weapon receives a second saving throw to avoid destruction; see the standard rules for damaging magic items, and grant a saving throw bonus equal to 2 + one-half its creator's caster level (round down). In such a case, if this second save is successful, the weapon still deals its full damage to the weapon wielder but is otherwise unharmed.

CUTTING FLAME

School Evocation [Fire]; Level sorcerer/wizard 1

Casting Time 1 full round action
Components V, S, M (flint and steel)
Range Touch
Effect Six-inch long jet of fire
Duration Concentration, up to 1 min./level
Saving Throw None; Spell Resistance Yes (object)

You cause a white, hot, six-inch long beam of fire to spring from your fingertips. The primary function of this beam is for cutting through inanimate objects. The beam does not completely destroy the object, but cutting enough of it causes it to gain the broken condition. For example, you could cut out a hole in a locked door big enough to walk through, though the door would still be otherwise intact, it would still be broken. The rate at which you can cut through the object depends on its hardness (see the table below). Objects with a hardness greater than 10 cannot be cut using this spell. You can only make cuts up to six inches deep, thus trying to cut through a foot-thick stone wall would have little effect.

In a pinch, this spell can be used offensively. If used as such you must make a melee touch attack to hit your opponent. A successful attack deals 1d6 points of fire damage +1 additional point per caster level (maximum +10). Attempting to damage an attended object counts as using the spell offensively and damages the object.

Hardness	Inches/Round
0	12
1-4	6
5-8	3
9-10	1
11+	Unable to be cut

ENERGETIC AMMUNITION

You imbue your weapon's ammo with arcane energy, changing the type of damage it does.

School evocation [acid, cold, electricity, or fire]; Level sorcerer/wizard 2, inquisitor 2, paladin 3
Casting Time 1 standard action
Components V, S
Range touch
Target 50 projectiles (which must be together at the time of casting)
Duration 1 min./level
Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

Choose one energy type: acid, cold, electricity, or fire. The ammunition's normal damage changes to this energy type.

HALT CONSTRUCT

School Transmutation; Level sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (fur and a glass rod)
Range Medium (100 ft. + 10 ft./level)

Target Up to three constructs, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** Yes

With a command and a complex gesture, you cause one or more constructs to stop. You render up to three constructs immobile and helpless. The constructs are entitled to a new saving throw each round as a full-round action to break free from the spell's effects. The effect is broken if the halted creatures are attacked or take damage.

MAKER'S BLESSING

The gods inspire you while performing your craft.

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 1, bard 2

Casting Time 1 standard action

Components V, S, DF

Range 50 ft.

Target one kaylethon

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes (harmless)

This blessing bestows divine inspiration on a kaylethon craftsman, who gains a +1 morale bonus to all Knowledge (engineering), Craft (any), and Disable Device checks.

MISFIRE

School Transmutation [water]; **Level** Clr 1, Brd 2, Sor/Wiz 2

Casting Time 1 standard action

Components V, S, M (pinch of damp gunpowder)

Range Close (25 ft. + 5 ft./2 levels)

Target One or more firearms, no two of which can be more than 15 ft apart

Duration Instantaneous

Saving Throw Will negates (object) **Spell Resistance** Yes (object)

This spell will affect any firearm or explosive, causing the powder within the weapon to gain the broken condition. Firearms affected cannot be used until reloaded and firearm can be reloaded using normal rules. For every two caster levels beyond 1st, you may affect an additional weapon - two at 3rd level, three at 5th level, four at 7th level, and a maximum of five at 9th level.

You must be able to see and designate which firearms are and can choose to affect multiple items on a given creature. In this case, the target makes a separate save for each item affected. This spell imparts no special knowledge of how many firearms a creature carries, and it reveals no hidden or unseen items.

OBJECT GRENADE

School Evocation [Force]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range Touch

Target One nonmagical object touched

Duration 1 min./level or until discharged

Saving Throw None; **Spell Resistance** No

This spell imbues a small object (of a size and shape the caster can easily throw) with explosive force. The object detonates on impact in a 20-foot radius burst, dealing 1d4/level points of piercing damage in addition to its normal damage when thrown (if any). Throwing this object requires a standard action. This detonation ruins the object thrown.

SUMMON FIREARM

School Conjuraton (Summoning); **Level** sorcerer/wizard 3

Casting Time 1 swift action

Components V, S, M (a pearl worth at least 500 gp)

Range Personal

Effect One personal firearm or crossbow weighing up to 10 lb.

Duration 1 min./level (D)

Saving Throw None; **Spell Resistance** No

You can call forth one small loaded firearm or crossbow directly to your hand. The loaded firearm or crossbow must be one you have previously had in your possession. The loaded firearm or crossbow is summoned from any distance, but not from a different plane.

SUMMON WEAPON

School Conjuraton (Summoning); **Level** Paladin 1, Ranger 1, sorcerer/wizard 1

Casting Time 1 immediate action

Components V

Range Personal

Effect One summoned melee or ranged weapon

Duration 1 min./level (D)

Saving Throw None; **Spell Resistance** No

This spell summons one melee or ranged weapon (but not ammunition) of your choice. This weapon appears in your hands. The weapon is typical for its type and appropriate for your size. Only one weapon appears per casting, and only you can wield it. If you set it down or hand it to someone else, it vanishes as soon as you release it from your grasp. You can't summon a weapon too large to be held in your two hands.

TRACER

School Divination; **Level** Sor/Wiz 3

Casting Time 1 standard action

Components V, S

Range Touch

Target Object touched

Duration 1 day/level (D)

Saving Throw Fortitude negates; **Spell Resistance** Yes

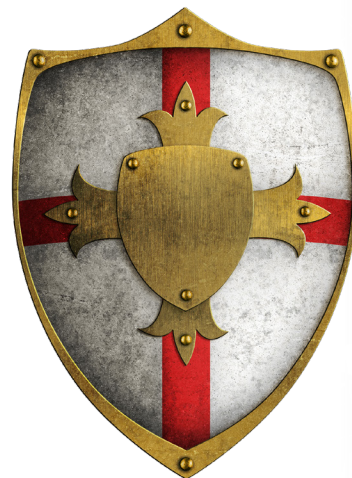
For the duration, you remain aware of the distance to and direction of the target object's location.

UNDO CREATION

The things you create exist at your will, and can be unmade through suitable application of that will.

School transmutation; **Level** antipaladin 3, inquisitor 2, sorcerer/wizard 2, witch 3, gunsmithing 2

Casting Time 1 standard action



Components V, S

Range medium (100 ft. + 10 ft./level)

Target special (see below)

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell is cast on one device, trap, firearm, or weapon created by the caster that has 100 hit points or less. The targeted item immediately gains the broken condition. To cast this on an object, you must know its precise location. A second casting reduces the item's hit points to 25% of its full value, while a third casting reduces its hit points to zero, destroying it.

WALL OF POWDER

School Conjunction (Creation); **Level** Sor/Wiz 4

Casting Time 1 standard action

Components: V, S, M (pinch of gunpowder)

Range Medium (100 ft. + 10 ft./level)

Effect Opaque wall of black powder up to 10 ft./level long and 20 ft. high (S)

Duration Concentration + 1 round/ level (see text)

Saving Throw Reflex half; see text **Spell Resistance** Yes

A curtain of continuously falling fine black powder appears where you designate. The wall is 1 foot thick and blocks all types of sight. While in effect, the wall blocks arrows, crossbow bolts, thrown weapons, and normal ranged weapons. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gasses, gaseous breath weapons, creatures in gaseous form, and incorporeal creatures may pass through the barrier freely. A corporeal creature may push through the wall of powder as a standard action.

The wall remains for as long as you concentrate on it and for 1 round/ level after. In addition, if you concentrate on maintaining the wall you may, as a standard action, cause the wall to spontaneously combust as if it were exposed to flame (see below).

If the wall suffers 1 hp of fire or electrical damage it bursts into flames, dealing 1d4 hp fire damage for every 2 caster levels to

anyone within 20 feet (maximum 5d4) with a Reflex save for half damage.

Creatures and objects within 5 feet of the wall when it explodes suffer an additional 1 hp fire damage per caster level (maximum +20) with no save allowed for this additional damage. If the wall of powder is adjacent to a building when it combusts, each 10 ft. section of structure suffers damage.

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square walls to enclose specific points.

The wall has no hardness or hit points and cannot be destroyed by conventional means; it is dispersed by strong winds or rain. Wall of powder does not function underwater, and any wind or weather effect (including gust of wind spell) that has a chance to extinguish protected flames has the same chance to dispel wall of powder.

PSIONIC POWERS

LOCATE TRAPS

You gain intuitive insight into the workings of traps.

Discipline clairsentience; **Level** cryptic 2, dread 3, gifted blade 3, psion/wilder 2, sighted seeker 3, tactician 2

Display auditory and mental

Manifesting Time 1 standard action

Range 60 ft.

Area cone-shaped emanation centered on you

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Power Resistance** no

For the spell's duration, you gain an insight bonus equal to half your manifester level (maximum +10) on Perception checks made to find traps. You also receive a check to notice traps within 10 feet of you, even if you are not actively searching for them.

Augment If you spend 2 additional power points, the duration changes to 3 rounds per level and remains dismissable.

MAKER READING

By handling an object, you can learn facts about its creator.

Discipline clairsentience; **Level** psion 3, seer 2, sighted seeker 2

Display auditory and olfactory

Manifesting Time 1 minute

Range touch

Target object touched

Duration concentration, up to 10 minutes (D)

Saving Throw none; **Power Resistance** yes

Power Points 3

You can learn details of an inanimate object's creator. Objects accumulate psychic impressions left by their owners, but the strongest and most vibrant impressions are left by their creators. These impressions can be read by use of this power. The amount of information revealed depends on how long you study the object.

1st minute: Creator's race.

2nd minute: Creator's gender.

3rd minute: Creator's age.

4th minute: Creator's alignment.

5th minute: Creator's class.

6th minute: Creator's settlement of origin.

7th minute: Creator's name.

8th minute: Creator's state of being (alive, dead, or undead).

9th minute: Creator's current plane of existence.

10th minute: Creator's current rough location (within 100 miles).

Augment For every additional power point you spend, you gain a +2 bonus to attempts to overcome the target object's spell resistance.

RACIAL WONDROUS ITEMS

The following magic items are made by kaylethon spellcasters.

AMULET OF BULLET PROTECTION

Aura faint abjuration; **CL** 5th; **Slot** neck; **Price** 1,500 gp (+1), 6,000 gp (+2), 13,500 gp (+3), 24,000 gp (+4), or 37,500 gp (+5); **Weight** —

DESCRIPTION

This amulet, usually crafted from the splintered remains of spent firearm bullets shaped into a rough holy symbol or clover, grants the wearer a luck bonus to AC against firearm attacks that target touch AC.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *divine favor*, creator's caster level must be at least three times the amulet's bonus; **Cost** 750 gp (+1), 3,000 gp (+2), 6,750 gp (+3), 12,000 gp (+4), 18,750 gp (+5)

BAG OF SPARE PARTS

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 1,500 gp; **Weight** 3 lbs.

DESCRIPTION

This tough leather sack is worn and stained, held closed by a tarnished brass clasp in the form of four kaylethon hands grasping each other. A kaylethon with any Craft skill can reach into the sack and retrieve the exact parts he needs when crafting items, including firearms. The sack may produce raw materials worth up to a total of 200 gp per week, but only materials used for Craft checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *fabricate*, kaylethon;
Cost 500 gp

FAR-REACHING SIGHT

Aura faint divination; **CL** 3rd; **Slot** none (see below); **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

This sight can be attached to a single two-handed firearm. When this is done, the sight becomes part of the weapon, but can be removed from that weapon with a full-round action. A firearm wielder can choose to spend a full-round action to make a single shot with a firearm that has this sight. When she does, she can resolve the attack against the touch AC of her target regardless of the range increment.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *true strike*; **Cost** 2,000 gp

OIL OF SILENCE

Aura faint illusion; **CL** 5th; **Slot** none; **Price** 250 gp; **Weight** —

DESCRIPTION

When applied to a one-handed or two-handed firearm, this strange grayish oil renders that firearm silent for 1 hour. Five vials of oil of silence can be used in conjunction to silence a Large firearm siege engine, and 10 can be used to silence a Huge firearm siege engine. The oil does not work on firearm siege engines that are larger than Huge.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Spells** *silence*; **Cost** 125 gp

THE NINE YARDS OF LAYKA

Aura moderate conjuration; **CL** 18th
Slot armor; **Price** 46,160 gp; **Weight** 15 lbs.

DESCRIPTION

This +1 *war kilt* of determination and fortification (moderate) is trimmed with a repeating motif, the crossed spears of Layka. It is worn exclusively by the clergy of Layka, and every clan has a version in its own tartan. The war kilt has the same base stats as leather armor.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *limited wish* or *miracle*, *breath of life*; **Cost** 24,502 gp

ROLLING THUNDER

Aura moderate necromancy and transmutation; **CL** 12th

Slot weapon; **Price** 21,300 gp; **Weight** 5 lbs.

DESCRIPTION

This +1 *reliable thundering pepperbox* has been wielded by several kaylethons of note, always in the service of the Monarchy. The peal of thunder it produces is often the last thing heard by pirates and enemies of the Monarchy, much to the delight of those who fire it.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blindness/deafness, mending*; **Cost** 18,000 gp

STOKI'S CALL

Aura moderate enchantment; **CL** 14th
Slot weapon; **Price** 51,300 gp; **Weight** 4 lbs.

DESCRIPTION

This +1 *greater designating pistol* was crafted by the legendary Stoki Gunsmith KaSalort. It is said that she would fire upon an enemy with it, and then her apprentices would rain down gunfire upon them. Her own bullet would call to those of her followers, aiding them on their paths to the heart of her clan's enemy.

Each time stoki's call hits a creature, the weapon's designates the target. Allies gain a +4 morale bonus on melee attack rolls and a +6 morale bonus on melee damage rolls against the designated target for 1 round. Multiple hits on the same target do not increase the bonuses or their duration.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *instant enemy*; **Cost** 32,000 gp

CURSED ITEMS

KOLYA'S DAGGER (CURSED)

Aura moderate evocation; **CL** 10th
Slot none; **Weight** 1 lb.

DESCRIPTION

This is a +2 *dagger*, but each time it is used in combat and the attack roll is a natural 1, 2, or 3, it flies from the wielder's hand and damages an ally instead of the intended target. If there is no ally within range, it turns and strikes the wielder instead. If the curse takes effect when the dagger is thrown, the damage to the ally or wielder is doubled. If the intended target is a worshipper of Kayla, the dagger does acid damage rather than regular damage.

RACIAL PSIONIC ITEMS

The following psionic items are made by kaylethon manifesters.

KEL'S PISTOL OF MANIFESTATION

Aura moderate clairsentience; **ML** 8th
Slot none; **Price** 2,600 gp; **Weight** 1 lb.

DESCRIPTION

Once per day, while the holder of this pistol is manifesting a power he knows, he may generate 5 power points from the pistol. These power points must all be used on the power being manifested. As usual, a psionic character cannot pay a power's cost with power points from multiple sources. Also, whenever the wielder regains a grit point while using this weapon, he also regains a power point.

CONSTRUCTION

Requirements 8th level; Craft Magic Arms and Armor, knowledge of any 3rd-level power; **Cost** 900 gp

KAYLETHON NPCs

KAYLETHON MERCENARY

CR 5

XP 1,600

Female kaylethon gunslinger (gunsmith) 5
NG Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 deflection, +1 dodge, -1 size)

hp 42 (5d10+10)

Fort +6, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk andu +7 (1d6+2/19-20)

Ranged mwk pistol +9* (2d6+4*/x4)

*If Ada does not have at least 1 grit point, reduce pistol attack and damage by 2.

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +5; **CMB** +8, **CMD** 20

Feats Craft Magic Arms and Armor, Dodge, Gunsmithing, Master Craftsman (gunsmithing), Point Blank Shot

Skills Craft (gunsmithing) +8, Disable Device +10, Heal +10, Knowledge (engineering) +8, Perception +10

Languages Common, Kaylon

SQ deeds (deadeye, gunslinger's dodge, gunslinger initiative, hand of the maker, quick clear, utility shot), grit (1 point), gun training (pistol), gunsmithing, trapfinding

Combat Gear *oil of magic weapon* (2), *potion of cat's grace*, *potion of cure moderate wounds*; **Other Gear** Large andu, Large masterwork pistol with 20 bullets, 20 paper cartridges, powder horn with 20 doses of black powder, kaylethon war kilt, *ring of protection* +1, dukka containing mwk gunsmith's tools and a traveler's any-tool.

Kaylethon soldiers are large, strong, agile, and are experts at building and maintaining their own weapons and armor. They are capable of fighting at great range, and up close... and for all of these reasons, they are widely feared, respected and in demand. However, for all their combat skills, they are neither particularly

smart, nor are they loyal - they will happily change their allegiance in a heartbeat for enough coin.

KAYLETHON FREELANCER

CR 9

XP 6,400

Female kaylethon gunslinger (bolt ace) 2/marksman 7
LN Large monstrous humanoid

Init +7; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE

AC 20, touch 15, flat-footed 14 (+4 armor, +4 Dex, -1 size)
hp 67 (9d10+18)

Fort +9; **Ref** +14; **Will** +9

Defensive Abilities disengage, evade arrows +2

OFFENSE

Speed 30 ft., climb 20 ft.

Melee +1 spear +11/+6 (2d6+3/x3) or mwk andu +11/+6 (1d6+3/19-20) or gore +10 (1d4+3)

Ranged +1 repeating heavy crossbow +16/+11 (2d8+2/19-20) or +14/+14/+9 (2d8+2/19-20) with Rapid Shot

Space 10 ft.; **Reach** 10 ft.

Special Attacks cover fire, dazzling assault 5/day, style technique (expend psionic focus to perform bull rush, dirty trick, disarm, sunder, or trip with a ranged attack)

Marksman Powers Known
(ML 7th; 26 power points/day; concentration +11)

0—*detect psionics, distract, far hand, float, trick shot*

1st—*inevitable strike, prevenom weapon* (DC 13), *sense minds*

2nd—*body adjustment, wind strike*

STATISTICS

Str 14, **Dex** 18, **Con** 15, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +12; **CMD** 25

Feats Access Psionic Talent, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Snap Shot, Weapon Focus (repeating heavy crossbow)

Skills Acrobatics +16, Autohypnosis +14, Climb +10, Craft (bows) +12, Intimidate +12, Perception +14

Languages Common, Kaylon

SQ combat style, crossbow maven, deeds (gunslinger's dodge, sharp shoot, vigilant loading), grit (2 points), style mantra (+2 circumstance bonus to ranged attacks while maintaining psionic focus), wind reader

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** masterwork andu, +1 *spear*, +1 *heavy repeating crossbow* with 30 bolts, 10 cold iron bolts, 10 alchemical silver bolts, and 10 adamantine bolts, +2 *kaylethon war kilt*, *belt of incredible dexterity* +2, *cap of the free thinker*, *cloak of resistance* +2, *efficient quiver*, *feather step*

slippers, handy haversack, dukka containing masterwork artisan's kit, 30 gp.

An oddity among her kind, a Kaylethon Freelancer disdains the noise and smell of firearms, preferring the clean, quiet performance of a crossbow. The Kaylethon Freelancer's innate psionic abilities help hone and refine her mastery of the crossbow. In combat, she provides fire support to her allies, distracting enemies, throwing them off-balance, and lowering their general morale.

ICONIC GUNSMITH

MOK GUNSMITH KATARNA

Male kaylethon gunslinger 3

N Large monstrous humanoid



Init +2; **Senses** darkvision 60 ft., scent; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 13 (+4 armor, +2 Dex, +1 dodge, -1 size)

hp 27 (3d10+6)

Fort +5; **Ref** +5; **Will** +2

Defensive Abilities nimble +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee cutlass +3 (1d8+3/18-20), gore +3 (1d4+1)

Ranged pistol +2 (2d6/x4), pistol +2 (2d6/x4)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 20

Feats Gunsmithing, Rapid Reload, Two-Weapon Fighting

Skills Acrobatics +8, Climb +11, Craft (alchemy) +5, Intimidate +5, Perception +7

Languages Common, Kaylon

SQ deeds (deadeye, gunslinger's dodge, gunslinger initiative, pistol whip, quick clear, utility shot), grit (1 point), gunsmith

Combat Gear alchemist's fire, *potion of cure moderate wounds*; **Other Gear** +1 studded leather armor, cutlass, 2 pistols with 60 bullets and 10 silver bullets, backpack, dagger, gunsmith's kit, flare cartridges (3), paper cartridges (10), 3 powder horns with 10 doses of black powder each, 21 gp.

MOK GUNSMITH KATARNA

Male kaylethon gunslinger 5

N Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 14 (+5 armor, +3 Dex, +1 dodge, -1 size)

hp 42 (5d10+10)

Fort +6; **Ref** +7; **Will** +2

Defensive Abilities nimble +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk cutlass +6 (1d8+3/18-20), gore +5 (1d4+1)

Ranged +1 pistol +6 (2d6+3/x4), +1 pistol +6 (2d6+3/x4)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

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

Base Atk +5; **CMB** +9; **CMD** 23

Feats Gunsmithing, Point Blank Shot, Rapid Reload, Rapid Shot, Two-Weapon Fighting

Skills Acrobatics +11, Climb +11, Craft (alchemy) +8, Intimidate +8, Perception +9

Languages Common, Kaylon

SQ deeds (deadeye, gunslinger's dodge, gunslinger initiative, pistol whip, quick clear, utility shot), favored weapon (repeating

heavy crossbow) +1, grit (1 point), gun training (pistol), gunsmith

Combat Gear alchemist's fire, *potion of cat's grace*, *potions of cure moderate wounds* (2); **Other Gear** +2 studded leather armor, masterwork cutlass, 2 +1 pistols with 60 bullets and 10 silver bullets, backpack, dagger, gunsmith's kit, flare cartridges (3), paper cartridges (10), 3 powder horns with 10 doses of black powder each, 21 gp.

A consummate mercenary, Mok will take any job that pays well enough for the work. He's been a bodyguard, an enforcer for a thieves' guild, and even taken to the battlefield as part of a larger company of soldiers. He fulfills his obligations as best he can. However, being a kaylethon, his thoughts on a fair deal and what constitutes failure to meet the terms of a contract are often convoluted, especially if his employer is of a different race. Still, Mok is a kaylethon of his word. If an employer's enemies have a better deal, he will at least allow his current employer a chance to meet or exceed their offer.

Mok is a thunderous presence on the battlefield. His mouth and his guns are constantly booming, the latter firing bullets at foes, the former a stream of curses, expletives, and derogatory remarks. While his battlefield repartee isn't clever, Mok gets his points across in excruciatingly vulgar detail. He prefers to keep his foes at a distance, but won't shy from melee if it gets the job done.

NEW VEHICLES

KAYLETHON SKYSHIP "WARCRY"

Colossal Air vehicle

Squares 48 (20 ft. by 60 ft.); **Cost** 50,000 gp

DEFENSE

AC 2; **Hardness** 5

hp 720 (359)

Base Save +0

OFFENSE

Maximum Speed 100 ft.; **Acceleration** 30 ft.

Weapons Up to 4 heavy ballista positioned on the foward, port and starboard sides of the airship. They cannot be swiveled to fire toward the aft sides of the ship.

Attack ram 8d8

CMB +8; **CMD** 18

DRIVE

Propulsion current (air) and magic

Driving Check none (magic)

Forward Facing the ship's forward

Driving Device magic item

Driving Space the nine squares around the controlling magic item that sits at the front of the ship

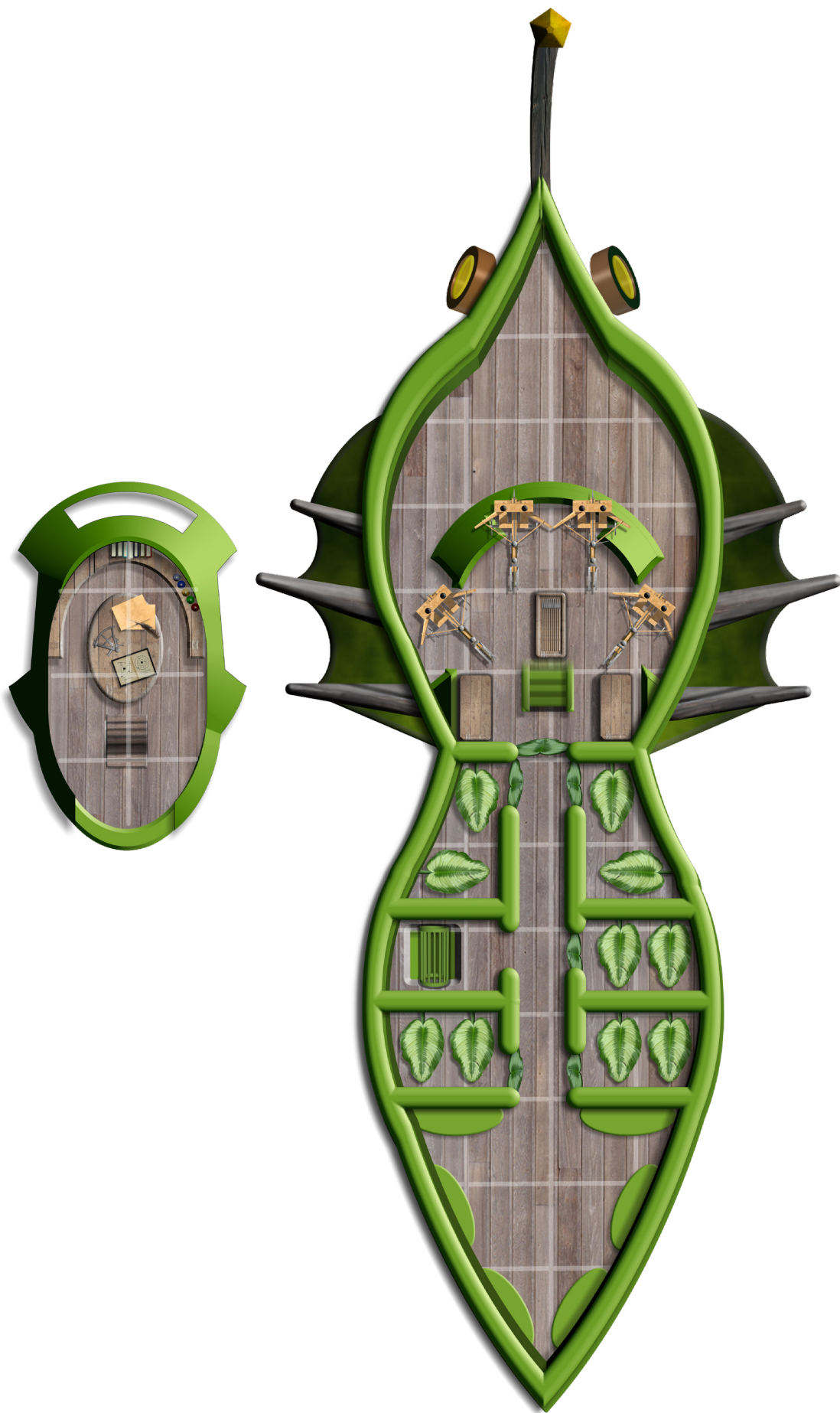
Crew 10

LOAD

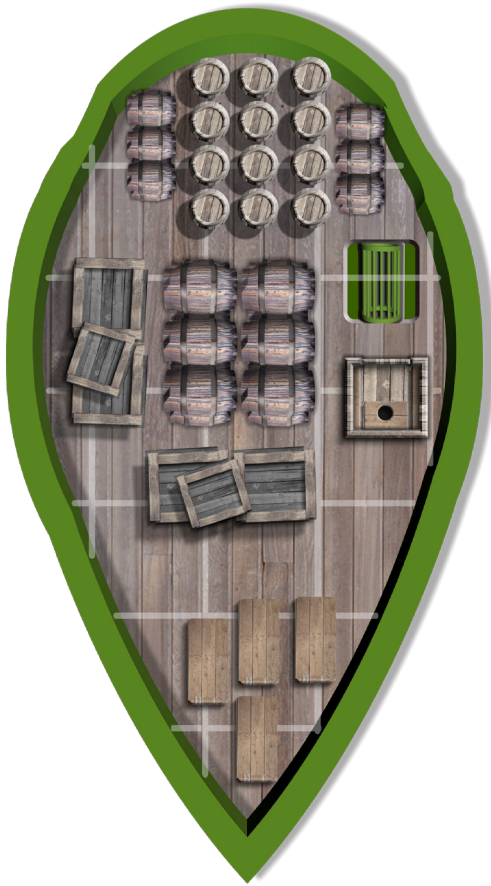
Decks 2

Cargo Up to 15 tons or 30 passengers.









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WRATH OF THE GATEKEEPERS

GATEKEEPER CHRONICLES: THE KAYLETHON

Solidly built, four-armed giants, the Kaylethon resemble nothing so much as hoary skinned rhinoceroses. Powerful, broad, squat and strong the Kaylethon are built – in temperament as well as physique – for the life of warriors and they have a fearsome reputation as such, tempestuous, strong, and unwavering, bound up in a system of honor that can make them quick to turn in anger to defend their reputations and the status of their clans.

More surprising, given their status as ‘primitive’ warriors, the Kaylethon have a natural talent for crafts and technology. This is not so much a result of their intelligence, which is notoriously brutish and simplistic, but more down to an innate instinct for mechanism and device, a simple, bone-deep knowledge of how to put things together, to work stone and metal and shape it to create the forms that come to their minds, inspired by the materials they have to hand and their immediate need.

This sourcebook provides you will all the information need to play a Kaylethon as a PC or NPC and includes:

- History of the Kaylethon, Personality, Relations & Alignment
- Three Racial Subtypes and 11 new Racial Feats
- Two Racial Archetypes and 6 Racial Equipment
- Three Deities and Gunsmithing Subdomain
- Three Racial Magic spells, two Psionic Powers, Racial Magic Items, Cursed Items and Racial Psionic Items
- Iconic Kaylethon Gunsmith