CLASSES OF NEDEXODUS: DACHNESDICH

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Machinesmiths walk in two worlds, using science and magic to invent new and powerful devices. Above all else, they are makers of wondrous things. The quest to perfect their next great invention drives them to become masters of many talents. From enchanting engines to advanced mathematics, the machinesmith brings together both magic and technology to realize his vision. Whether forging a simple blade or building a mechanical man, machinesmiths take pride in producing only the best.

Some machinesmiths craft time and labor saving machines to help them in their research and benefit all.

Others use their scientific skills to build weapons of destruction to dominate or defend. While any smithy can make a finely crafted item, machinesmiths add their own magical essence to their works, what they call mobius energy, making their creations marvelous contraptions with astounding abilities.

Role: Machinesmiths travel to pick up new and interesting skills and raw materials for their inventions.

Unused to either huge or delicate machines with hissing steam and arcing electricity, common people find machinesmiths disconcerting at the least, and often frightening. Their ability to create magic items and useful devices make them well-loved by adventuring parties. A group with a machinesmith seldom lacks the equipment they require.

Alignment: Any

Hit Die: d8

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

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The machinesmith's class skills are Appraise (*Int*), Craft (*any*) (*Int*), Disable Device (*Dex*), Fly (*Dex*), Knowledge (*arcana*) (*Int*), Knowledge (*dungeoneering*) (*Int*), Knowledge (*engineering*) (*Int*), Knowledge (*geography*) (*Int*), Knowledge (*nature*) (*Int*), Knowledge (*planes*) (*Int*), Perception (*Wis*), Profession (*Wis*), Spellcraft (*Int*), Use Magic Device (*Cha*).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Machinesmiths are proficient with all simple weapons and repeating crossbows. They are also proficient with light armor, but not with shields.

Crafter (*Ex*): A machinesmith adds half his class level (minimum 1) to all Craft skill checks.

Prototypes (*Su*): Machinesmiths can forge steel and manufacture ordinary items superior than those made by mundane masters at their craft. But their true power comes from being able to imbue prototypes they make with mobius energy. Machinesmiths spend their time creating

magically imbued prototypes that can mimic certain spells. A machinesmith prepares them by manufacturing a small, hand-held prototype, and then activates them by imbuing the prototype with mobius energy before activating it. When a machinesmith creates a prototype, he infuses the machine with a tiny fraction of his own magical power. Prototypes behave in some ways like spells, and as such their effects can be dispelled by effects like *dispel magic*, or resisted with Spell Resistance, using the machinesmith's level as the caster level. Feats, traits, and other abilities that alter or improve spells do not otherwise affect prototypes. Prototypes known may be used in the creation of magic items as if they were spells.

A machinesmith can create only a certain number of prototypes of each level per day. His base daily allotment of prototypes is given on Table: Machinesmith. In addition, he receives bonus prototypes per day if he has a high Intelligence score, in the same way a wizard receives bonus spells per day. When a machinesmith imbues a prototype with mobius energy, he infuses the machine with magic siphoned from his own magical aura. A prototype immediately becomes inert if it leaves the machinesmith's possession, reactivating as soon as it returns to his keeping-a machinesmith cannot pass out his prototypes for allies to use. A prototype, once created, remains potent for 1 day before becoming inert, so a machinesmith must re-make his prototypes every day. Making a prototype takes 1 minute of work-most machinesmiths prepare many prototypes at the start of the day or just before going on an adventure, but it's not uncommon for a machinesmith to keep some (or even all) of his daily prototype slots open so that he can prepare prototypes in the field as needed. If the machinesmith is interrupted while preparing a prototype, they must succeed in a Concentration check, or the prototype slot is used up. Although the machinesmith doesn't actually cast spells, he does have a prototype list that determines what prototypes he can create. A machinesmith can utilize spell-trigger items if the spell appears on his prototype list, but not spellcompletion items (unless he uses Use Magic Device to do so). When a prototype is released, it exactly duplicates the spell upon which it is based. The machinesmith uses his level as the caster level to determine any effect based on caster level. Creating prototypes consumes raw materials, but machinesmiths regularly collect odd bits and pieces of scrap in their travels, making the cost of these materials insignificant-comparable to the valueless material components of most spells. They only require their trusty set of artisan's tools and blueprint book to construct a prototype.

If a spell normally has a costly material component, that component is expended during the consumption of that particular prototype. A machinesmith can prepare any prototype found within his blueprint book. Blueprints are the directions for creating prototypes, akin to inscribed spells or scrolls, that only machinesmiths can decipher. To learn or use a prototype from a blueprint, a machinesmith must have an Intelligence score equal to at least 10 + the prototype's level. The DC for a saving throw against a

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st		ototyp 3rd	Contraction of the	r Day 5th	
1	+0	+2	+2	+0	Crafter, Greatwork, prototypes, repair 1d6	1					
2	+1	+3	+3	+0	Machinesmith Trick, Trapfinding,	2					
3	+2	+3	+3	+1	Crafting expertise, Repair 2d6	3					
4	+3	+4	+4	+1	Machinesmith Trick	3	1		8.0		
5	+3	+4	+4	+1	Repair 3d6, Upgrade	4	2				
6	+4	+5	+5	+2	Machinesmith Trick	4	3				
7	+5	+5	+5	+2	Axiom, Repair 4d6	4	3	1			
8	+6/+1	+6	+6	+2	Machinesmith Trick	4	4	2			
9	+6/+1	+6	+6	+3	Repair 5d6	5	4	3			
10	+7/+2	+7	+7	+3	Upgrade Machinesmith Trick	5	4	3	1		
11	+8/+3	+7	+7	+3	Repair 6d6	5	4	4	2		
12	+9/+4	+8	+8	+4	Machinesmith Trick	5	5	4	3		
13	+9/+4	+8	+8	+4	Repair 7d6	5	5	4	3	1	
14	+10/+5	+9	+9	+4	Machinesmith Trick	5	5	4	4	2	
15	+11/+6/+1	+9	+9	+5	Repair 8d6, Upgrade	5	5	5	4	3	
16	+12/+7/+2	+10	+10	+5	Machinesmith Trick	5	5	5	4	3	1
17	+12/+7/+2	+10	+10	+5	Repair 9d6	5	5	5	4	4	2
18	+13/+8/+3	+11	+11	+6	Machinesmith Trick	5	5	5	5	4	3
19	+14/+9/+4	+11	+11	+6	Repair 10d6	5	5	5	5	5	4
20	+15/+10/+5	+12	+12	+6	Master Upgrade, Machinesmith Trick	5	5	5	5	5	5

machinesmith's prototype is 10 + the prototype level + the machinesmith's Intelligence modifier. A blueprint book may hold any number of prototype blueprints. The machinesmith must refer to his blueprint book, as a wizard refers to their spellbook, whenever he prepares a prototype but not when he consumes it. A machinesmith begins play with two 1st level prototype blueprints of his choice, plus a number of additional blueprints equal to his Intelligence modifier. At each new machinesmith level, he gains one new blueprint of any level that he can create. Adding a blueprint to his collection requires the same costs and time requirements as a wizard adding that same spell to their spellbook. A machinesmith can study a wizard or magus's spellbook to learn any blueprints that are equivalent to a spell the spellbook contains. A wizard or magus, however, cannot learn spells from a blueprint. A machinesmith does not need to decipher arcane writings before copying them.

Repair (*Su*): A machinesmith can fix broken items with a mere touch. This acts the same as the spell *mending*, with a few exceptions. The machinesmith repairs 1d6 points of damage plus 1d6 points of damage for every other machinesmith level beyond first (2d6 at 3rd, 3d6 at 5th, and so on). The machinesmith can repair a number of times per day equal to 3 + his Intelligence modifier. Unlike *mending*, this ability can heal constructs.

Greatworks (Su): In order to craft grandiose examples of their art, machinesmiths create permanent energy sources, called mobius cores. They use this to power their most

cherished creations. Machinesmiths do not create a mobius core lightly, for it means the crafter entraps a piece of their magical essence outside their body. At 1st level, a machinesmith can choose to create a mobius core in order to power a greatwork. Machinesmiths currently know of three common types of greatworks, but there may be more. At 5th and every five levels thereafter, the machinesmith upgrades a greatwork they currently possess in order to represent his growing skill and power. Upgrades must be performed in order and the machinesmith must meet the level requirements for the upgrade. The capabilities granted by previous upgrades remain and stack with any improvements granted by the new upgrade. When installing a new upgrade, the machinesmith may reconfigure old design decisions, such as damage types, made at previous upgrades unless otherwise noted.

Unless specifically stated, only the machinesmith that created the greatwork knows the intricacies of the operating the machine. Spell-like abilities granted by a greatwork use the operator's levels in machinesmith to determine their effects.

A machinesmith tinkers with their greatworks constantly. They initially create greatworks during their spare time, even the minimal down time during adventuring. However, if a greatwork is destroyed the machinesmith must start over. Remaking a destroyed greatwork requires 8 hours of uninterrupted work, plus 8 hours for each upgrade. In



If a greatwork is lost and cannot be destroyed by the machinesmith, such as by an enemy, the machinesmith can sever the connection between their mobius energy and the greatwork, rendering it inert, one day after it is lost.

Analyzers: Machinesmiths that prize knowledge or their surroundings build an analyzer. An analyzer communicates audio and visual information to the machinesmith. Using an analyzer is a standard action. All analyzers are tiny, have AC 10 (when not being held); hardness 5, HP 10. It can be held or worn. If worn, it utilizes the magic item slot for either eyes (goggles), or wrist (bracer). The machinesmith can use some analyzer powers at will, while others expend charges. These charges return automatically if not used for 8 consecutive hours. An analyzer has $\frac{1}{2}$ the machinesmith's level (minimum 1) + Intelligence modifier charges per day.

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- **Base Analyzer:** When using an analyzer the machinesmith adds half their class level (minimum 1) to all Knowledge (*arcana*) checks, and gains darkvision up to 60 feet while wearing an analyzer. The analyzer grants the the following at-will spell-like abilities *detect magic*, and *detect poison*; and for 1 charge *deathwatch*, and *true strike*.
- Analyzer Upgrade 1: After adding this upgrade the machinesmith now adds half their class level (minimum 1) to all Knowledge (*dungeoneering*), Knowledge (*engineering*), Knowledge (*geography*), Knowledge (*nature*) and Knowledge (*planes*) checks while wearing an analyzer. The analyzer grants the following at will abilities: *detect secret doors*, and *detect undead*, and for 1 charge – *arcane sight*, and *identify*.
- Analyzer Upgrade 2: After adding this upgrade the machinesmith's analyzer gains the scent ability. The machinesmith can use the following spell-like abilities while wearing his analyzer: 1 charge detect evil, good, chaos, or law, detect animals or plants, or detect snares and pits; and for 2 charges clairaudience-clairvoyance.
- Analyzer Upgrade 3: After adding this upgrade the machinesmith can use the following spell-like abilities while wearing the analyzer: 2 charges – detect scrying; or for 3 charges – analyze dweomer, prying eyes, scrying, or tongues.
- Analyzer Upgrade 4: After adding this upgrade the machinesmith gains the tremorsense ability out to 80ft while wearing their analyzer. The machinesmith can use the following spell-like abilities for 3 charges *find the path, foresight, greater scrying,* or *moment of prescience.* Additionally, a machinesmith using their analyzer may, for 3 charges, escape a *maze* spell as though he had made his Intelligence check.

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Class Level	HD	Base Attack Bonus	Save	Armor Bonus	Str/Dex Bonus	Special
1	1	+1	+0	+2	+0	
2	2	+2	+0	+2	+1	Share Trick
3	3	+3	+1	+3	+1	
4	3	+3	+1	+3	+1	
5	4	+4	+1	+4	+2	1st Upgrade
6	5	+5	+1	+4	+2	
7	6	+6	+2	+5	+3	Share Trick
8	6	+6	+2	+5	+3	
9	7	+7	+2	+6	+3	
10	8	+8	+3	+6	+4	2nd Upgrade
11	9	+9	+3	+7	+4	
12	9	+9	+3	+7	+5	Share Trick
13	10	+10	+3	+8	+5	
14	11	+11	+4	+8	+5	
15	12	+12	+4	+9	+6	3rd Upgrade
16	12	+12	+4	+9	+6	
17	13	+13	+4	+10	+7	Share Trick
18	14	+14	+5	+10	+7	
19	15	+15	+5	+11	+7	
20	15	+15	+5	+11	+8	Master Upgrade

Mechanus: Many machinesmiths create automatons capable of performing a host of duties. Whether or not the servitor is created from intricate clockwork, or steam driven pistons, they share the same capabilities. Unless granted a Master Upgrade, all mechani are unintelligent constructs that follow the machinesmith's instructions unfailingly.

Base Mechanus: Upon creation, the machinesmith chooses the base form he wishes the mechanus to take from the following four types. This form may not be altered upon subsequent upgrades.

Aquatic: Size Medium; Speed 20 ft., swim 40 ft.; AC +4 natural armor; Attack bite (1d6); Ability Scores Str 16, Dex 12, Con -, Int -, Wis 10, Cha 1

Humanoid*: Size Medium; Speed 20 ft.; AC +2 natural armor; Attack slam (1d8); Ability Scores Str 16, Dex 10, Con -, Int -, Wis 10, Cha 1

Quadruped/Tracked/Wheeled: Size Medium; Speed 50 ft.; AC +2 natural armor; Attack slam (1d8); Ability Scores Str 14, Dex 14, Con -, Int -, Wis 10, Cha 1

Serpentine: Size Medium; Speed 20 ft., climb 20 ft.; AC +2 natural armor; Attack bite (1d6); Ability Scores Str 12, Dex 16, Con 13, Int -, Wis 10, Cha 1

Then he adds to the base statistics bonuses based on his levels in machinesmith using **Table: Mechanus**.

*A biped has arms and hands.

BONUS HP FOR SIZE

Medium 20 Large 30 Huge 40

Class Level This is the character's machinesmith level.

HD This is the total number of 10 sided die (d10) Hit Dice the mechanus possesses. No Constitution modifier is applied to the mechanus' hp.

BAB This is the mechanus' base attack bonus.

Saves These are the mechanus' saves. Note that as a construct the Mechanus has no good saves.

Armor Bonus The number noted here is the mechanus' base total armor bonus. This number is modified by the mechanus's base form. A mechanus cannot wear armor of any kind, as the armor interferes with the machinesmith's operation of the mechanus. A machinesmith can enchant his mechanus's body as if it were armor. However should the mechanus be destroyed any enhancements added to the mechanus are lost until the mechanus can be enchanted again.

Str/Dex Bonus Add this modifier to the mechanus' Strength and Dexterity scores, as determined by its base form. Some options available through upgrades or machinesmith tricks might modify these scores.

Share Trick (Ex): At 2nd level the machinesmith selects a trick he knows. The mechanus gains the benefit of this machinesmith trick as long as it is within 5 ft of its machinesmith. If the machinesmith chooses to share a gadget the mechanus uses its own abilities to determine its effects with the except of any saving throw DCs it requires, which are calculated from the machinesmith's abilities. At 7th level and every 5 levels thereafter the machinesmith can select an additional trick to share.

- Mechanus Upgrade 1: Adding the first upgrade to a mechanus creates a telepathic link between the machinesmith and his creation. They can mentally communicate across any distance as long as they remain on the same plane. Communicating in this way is a free action. The machinesmith may choose to increase his mechanus by one size category, granting it an additional +2 Strength and additional hit points based on its size. In addition, it gains DR5/ Adamantine.
- Mechanus Upgrade 2: Adding the second upgrade allows the construct to make a second slam attack during a full attack at the mechanus' highest base attack bonus. It also gains a bonus feat from the following list, even if it would not normally qualify: Great Fortitude, Lightning Reflexes, Power Attack, or Toughness.
- Mechanus Upgrade 3: Adding the third upgrade to the mechanus grants it the use of an energy attack. At the time of the upgrade the machinesmith chooses from cold, electricity or fire energy and picks either a 60 ft. line or 30 ft. cone, inflicting 4d6 points of damage plus an additional 1d6 points of damage for every 2 HD the mechanus possesses. This ability is usable once every 1d4 rounds and cannot be changed until the mechanus is upgraded again. In addition, the machinesmith can choose to increase his mechanus by one size category, granting it an additional +2 Strength and possibly additional hit points based on the rules for constructs. The maximum size of a Mechanus is Huge. The mechanus also gains the Grab special attack on all of its slam attacks.
- Master Upgrade: Adding the fourth upgrade gives the mechanus an Intelligence score of 10. It can now act upon its own volition, but always according to the intention of its creator, gaining an identical alignment as the creator's at the moment it gained sentience. It gains feats appropriate to its hit dice and 2 skill points per hit dice, treating any skill the machinesmith has ranks in as a class skill. The machinesmith may also increase the size of the mechanus once more (to a maximum of Huge), and change the mechanus' energy attack to sonic or force damage. In addition, the mechanus gains DR 20/Adamantine.

Mobius Weapons: Some Machinesmiths enter battle with powerful energy weapons capable of obliterating targets. These weapons can take the shape from complex rods, high powered energy crossbows, fire arms, swords or axes made entirely of energy, or even more exotic and strange devices. Regardless of the shape it takes all mobius weapons generally function the same. The

machinesmith must be proficient with the weapon used as the base for their mobius weapon, as well as physically possess it, either through purchase, discovery as treasure, or through a feat, trait, or other ability. It takes one hour to fit the weapon with the mobius generator. If the mobius weapon is lost or destroyed, the machinesmith must provide a new weapon to create a new mobius weapon, in addition to the normal steps in building a greatwork. If the machinesmith wishes to create a new mobius weapon, and the original is still extant, he must either destroy the mobius generator upon the old weapon, or disassemble the old weapon. Disassembling a mobius weapon is a Craft (weaponsmithing) check with a DC equal to the machinesmith's level + Intelligence modifier + any enhancement bonuses that the weapon possesses. Success indicates that the mobius core has been removed and can be placed on a new weapon with only an hour's work. Otherwise the greatwork must be rebuilt from scratch, as normal.

The mobius weapon has statistics equal to the base weapon it is constructed from, with a +1 class bonus bonus to damage. It receives a number of charges equal to $\frac{1}{2}$ the machinesmith's class level + Intelligence modifier (minimum 1).

A mobius weapon, through the expenditure of 1 charge as a swift action, grants a feat to the wielder. If the mobius weapon is based on a melee weapon, the machinesmith may choose from Combat Expertise, Combat Reflexes, Dazzling Display, Power Attack, Weapon Finesse, Weapon Focus (mobius weapon), or Two Weapon Fighting. If the weapon is ranged, it may grant Deadly Shot, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, or Weapon Focus (mobius weapon). The machinesmith does not have to meet the feat's normal qualifications, but retains the feat only for a number of minutes equal to his Intelligence modifier (minimum 0), as long as they are wielding their mobius weapon. If the mobius weapon is dropped, lost, or destroyed, the feat is lost. The machinesmith may replace the current feat by using an additional charge and a swift action. The base mobius weapon can only grant a single feat at one time.

- Mobius Weapon Upgrade 1: The mobius weapon becomes sturdier and more difficult to destroy. It gains an additional 5 hp. The following feats become available to the machinesmith with his mobius weapon if it is a melee weapon: Cleave, Improved Trip, Improved Sunder, or Weapon Specialization (mobius weapon). If it is a ranged weapon, he may choose from Manyshot, Shot on the Run, Rapid Reload, or Weapon Specialization (mobius weapon). Finally, when he expends a charge, he may choose up to two feats to activate.
- Mobius Weapon Upgrade 2: The class bonus to damage of the mobius weapon increases to +2. The following feats are available to choose from by expending a charge if it is a melee weapon: Critical Focus, Improved Two Weapon Fighting, Lunge, or Vital Strike. If it is a ranged weapon, he may choose

Machinesmith Trick: At 2nd level, and then again every 2 levels thereafter (up to 20th level), a machinesmith learns a technical innovation called a machinesmith trick. These machinesmith tricks come in three forms: gadgets, augmentations, or techniques. Unless otherwise noted, a machinesmith

> cannot select an individual machinesmith trick more than once. Some machinesmith tricks can only be received if the machinesmith has met prerequisites certain first, such as learning other machinesmith tricks. The DC of any saving throw called for by a machinesmith trick is equal to 10 + 1/2 the machinesmith's level + the machinesmith's Intelligence modifier.

from Critical Focus, Improved Critical (mobius weapon), or Improved Precise Shot.

- Mobius Weapon Upgrade 3: When the machinesmith expends a mobius weapon charge, he may now choose three feats to be activated. Additionally, as a swift action, he may expend a charge to add his Intelligence modifier as a luck bonus to all damage rolls made with his mobius weapon for one round.
- Mobius Weapon Master Upgrade: The mobius weapon gains hardness 10 and 15 more hit points. The following feats may be selected upon expending a charge: Bleeding Critical, Greater Weapon Focus (mobius weapon), Greater Weapon Specialization (mobius weapon), Exhausting Critical, or Stunning Critical. Finally, by expending charges when confirming a critical hit, they may add the number of charges expended (up to their Intelligence modifier) to the confirmation roll.

Trapfinding (*Ex*): At 2nd level, A machinesmith adds $\frac{1}{2}$ his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A machinesmith can use Disable Device to disarm magic traps.

Augmentations are machinesmith tricks that enhance or otherwise add on to a greatwork. A machinesmith cannot take an augmentation for a greatwork they do not have.

Gadgets are tangible items that fall between a greatwork and a prototype. Generally they are only usable a certain number of times per day and some require the machinesmith to provide some form of fuel. Only the machinesmith knows the peculiarities of their function, preventing others from using them. Unless otherwise noted they are all Tiny items with AC 10 (when not being held); hardness 5 and 10 HP. If a gadget is lost or destroyed the machinesmith may spend 100 gold and 8 hours of work in order to rebuild it.

Techniques are tricks that the machinesmith has learned that are not tied to any single item, however many require an item to be used in conjunction with them.

Arcane Analyzer (Analyzer Augmentation) (Sp): The machinesmith installs a spell analysis and arcane energy capture module into his analyzer. The machinesmith, while wearing their analyzer, gains a bonus to Spellcraft checks of 1 for every 3 machinesmith levels they possess (minimum 1). When using their Axiom ability they may make a Spellcraft check with a DC of 25 + spell level to steal the dispelled spell. The analyzer may hold one spell at a time, and the spell remains available for 24 hours after it is stolen, retaining its original caster level and other

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effects. A machinesmith must be at least 7th level before selecting this trick.

Combat Trick(Technique) (Ex): A machinesmith who selects this gadget trick gains a bonus combat feat.

Constant Function (Analyzer Augmentation) (Sp): The machinesmith chooses one spell like ability granted by his analyzer as an at will ability. This ability becomes a constant effect so long as the machinesmith is wearing the analyzer. A machinesmith must be at least 5th level before selecting this trick.

Crossbow Turret (Gadget) (Ex): The machinesmith creates a device that can automatically load, aim, and fire, any crossbow it is fitted with. This device is Small sized and swivels on a tripod. It has AC 9, Hardness 10, 15 hp, weighs 30 lbs, and has a magazine attachment capable of holding twenty bolts. It can be fitted to any light, heavy, or repeating crossbow with an hour's work. It takes a full round action to deploy the gadget into a space adjacent to the machinesmith. This space must be flat solid ground with no obstructions. Once deployed it immediately begins firing at its designated target as often as possible, taking all relevant penalties for doing so, using the machinesmith's base attack bonus + intelligence modifier and any magical bonuses present on the crossbow or its bolts. It loads and fires at the same speed as it normally takes to fire the crossbow normally and continues to fire until its magazine is empty or one minute passes. If the target is out of the turret's line of sight it ceases firing until the target is within sight again. A machinesmith can command a crossbow turret to change targets as a move action. The crossbow turret can remain activated for one minute before it must be recharged. A crossbow turret is recharged by operating the hand crank as a standard action to reset the mechanisms. Crossbow turrents may be attacked or disarmed; they have hardness 5 and 5 hit points, or a Disable Device DC of 20, which triggers an attack of opportunity against the person attempting to disable it.

Crossbow Turret, Improved (Gadget) (Ex): The machinesmith builds a second crossbow turret. In addition, he can command one of his crossbow turrets to change targets as a swift action and they have 30 hit points each. Finally the crossbow turrets can automatically load themselves as if they possessed the Rapid Reload feat. A machinesmith must be at least 8th level and must have Crossbow Turret trick before selecting this gadget trick.

Crossbow Turret, Greater (Gadget) (Ex): The machinesmith can now build three crossbow turrets. Each turret can be deployed as a standard action and increases their magazine capacity to 20 bolts and their operational time to two minutes. Finally each crossbow turret has 60 hit points. A machinesmith must be at least 12th level and must have Improved Crossbow Turret gadget trick before selecting this trick.

Energy Weapon (Mobius Weapon Augmentation) (Su): As a standard action the machinesmith may expend two charges from his mobius weapon to convert the cutting or impacting surfaces of the weapon into energy, choosing from acid, cold, electricity, or fire. For a number of rounds equal to the machinesmith's Intelligence modifier all damage dealt by the mobius weapon is of the chosen energy type. Weapon enhancements such as flaming that deal additional energy damage remain unchanged. The machinesmith must be of at least 5th level before selecting this trick.

Explosive Ammunition (Mobius Weapon Augmentation) (Su): As a swift action the machinesmith may expend one charge from his ranged mobius weapon to charge his next attack with explosive energy. If the attack hits it does its normal damage and additional damage equal to its minimum possible damage to all adjacent creatures and objects. A successful Reflex save reduces this damage to half. A machinesmith must be of at least 3rd level to select this trick.

Explosives Expert (Technique) (Ex): The machinesmith learns to trigger explosives and similar effects in such a way as to create the most havoc. Whenever the machinesmith uses a spell, prototype, or item that deals damage in a radius they may add +2 to any DC's for Reflex saves on that effect. In addition they may add their intelligence modifier as a luck bonus to any damage dealt by the effect. A machinesmith must be at least 8th level before selecting this trick.

Extra Charges (Analyzer Augmentation) (Su): The machinesmith learns to efficiently increase the output from the mobius core located in his analyzer. The Analyzer gains 3 more charges for the machinesmith's use.

Eye for Danger (Technique) (Ex): Being accustomed to the sudden and often explosive hazards of operating mechanical devices hones the machinesmith to keep an eye out for the sudden and often lethal hazards of adventuring. The machine smith gains a +2 luck bonus on Reflex saves and initiative rolls.

Firearms Expertise (Technique) (Ex): The machinesmith gains proficiency in a single firearm of his choice. In addition he gains the Gunsmithing feat as a bonus feat.

Hardening Technique (Technique) (Ex): The machinesmith learns special techniques to increase the durability of any item he creates. Any mundane item, gadget, or magic item the machine smith creates gains an additional 5 hit points.

Invisibility Cloak (Gadget) (Su): The machinesmith creates a cloak that bends light and effectively turns him invisible. Activating the cloak is a standard action and hides the machinesmith as invisibility using the machinesmith's level as the caster level. The machinesmith can use this cloak once per day before it must be recharged. The cloak can be recharged by exposing it to sunlight for 8 hours. This gadget takes up the machinesmiths shoulder item slot. A machinesmith must be at least 3rd level before selecting this trick. Magnetic Grappler (Gadget) (Ex): The machinesmith builds a powerful device that allows him to reach out and manipulate metallic objects. This device can either be held or worn on a hand taking up a ring magic item slot. As a standard action he can activate it to create an effect identical to the telekinesis spell using the machinesmith's level as the caster level with the exception that it can only affect primarily metallic objects. The machinesmith can use this gadget only after it has been charged. Charging the gadget requires a full hour of operating the hand crank on the gadget for five minutes of use. A machinesmith must be at least 9th level before selecting this trick.

Mobius Detonator (Technique) (Su): The machinesmith learns how to trigger the mobius core in his greatwork to detonate. The resulting explosion deals 1d8 points of force damage per machinesmith level in a 20ft radius from the center of the great works location. The great work is immediately destroyed and must be rebuilt as normal. Using this ability is an immediate action.

Motion Analyzer (Analyzer Augmentation) (Ex): The machinesmith adds a module to his analyzer that allows him to find weaknesses in the defenses of foes and give him the best means of bypassing them. As a standard action he can spend one charge from his analyzer to study one foe he can see. For a number of rounds equal to his intelligence modifier the machinesmith gains +1 insight bonus on attack and damage rolls against that opponent. This bonus increases by +1 at 4th level and every 4 levels thereafter to a maximum of +5 at 20th level.

Overdrive (Mechanus Augmentation) (Ex): The machinesmith outfits the mobius core inside the mechanus to output more power on command, sending the machinesmith's mechanus beyond operational limits. As a swift action the machinesmith commands the core augmentation to activate, granting the mechanus a + 6 bonus on strength and a + 10 ft bonus to movement speed. This bonus lasts for a number of rounds equal to the mechanus' hit dice. These rounds need not be consecutive. A machinesmith must be at least 3rd level before selecting this trick.

Portable Ornithopter (Gadget) (Ex): This gadget takes the form of a glider, portable rotary blades, or something more exotic. Regardless of the form it takes all flight packs are Small sized items with AC 9 (when not in use), Hardness 5, and 20 HP. A flight pack can be activated or deactivated as a standard action. When activated and worn it grants the machinesmith a 60ft fly speed with Perfect maneuverability for 1 minute. This time does not need to be used all at once. The device requires a flask of alchemist's fire for each minute of use. Refilling the flight pack's fuel tank takes a full round action. A machinesmith must be at least 5th level before selecting this trick.

Repair Flesh (Technique) (Sp): The machinesmith learns to use his repair ability on living creatures to recover their hit points. However using this ability only heals half the normal damage.



Self Healing Automaton (Mechanus Augmentation) (Sp): The machinesmith augments his mechanus to use his repair ability on command. The mechanus can use the repair ability utilizing all the same bonuses as if the machinesmith himself was using it. When using the repair ability on itself the mechanus may do so as a swift action. Each use of this ability by the mechanus subtracts from the machinesmith's uses of that ability for the day. A machinesmith must be at least 7th level before selecting this trick.

Spiked Automaton (Mechanus Augmentation) (Ex): The machinesmith covers his mechanus in long wicked spikes. Each time an opponent hits the mechanus with a natural weapon, unarmed strike, or makes a grapple combat maneuver the opponent takes 1d4 points of damage plus the mechanus' strength modifier. In addition the mechanus's slam attack deals an additional +2 damage and deals piercing in addition to bludgeoning damage. A machinesmith must be at least 5th level before selecting this trick.

User Friendly Gadget (Technique) (Su): The machinesmith can alter one of his gadgets he has already built to work for another person. The machinesmith designates, using a standard action, one other character and one of the gadgets that he possesses. That character can now operate the gadget as if they were the machinesmith utilizing all of the machinesmith's relevant bonuses. The gadget works for the designated person for a number of hours equal to the machinesmith's level. If the machinesmith is unable to designate a new person, the gadget becomes inert until the machinesmith returns it to his possession or is able to designate a new user. A machinesmith must be at least 7th level before selecting this trick.

Utility Tool (Gadget) (Ex): The machinesmith may build an all purpose tool capable of performing a variety of different functions. Once per day as a full round action they can adjust the utility tool to function as any mundane item by making a level + intelligence modifier check with a DC equal to 5 + the item's to be replicated value in gold pieces. If successful the utility tool successfully copies the form and function of the mundane item until the next time the utility tool is adjusted. Failure on this check indicates that the utility tool malfunctions and cannot be used or adjusted until the next day.

Crafting Expertise (Su): At 3rd level, the machinesmith gains Craft Wondrous Item as a bonus feat. At 8th level he gains Craft Magic Arms and Armor. At 15th level he gains the Craft Construct feat. He uses his machinesmith levels in place of caster level when making such items. In order to add a special ability to an item, he must have access to the prerequisite spells, either through use of a magical item or cast by another spellcaster.

Axiom (Su): Beginning at 7th level, the machinesmith develops an innate ability to ground magic with science. The machinesmith can "lose" any prepared prototype of 3rd level or higher in order to have it function as a *dispel magic* spell of a caster level equal to their machinesmith level.

TABLE PROTOTYPE/LIST

1st Level Machinesmith Prototypes – alarm, animate rope, comprehend languages, erase, expeditious retreat, feather fall, faerie fire, floating disk, hold portal, grease, guardian drone, jump, keen senses, longstrider; mage armor; magic mouth, magnify vision, obscuring mist, shocking grasp, shield, transcribe

2nd Level Machinesmith Prototypes – arcane lock, blade drone, bull's strength, chill metal, continual flame, fire trap, flame blade, flaming sphere, fog cloud, glitterdust, heat metal, knock, levitateweb, program feat, protection from arrows, shatter, spider climb, web, whispering wind

3rd Level Machinesmith Prototypes – daylight, flame arrow, flaming bolt, keen edge, quench, sculpt sound, secret page, stinking cloud, stone shape, tiny hut, water breathing, water walk

4th Level Machinesmith Prototypes – air walk, animate objects, black tentacles, blight, cluster bomb, contagion, control water, dimensional anchor, discern lies, malfunction, minor creation, poison, rusting grasp, secure shelter, solid fog, stunning hand

5th Level Machinesmith Prototypes – calcific touch, cloudkill, fabricate, life bubble, major creation, passwall, pocket army, possess object, rapid repair, secret chest, sending, suffocation, telekinesis, wall of force

6th Level Machinesmith Prototypes – acid fog, antimagic field, blade barrier, control weather, disintegrate, force cage, hunter seeker drone, leashed shackles, move earth, repulsion, wall of iron

MXCHINESMITH SPELLS

BLADE DRONE

School transmutation; Level machinesmith 2 Casting Time 1 standard action

Components V, S, M (a small clockwork device shaped like an axle surrounded by three to five scythe-like blades) **Range** medium (100ft + 10ft/level)

Duration 1 round/Level (D)

Saving Throw none; Spell Resistance no

This spell animates a tiny rotary blade drone, taking flight from the caster's fist, which flies toward the target, slashing and tearing with terrible speed, dealing 1d10 points of slashing damage per hit, with an additional +1 damage per two caster levels (maximum +5). The damage is considered magical for purposes of DR, and has a critical range of 18-20/x2. It attacks each round during the caster's turn, using the caster's base attack bonus with an Intelligence modifier bonus, versus the target's AC. Blade drones do not impart a flanking bonus or receive a flanking bonus, and does not benefit from spells, combat actions, or feats held by the caster. If the target moves beyond the range of the spell, the drone returns to the caster. As long as the Blade Drone is active, the caster may redirect it to a different target within range, prior to its attack, by using a move action. The Blade Drone receives a full attack if it does not move during the caster's turn. The Blade Drone may be targeted by spells or mundane attacks; it has an AC of 16 and 10 hp +1 per caster level. It is considered an object and is immune to nonlethal damage and critical hits. It is considered a magic item for purposes of saving throws with all saves being equal to 2 + caster level.

CALCIFIC TOUCH

School transmutation [earth]; Level machinesmith 5, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range touch Target creature or creatures touched (up to one per level) Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance yes

Your touch progressively transmutes the substance of creatures you touch into stone. Once per round, you may deliver a touch attack that inflicts 1d4 points of Dexterity damage and slows the target (as the spell) for 1 round. A successful Fortitude save negates the slow effect but not the ability damage. A target reduced to 0 Dexterity is petrified permanently. Break enchantment, restoration, or stone to flesh can reverse the effects of calcific touch.

CLUSTER BOMB

School transmutation; Level machinesmith 4 Casting Time 1 standard action Components V, S, M (alchemist's fire worth 20 gp) Range medium (100ft + 10ft/level) Area 10 ft radius burst Duration instantaneous

LASSES OF NEDEXODUS: MACHINESMITH

Saving Throw Reflex half; Spell Resistance yes

The caster hurls a charged alchemist's fire, which explodes into a shower of smaller bombs on impact, each dealing 3d6 points of fire damage plus an additional point of damge per caster level (maximum +15) to every creature in the area. While the first bomb is targeted to a specific square, the spell creates two additional bombs, which bounce as if a miss according to the standard splash weapon rules. The saving throw is made separately for each bomb.

FLADING BOLT

School evocation [Fire]; Level cleric 3 (Cult of the Dragon), machinesmith 3, ranger 3, sorcerer/ wizard 3 Casting Time 1 standard action Component V, S Range Touch Target 1 projectile/ 2 caster level Duration up to 1 round/level Saving Throw none; Spell Resistance yes

When casting this spell, the caster touches a number of pieces of ammunition. Each piece of ammunition (can be arrows, bolts, or bullets) can then be fired, dealing 1 point of fire damage per caster level (maximum ± 10). The fire is subject to spell resistance.

Once fired, whether they hit or miss, the magic is gone.

GUXRDIXN DRONE

School transmutation; Level machinesmith 1 Casting Time 1 standard action Components V, S, M (a small clockwork device shaped like a bird or other flying creature) Range personal Duration 1 round/Level (D)

Duration 1 round/Level (D)

Saving Throw Will negates (harmless); Spell Resistance no

This spell animates a tiny mechanical guardian to aid and protect the caster. At time of casting, the caster selects either an offensive or defensive option for the drone. If offensive, the drone harasses and distracts an adjacent enemy, granting the caster a +2 circumstantial bonus to attack rolls against the target. The target of the spell may be changed by a swift action. If set to defensive, the drone imparts a +2 AC bonus to the caster against a specific adjacent opponent's next attack. By using a move action, the caster can change the drone from offensive to defensive, and vice versa. The drone may be attacked; it has an AC of 16 and 4 hp, and has all saves equal to a magic item (2 + caster level).

HUNTER SEEKER DRONES

School transmutation; Level machinesmith 6 Casting Time 1 standard action

Components V, S, M (three small clockwork devices shaped like an axle surrounded by three to five scythe-like blades)

Range medium (100 ft + 10 ft/level) **Duration** 1 round/Level (D)

Saving Throw see text; Spell Resistance no

This spell functions as Blade Drone, except as noted here. Three separate Drones are activated by the spell, which can each target a different enemy. In addition, upon casting the spell, the caster may designate one of three effects to apply to all three drones:

- Each drone is invisible as if affected by a greater invisibility spell at the caster's caster level.
- Each drone can be commanded to explode individually as a swift action, dealing 5d6 points of slashing and fire damage, Reflex save for half. This destroys the drone.
- Each drone also deals force damage. As a force effect it can damage incorporeal creatures without the normal reduction in damage.

LEASHED SHACKLES

School evocation [force]; Level inquisitor 4, machinesmith 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S Range medium (100 ft + 10 ft/level) Target one creature Duration 1 minute/level

Saving Throw Reflex negates; Spell Resistance yes

You create shackles made of pure force that bind the target's limbs. You must designate an object or location (such as the floor) that the shackles attach to as an anchor point, which must be within 30 ft of the target. The target is entangled and cannot move more than 30 ft from the place or object the shackles are attached to. Though the shackles cannot be attacked, they may be dispelled. If the object or location the shackles are attached to is damaged or destroyed, the target remains entangled but is free to move away from the anchor point.

MALFUNCTION

School transformation; Level machinesmith 4, sorcerer/ wizard 4 Casting Time 1 standard action Components V, S Range close (25 ft + 5 ft/2 levels) Target one construct or drone Duration 1 round/Level (D) Saving Throw Fortitude negates; Spell Resistance Yes

This spell duplicates the effects of confusion, but may target a construct. The target becomes immobile and takes no actions, save for attacks of opportunity. If cast upon a drone, the drone is destroyed.

MAGNIFY VISION

School transmutation; Level bard 2, druid 2, machinesmith 1, ranger 2, sorcerer/ wizard 2 Casting Time 1 standard action Component V, S, DF / M (magnifying glass) Range Personal Target You



Duration 1 round / level (D)

This spells doubles the range of your vision. If you have darkvision, this doubles the range of it for the duration of the spell.

POCKET ARMY

School conjuration (creation); Level machinesmith 5
Casting Time 1 round
Components V, S, F (a mechanical music box worth at least 1000 gp)
Range Close (25 ft + 5 ft/level)
Duration 1 round/Level (D)
Saving Throw No; Spell Resistance No

This spell creates 1d4 small clockwork constructs from an elaborate music box that immediately attack the nearest enemy within the spell's range. The box may be held by the caster or deposited on the ground. They remorselessly attack this foe until the opponent is killed or destroyed, upon which they attack the nearest opponent. At each subsequent round, the box produces an additional construct, which attacks the nearest opponent. If there is no opponent within range, the constructs will wait until one appears. After the spell ends, they become a pile of mechanical junk.

The constructs are Small, with an AC 10, 10 hp + 1/caster level, saving throws of 2 + caster level, and a speed of 20 ft. They each have a single slam attack made at the caster's base attack bonus + Intelligence modifier for 1d4+2 points of damage that is treated as adamantine for purposes of overcoming DR.

The music box has a hardness of 5, 10 hp, and a break DC of 15.

POSSESSIDBJECT

School necromancy; **Level** machinesmith 5, sorcerer/ wizard 5, witch 5

Components V, S, F (a gem or crystal worth at least 100 gp)

Casting Time 1 standard action **Target** 1 object; see text

Duration 1 hour/Level or upon the caster's return to body **Saving Throw** see text; **Spell Resistance** yes

This spell functions as magic jar, except that you transfer your mind to an inanimate object. The object is permitted a save against possession as in magic jar only if it possesses sentience. The object becomes animated as if by the animate objects spell, but you retain your own Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. You cannot cast spells that require any sort of component or speak while possessing an object. Your original body is apparently dead and is unaffected by disease, poisons, or other effects targeting you.

PROGRAD FEAT

School transmutation; Level cleric/oracle 2, machinesmith 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, DF Range touch Target one creature and one construct touched Duration 10 minutes/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

When you cast this spell, it allows a construct to gain a single feat, for which it has all the prerequisites, that is possessed by the creature also targeted by the spell. For the construct to benefit from the feat, it must be passive, rather than requiring an action or choice to take effect.

RAPID REPAIR

School transmutation; Level cleric/oracle 5, machinesmith 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, DF Range touch Target construct touched Duration 1 round/Level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

The targeted construct gains fast healing 5. This does not stack with any fast healing the construct already possesses. Fast healing has no effect on a construct that is reduced below 1 hp or has been destroyed.

TRANSCRIBE

School conjuration (creation); Level bard 1, cleric 1, machinesmith 1, sorcerer/ wizard 1

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Casting Time 1 standard action Component V, S, M (a scroll, book or tablet) Range Close Duration 1 minute/level Saving Throw Will negates; Spell Resistance yes

This spells copies a conversation onto the material component of the spell. A clay tablet, single page or piece of scroll can hold up to one minute of conversation.

If the caster runs out of material component before the spell ends, the spell ends immediately.

ARCHETYPES

ARCANAMECHANIST

Experts on the intricacies of magical item creation, arcanamechanists are machinesmiths that scour the world in search of lost magical secrets. Their close study of magical items has given them a greater ability to make use of wands, scrolls, and other such magical accoutrements commonly associated with arcane and divine spellcasters.

Greatwork: The arcanamechanist must choose the analyzer as his greatwork.

Ancient Technomancy: At 1st level the arcanamechanist may learn metamagic feats that may be applied to his prototypes as if he had a caster level equal to his machinesmith level and as if his prototypes were spells. This replaces repair.

Item Expertise (Ex): At 2nd level the arcanamechanist gains a bonus on Spellcraft and Use Magic Device checks equal to $\frac{1}{2}$ his arcanamechanist level (minimum 1). In addition the arcanamechanist can use his analyzer to cast read magic as an at will ability. This replaces Trapfinding.

Mobius Channeling (Su): Beginning at 2nd level an arcanamechanist can channel mobius energy from his own magical aura through a scroll or a wand, lending it his own power. As a free action he may channel mobius energy while using a wand or scroll to increase its caster level to his arcanamechanist level. An arcanamechanist can do this a number of times per day equal to 3 + his intelligence modifier. This replaces his 2nd level machinesmith trick.

Forgotten Technomancy (Su): Beginning at 6th level an arcanamechanist can expend extra charges from a wand to use metamagic feats he knows on the spell as a swift action. Each time he does so he must expend a number of charges from the wand equal to the amount of levels the spell would be raised in addition to the charges required to activate it. The arcanamechanist cannot spend more than 9 total charges from the wand in this way. This ability replaces the 6th level machinesmith trick.

Lost Technomancy (Su): Beginning at 14th level an arcanamechanist can expend uses of his mobius channeling ability to add metamagic feats he knows while using a scroll as a swift action. Each time he does so he must use a number of channels equal to the amount of levels the spell would be raised. The arcanamechanist can only

spend a number of uses equal to or less than half his arcanamechanist level in this way. This replaces the 14th level machinesmith trick.

Primal Technomancy (Su): Beginning at 20th level an arcanamechanist can choose to use a scroll without consuming it or a wand without expending a charge. Whenever he uses the Use Magic Device skill to activate a scroll or a wand he may add an additional +10 to the DC. If he fails this check the charge or scroll is expended as if he failed to activate the item. If he succeeds the scroll or wand is used but is not expended. This replaces Master Upgrade.

BOMBARDIER

Some machinesmiths eschew the idea of using their skills for creative purposes or to build elaborate devices. Instead they focus their energies on creating explosive devices capable of wreaking untold amounts of damage.

Bomb (Su): This ability functions identically to the alchemist's ability of the same name, using machinesmith levels in place of alchemist levels. Instead of using alchemical catalysts, the machinesmith powers the bombs with their own mobius energy. This ability replaces the Greatwork ability. The bombardier adds their machinesmith level to alchemist levels, if any, to determine the effects of this ability.

Bombs become inert if they are not used within a round of their creation. Creating and throwing a bomb is a standard action, and provokes an attack of opportunity. The range of a bomb is 20 feet, and use the Throw Splash weapon rules. Feats such as Point-Blank Shot and Weapon Focus may be selected to affect bombs as if they were weapons. The damage of a bomb is 1d6 points of fire damage plus the bombardier's Intelligence modifier; this damage increases by 1d6 on each odd-numbered bombardier level. Splash damage is always equal to the minimum possible damage, and may be resisted with a Reflex save for half damage. The save DC is $10 + \frac{1}{2}$ the bombardier's level + the bombardier's Intelligence modifier.

Explosive Adept: A bombardier may take the following alchemist discoveries as machinesmith tricks: *acid bomb, concussive bomb, delayed bomb, dispelling bomb, explosive bomb, fast bombs, force bomb, inferno bomb, madness bomb, poison bomb, precise bombs, shock bomb, smoke bomb, sticky bomb and stink bomb.*

COMBAT ENGINEER

On the frontlines, machinesmiths often don't have the luxury of time to deploy fanciful strategies or build complex devices. More often than not, the stresses of combat demand that they take a pragmatic approach; building for durability, learning to use needed equipment on the fly, and ready to use strength of arms when necessary. These machinesmiths are known as combat engineers. Combat engineers tend to be most common in the frontier territories of the Arman Protectorate where 14

their skill at arms is just as valuable as their ability to maintain a soldier's equipment.

Weapon and Armor proficiency: A combat engineer is proficient with all simple and martial weapons. A combat engineer is also proficient with light and medium armor but not shields.

Diminished Prototypes: A combat engineer prepares one less prototype of each level than normal. If this reduces the number to 0, he may use prototypes of that level only if his Intelligence allows bonus spells of that level.

Combat Awareness (Ex): At 1st level a combat engineer is ready to spring into action at a moment's notice. He gains his Intelligence modifier as a bonus on all initiative rolls. This replaces crafter.

Hardened Materials (Ex): At 2nd level the combat engineer learns how to build for durability and toughness. Any item crafted by the combat engineer receives a bonus to hit points equal to the level of the combat engineer at the time of its creation. This replaces the combat engineer's 2nd level machinesmith trick.

Rough and Ready (Ex): At 3rd level the combat engineer has trained with activating his gadgets and greatwork under pressure that it becomes almost intuition to bring them to bear as his hands move with blinding speed. Once per day the combat engineer can activate a single gadget or some function of his greatwork that requires a standard action to activate as a swift action. At 7th level and every four levels beyond the combat engineer can use this ability one additional time per day to a maximum of 4 times per day at 15th level. This replaces crafting expertise.

Weapon Training (Ex): At 7th level, a combat engineer gains weapon training in one of the following weapon groups, as in the fighter class feature: crossbows, firearms, flails, hammers, heavy blades, and light and blades. At 13th and again at 19th level he may select an additional group of weapons. This replaces axiom.

TECHNOLOGIST

Machinesmiths hailing from the Arman Protectorate often grow to distrust or even loathe magic. To this end they endeavor to use as little as possible while simultaneously researching new and deadly ways to counter magic and all of its practitioners.

Diminished Prototypes: A technologist prepares one less prototype of each level than normal. If this reduces the number of prototypes to 0, the technologist may use prototypes of that level only if his Intelligence allows bonus prototypes for that level.

Counter Science (Su): Beginning at 3rd level, the technologist may resist and impart their disbelief of magic through their promotion of scientific knowledge. The machinesmith's scientific exposition is a Spellcraft roll using a standard action. Any creature within 30 feet of the machinesmith that is affected by a spell in the following round may choose to replace their saving throw with the

technologist's Spellcraft roll. If a creature is already under the effect of a spell, they gain another saving throw, but they must replace their saving throw with the technologist's Spellcraft check. Counter Science doesn't work on effects that don't allow saves. Counter Science relies on audible components. This replaces crafting expertise.

Shield of Logic (Su): At 7th level the technologist can channel mobius energy into a protective field around him that serves as a buffer against magical assault. As a standard action the technologist may expend two uses of his repair ability to grant himself spell resistance equal to $11 + \frac{1}{2}$ the technologist's level + Intelligence modifier for a number of rounds equal to his Intelligence modifier. This replaces Axiom.

Spell Resistant Materials (Ex): At 11th level the technologist's research into defeating magic allows him to build features into his devices that inherently resist spells. Gadgets, greatworks, and any item the technologist makes receive a resistance bonus on saving throws versus spells and spell-like abilities equal to the technologist's class level. Items crafted by the technologist may no longer be enchanted or used in the creation of magic items. This replaces the 10th level Upgrade ability.

Persistent Power (Su): At 15th level the technologist learns how to make his mobius energy persistent and less reliant on magic through the use of technology. The technologist's greatwork, gadgets, and other supernatural abilities function even in an anti-magic field or a dead magic zone. This replaces the 15th level Upgrade ability.

TRANSMEGHANIGALASCENDANT

Some take their love of machines and devices to a radical level. Believing in the weakness of flesh and the strength of the machine they endeavor to purge their bodies of that weakness and become something more. Naturally this alien form of thinking puts them at odds with others and transmechanical ascendants rarely stay in one place for long.

Hit Die: d8

REQUIREMENTS:

In order to become a transmechanical ascendant, a character must fulfill all the following criteria:

Special: greatwork class feature, repair flesh machinesmith trick

Feats: Craft Wondrous Item, Endurance

Skills: Heal 7 ranks

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Skill Ranks at Each Level: 4 + Int modifier.

TRANSMECHANICAL ASCENDANT							
Level	Base Attack Bonus		Ref Save	Will Save	Special	Prototypes per Day	
1	+1	+1	+0	+0	Mobius Soul, Grafter		
2	+2	+1	+1	+1	Transmechanical Surgery	+1 level of existing prototype-casting class	
3	+3	+2	+1	+1	Mechanical Grafts	+1 level of existing prototype-casting class	
4	+4	+2	+1	+1	Machinesmith Trick	+1 level of existing prototype-casting class	
5	+5	+3	+2	+2	Improved Mechanical Grafts	+1 level of existing prototype-casting class	
6	+6	+3	+2	+2		+1 level of existing prototype-casting class	
7	+7	+4	+2	+2	Machinesmith Trick	+1 level of existing prototype-casting class	
8	+8	+4	+3	+3	Greater Mechanical Grafts	+1 level of existing prototype-casting class	
9	+9	+5	+3	+3	Machinesmith Trick	+1 level of existing prototype-casting class	
10	+10	+5	+3	+3	Become the Machine	+1 level of existing prototype-casting class	

CLX22 FEXTURES

All of the following are class features of the transmechanical ascendants prestige class.

Weapon and Armor Proficiency: Transmechanical ascendants gain no proficiency with any weapons or armor.

Mobius Soul: At 1st level rather than attaching a mobius core to a device the transmechanical ascendant instead grafts the mobius core into their own flesh turning it into a mobius soul. The core is implanted either in the forehead, the base of the skull or the center of the chest.

The mobius soul grants a number of charges equal to the transmechanical ascendant's Intelligence modifier $+ \frac{1}{2}$ their class level. A transmechanical ascendant may spend charges from the mobius soul in order to rebuild prototypes he has already used. With a swift action he can recall any single prototype that he has already prepared and used that day by expending a number of charges from his mobius soul equal to the prototype's level (minimum 1). The prototype is prepared again, just as if it had not been cast. In addition he gains low light vision.

As the transmechanical ascendant rises in level, the mobius soul graft and the changes in their body and psychology begin to impact their ability to empathize and understand other creatures. He suffers a -1 penalty to Diplomacy and Sense Motive checks for each transmechanical ascendant level he has achieved.

Prototypes per Day: The transmechanical ascendant gains prototypes per day and learns additional prototypes at each indicated level as if he had also gained a level in a prototype-granting class. He does not, however, gain any other benefit a character of that class would have gained, except for additional prototypes per day, and an increased effective caster level. If a character has more than one prototype-granting class before becoming a transmechanical ascendant, he must decide to which he adds the new level for purposes of determining prototypes per day.

Grafter (Ex): At 1st level, transmechanical ascendants gain Heal as a class skill and adds half their class level (minimum 1) to all Heal checks.

Transmechanical Surgery (Sp): At 2nd level, the transmechanical ascendant achieves a profound understanding of the structure of the body and how mobius energy may be utilized through temporary prosthetics to preserve and extend life. The following prototypes are added to his prototype list: 1st level – *cure light wounds*, 2nd level – *false life*, 3rd level - *haste*, 4th level - *stoneskin*, 5th level – *breath of life*, 6th level - *regenerate*.

Mechanical Grafts (Su): At 3rd level the transmechanical ascendant begins his first earnest steps towards perfection. He grafts a number of implants into his flesh that enhance his physical capabilities. The exact form of these implants is up to the player with game master approval but the implants are always obvious unless the character uses the Disguise skill to hide them, with a check modifier of -4. He gains a +2 inherent bonus to strength, a +2 natural armor bonus, darkvision out to 60ft. and immunity to disease.

Machinesmith Trick: At 4th, 7th, and 9th levels the transmechanical ascendant gains a machinesmith trick, treating his mechanical ascendant levels as machinesmith levels for purposes of qualifying for tricks.

Improved Mechanical Grafts (Su): At 5th level the transmechanical ascendant grows even closer to perfection appearing even more mechanical than before. The inherent bonus to strength from his mechanical grafts increases to +4 and his natural armor bonus increases to +4. In addition the transmechanical ascendant gains immunity to poison and no longer needs to eat or drink.

Greater Mechanical Grafts (Su): At 8th level the transmechanical ascendant's apotheosis is within reach. He appears more like a machine than his original race and it becomes impossible to hide his true nature without the use of magic. His inherent bonus to strength increases to +6 and his natural armor increases to +6. In addition he

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gains immunity to sleep, fatigue, exhaustion and no longer needs to breathe.

Become the Machine (Su): At 10th level the transmechanical ascendant's ascension is complete. He is barely recognizable from his original race save some fleeting remnants of flesh or form left as necessary evils for the living machine to thrive. He is treated as a construct for the purposes of spells and effects with the exception that he can still be raised or resurrected. In addition his inherent bonus to strength increases to +8, his natural armor increases to +8 and his intelligence modifier gains a +2 inherent bonus.

Machinesmith Tricks: The transmechanical ascendant adds the following machinesmith tricks to the list normally available to him. He has an effective level equal to the total of his machinesmith levels and transmechanical ascendant levels, for purposes of qualifying for machinesmith tricks.

Implant Gadget (Su) (technique): You graft a gadget you have built into your own flesh modifying it to fit comfortably in your body and powering it through your mobius soul. Instead of refueling the gadget through normal means you may instead expend a charge from your mobius soul as a full round action to recharge the gadget. In addition you no longer need to handle the gadget in order to operate it and instead activate it via mental command. This does not reduce the time of the action required to use the gadget. Gadgets implanted in this way can still be targeted and destroyed. Each time this occurs you must spend an additional 100gp in addition to the normal cost of creating it in order to graft the item. Gadgets that can act independently of the wielder (such as the crossbow turret) cannot be grafted. This machinesmith trick can be taken multiple times. Each time you select this machinesmith trick you must select a new gadget to graft.

Implant Prototype (Su) (technique): You graft a prototype into your flesh making it as much a part of your body as another limb. Select one prototype that you can prepare. This prototype is treated as a spell like ability usable once per day. Using your total machinesmith and transmechanical ascendant level for caster level and Intelligence modifier to determine saving throw DCs. This machinesmith trick can be taken multiple times. Each time you select this machinesmith trick you may either grant an additional time per day for an implanted prototype to be used or implant a new prototype. You must be at least 3rd level to select this machinesmith trick.

MACHINESMITHS IN

Although they share a number of common secrets, machinesmiths are not a unified group that belong to a central guild or union. Rather, each nation has one of more groups of machinesmiths.

The largest and most powerful machinesmith guild in all of Exodus is without a doubt the Arman Protectorate's Forgers' Guild. The Forgers' Guild is composed by strongly patriotic Arman. They maintain and support the Protectorate's vast number of ironforged and are considered extremely valuable. Those who possess the secrets of the ironforged or firearms are constantly watched by the Forgers' Guild, forcing them to live in gilded cages. Protectorate authorities are known to take brutal revenge on anyone associated with machinesmiths who share their secrets.

Other nations hire at a great price free machinesmiths to upgrade, repair or evaluate their defenses or oversee constructions and buildings. Machinesmiths build some of the biggest and most beautiful building on Exodus, including the Sanguine Cathedral in Nyssa, the Senate House in Aremyhk and the Imperial Palace in Awenasa.

Most of Exodus do not seek to learn the trade of the machinesmiths -mostly for fear of Protectorate retaliation-, but call upon their expertise. As long as the machinesmith does not discuss specifics, the Protectorate leave him alone. Most machinesmiths take on an apprentice and train him for years before moving on.

Machinesmiths are frequent petitioners at the shrine of Kaga; seeking knowledge and innovation in the Kaga's vast memory. Most machinesmiths not affiliated with the Forgers' Guild belong to or are closely affiliated with the Church of the Kaga.

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