CODEX MECHANICA: ON THE CREATION OF FABRICANTS



ROLEPLAYING GAME COMPATIBLE

CREDITS

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Click.

Consciousness returned to me.

"Welcome, friend."

I opened my eyes to see a man standing a few feet in front of me, smiling at me with a look of anticipation.

"I hope you don't mind me calling you my friend," he continued, "I've worked with you for so long now that I feel I almost know you. My name is Thomas, and if I'm reading that glyph on your chest correctly, your name is Roderic. I believe that we will be friends for a long time."

As he spoke, I assessed my surroundings, taking in the sights and sounds of the room I found myself in. There were some crafting tools sprawled on a few tables, and I imagined that the cabinets against the wall held related items. There were no windows, indicating that this was probably an interior room of a larger building, and I could pick up the muffled sounds of a large city through the walls: sounds of passing carts and wagons on paved roads, many voices talking or shouting. This man, then, must have repaired me.

I had been told that when living creatures fell asleep or passed out, they often had trouble remembering the moments just before, but I had no such trouble. I remembered my last few moments clearly: Roderic had been my creator's name, not mine. I did not have a name. He had crafted me to aid him about his workshop, carrying heavy objects and performing simple, menial tasks, as well as to protect him from intruders and treasure seekers. In the end, though, I was not enough to protect him: I remembered the angry mob, torches held aloft, bearing down on the tower. I remember standing in the doorway, barring their passage. I remembered fighting them off as they surged forward. I remembered them pressing forward, too numerous to defeat. I remembered them battering me with rocks. I remembered one of them removing my leg from my body, and then running off with it.

Thomas continued speaking. "Bet you're wondering how you got here, eh, Roderic? Well, you see I'm the smithy round these parts, and sometimes, when business is slow, I like to go out into the hills and see if I can find some good material for some side-projects I work on, sort of like a hobby. So one day I was wandering about, and I find this big old ruin of a tower, all knocked down and rubble and must've been sitting there for ages. I start poking about in case there's anything interesting, when what do I find but a gleam. I start digging, and it turns out the gleam is a metal arm! So, naturally, I dug up the rest, and before long I've got you back here at my workshop. Took me a few months to get all your parts working again, and, of course, there was some serious reconstruction necessary, but, well..." he let out a high-pitched noise from his eating orifice, "look at you."

The man seemed to be a decent person, but I resented the way he talked about me. He would never speak to a living-breathing person in this way, talking about them as a sort of project; he would not have saved a living-breathing person because he thought it would be an interesting challenge to heal that person.

"Well, enough of my gabbing on about nonsense," Thomas went on, "What I really want to tell you is this: As I began working on you, a wonderful idea popped right into my head. You see, I didn't want to just rebuild you; that would have been too simple, completely unsatisfying. No, when I was finished with you, I wanted you to be a far superior machine. I couldn't decide, though, how to improve you – there were so many tempting directions to take. But then it struck me: with your metal body, you would make the perfect knight! And there just happens to be a great red dragon that's been making trouble in these parts, so I thought maybe I could make you into a mighty dragonslayer and you could thank me by letting me have the reward money."

The word "machine" grated on me, as did the fact that, apparently, Thomas had never once thought that I might have wanted to have been consulted about these "improvements," whatever they were. But Thomas was oblivious; instead, he was grinning at me, obviously ecstatic with his own brilliance. Clearly, he had been waiting for this moment for a long time.

"I have no desire to battle dragons. You say that the tower had fallen into ruin: what news of its master?"

"Eh? The master of the tower? Long dead, I'd imagine. The place was ancient, like I told you."

"You did not recover and restore him?"

This query seemed to confuse the man, but understanding crept slowly onto his fleshy features. "You don't get out much, do you, Roderic? Whoever made that tower is gone forever. He can't be repaired like you. Was he...your master, then?"

I thought about this for a moment. "No. He was my creator, not my master." I did not think I liked the idea of having a "master."

"Well, your old creator may be dead, but, in a way, I've practically created you, considering all that's changed. I'd be happy to take me under your wing for a while, help you adjust to your new self, unlock your new abilities..."

"You desire for me to slay the dragon. I admit that I owe you a debt for restoring me, and I would slay the dragon to repay that debt if I thought I could, but I am not able to combat such a creature."

A grin returned to Thomas' face, and he gestured toward my body. "Perhaps you'd like to familiarize yourself with your new body before you make a final decision."

For the first time, I examined myself, and it made my eyes widen. Every part of me was covered in a new metal, harder and stronger than my original iron. My sword arm was not only newly covered in this metal, but there were sigils engraved upon the blade that had not been there before, and it felt cold to the touch. My armor was completely redone as well, the plating thicker than before. I marveled at the changes made to my systems, to my body, and I gained a new respect for him. Grudgingly, I admitted that he was indeed talented, having been able to make improvements I never would have thought possible. Now, convinced that I stood a good chance against the dragon, I reevaluated Thomas' offer: if he could do all of this, perhaps he could do even more...

"I accept. I will help you defeat the dragon."

"Td wager you're not very likely to wind up in another rubble heap soon, my friend," Thomas broke out, unable to keep quiet for more than a few moments. "And the beast's specialty – fire? It will not only be almost harmless to you, but it will actually make you faster! Plus, I did some research and found out that he has a weakness: apparently, while he loves the heat, he can't stand the cold. And your sword will certainly freeze his skin! Oh, I can't wait to see that dragon go down! We must take a little while to get ready, of course – there are plans to be made, supplies to be bought, arrangements to be made, and then, you'll want to get used to your new body..."

Foreword

When I first proposed this book, it was originally going to be a book of templates for modifying existing constructs. My pitch was, "So you want an iron golem with drills for hands that do more than just make its slam attacks deal piercing damage? Well, this book will have the CR adjustment and price for that". During the pitch we talked about making constructs more accessible to players, and by the end of the pitch the book had gone from being all about templates for modifying constructs to actually being able to build your own construct from scratch. The major reason for going with this Races with Class-style construct idea (if you don't know what I'm talking about, check out some of the Races with Class *From the Workshop* articles at necromancers-online.com) was that the "Book of Construct Templates" was probably only going to see use by GMs, as not many players actually use golems and other constructs.

Once I was set on the build-your-own-construct class, I needed to find a way to make the class different from just playing a certain well-known construct race from the Eberron campaign setting. Then one day, while I was looking through my *Magic: the Gathering* cards at some of the Mirrodin replicas, and it hit me: why don't we have our construct base race be replicas of other humanoid races? They would have both construct traits *and* the traits of the humanoid race they model. When I talked this over with the team we decided that, for balance reasons, these constructs couldn't just be better than their living counterparts, having all of the base creature's traits plus construct traits. Though they argued that having a different construct for each of the core humanoid races would end up being a nightmare; I assured them that it wasn't going to be as hard as it looked. I think the final version shows I was right in that regard.

We have also made our construct race different by making a few changes to how they heal damage: fabricants can't be healed through the use of spells, but they can get back hit points with a daily repair check. This allows them to regain hit points just like a living creature does through resting, and particularly high results can allow the fabricants to regain more hit points than normal. One major problem I foresaw with losing the ability to be healed by spells was that there wouldn't be any way of repairing them in combat; to remedy this problem, we created a feat that allowed a way for the fabricants to temporarily repair themselves in combat.

One of the features that sets our fabricants apart from other constructs is their system of upgrades. Each fabricant can acquire various types of upgrades through either taking levels in the iron warrior class or through feats. The upgrades can be weapons, armor, new modes of movement, new senses, and all sorts of other abilities. As they level up, the fabricants gain access to more powerful upgrades, some giving them new abilities or improving existing ones.

It is my sincerest hope that you enjoy using this book as much as we enjoyed writing it.

~ Justin Holloway

Introduction

This book features the fabricant, a new "race" of artificial humanoids designed to mimic one of the common humanoid races. Fabricants come from a wide variety of backgrounds, and can serve a vast number of functions in your game. It might be commonplace for members of other races to own one or more fabricant servants, who serve as a sort of tireless slave labor, or alternatively a PC fabricant might be the only one of his kind ever created. Fabricants might instead form their own society, mass-producing a civilization bent on wresting control of the world from "the organics." Whatever the case, you will find everything you need to play a fabricant character or create fabricant NPCs in this book.

In addition to the fabricant race itself, this book also includes two fabricant-oriented classes. The first, the iron warrior, is a base class that allows fabricants to upgrade their artificial bodies, improving on their design and gaining a variety of upgrades. These upgrades are not unlike feats, and a large number of sample upgrades are included in this book. The second class is a prestige class, the iron magus, which grants both spellcasting and more upgrades, and also grants non-fabricant spellcasters some access to upgrades. Finally, the book includes a number of fabricantrelated feats.

Fabricant

Fabricants are construct replicas of various humanoid races.

Physical Description: Fabricants have the appearance of the humanoid race they are based on, except they are made of iron and other metals instead of flesh and bone. The exact components vary from construct to construct, and so do the exact designs, but fabricants are almost always immediately recognizable as inorganic. While their shape and movements are usually very closely matched to the race they are modeled after, their skin is usually comprised of solid metal plates (contoured appropriately), and their voices are usually obviously artificial.

Society: Fabricants don't have a society of their own, though some try to blend in with the societies of their living counterparts. These attempts meet with limited success, as most humanoids have difficulty accepting individuals who are not only artificial, but wholly mechanical. For the most part the fabricants are simply gawked at and found fascinating, but in some cases racial tensions over the automatons can turn violent. There are rumors of a secret society of fabricants that wish to carve out their own place in the world, but these have never been confirmed.

Relations: Fabricants don't reproduce in the normal fashion, and so do not have parents, but rather creators. Some obey their creators loyally while others rebel or run away in order to gain their freedom. In many cases fabricants view their creator as a sort of father or mother figure, but this is rarely the same as a normal family unit. In some rare cases fabricants become "adopted" into an existing family, but, as with their integrating into humanoid societies, this is rare and typically quite difficult for the fabricant.

Alignment and Religion: Fabricants don't gravitate toward any one alignment over another, though some tend to emulate the alignment of the race they're modeled on. Fabricants typically have difficulty with the concept of religion, because, as artificial creatures, they have little use for an afterlife. Still, some do become involved in religion, especially when deities (or their agents) intervene directly in the fabricant's life. Some fabricants have started a cult to an entity they refer to as "the Oneness," which they believe will bring order to the multiverse and unite all creatures into a single being with many bodies. This idea has found some acceptance amongst other fabricants, but few organic races care much

for the message, and the cult remains relatively obscure.

Adventurers: Some fabricants go off to adventure because they are instructed to do so by their creators, whether as part of a grand quest, or to show the fabricant the world, or just to gather wealth. Other fabricants begin adventuring because they don't fit in anywhere else: they might either have been discarded by their creators or be fleeing from them, and unable to find any sympathy in a world that views them as an object, rather than an individual. Many fabricants find the life of an adventurer infinitely preferable to trying to settle down into a small town and enduring the endless stares of midwives and fishmongers, and the taunting and pranks of farmers' sons.

Names: Fabricants are typically named by their creator, and so usually have the same style of name as the race they are designed to emulate, though some creators use numbers or other methods to name their creations, and others don't bother to name them at all. Independent fabricants sometimes choose new names for themselves.

Fabricant Racial Traits

Darkvision: Fabricants can see in the dark up to 60 feet.

Low-Light Vision: Fabricants can see twice as far in conditions of dim light as humans. See the *Pathfinder Roleplaying Game Core Rulebook* for more information.

Construct Type: Fabricants count as constructs, and are subject to effects that specifically affect constructs. Along the same lines, they are not humanoids, and so immune to effects like charm person. Unlike other constructs, a fabricant does not gain bonus hit points by size. They are also not automatically immune to effects requiring a Fortitude save, or to ability damage, ability drain, bleed damage, death effects, death from massive damage, mind-affecting effects, necromancy effects, nonlethal damage, or stunning. Additionally, effects which only affect living creatures do not affect fabricants.

Construct Immunities: All fabricants are immune to diseases, energy drain, exhaustion, fatigue, nausea, poisons, and sleep effects. Fabricants do not need to eat, sleep, or breathe.

Unliving: Fabricants do not have a Constitution score. For the purposes of bonus hit points or determining the fabricant's Fortitude save, treat its



Constitution score as though it were 10. Unless it specifically notes to the contrary, nothing can increase or decrease the fabricant's effective Constitution score or Constitution modifier.

If a fabricant is reduced to o hit points it immediately becomes deactivated. While in this state, the fabricant cannot take any actions, is helpless, is not aware of its surroundings, and displays no signs of life. Another character can attempt to repair the fabricant with a Craft (fabricant) check (DC 15). If this check is successful, the fabricant is restored to 1 hit point and is no longer deactivated. As long as its body is not completely destroyed, a fabricant can always be repaired, meaning that fabricants reduced to -10 hit points do not die. However, effects which completely destroy the fabricant's body (such as a disintegrate spell) prevent repair, and fabricants destroyed in this way cannot be recovered by any means short of wish or miracle. Fabricants that are reduced to -100 hit points are considered to be completely destroyed. Fabricants who would be slain by death effects instead become deactivated, and are immediately reduced to o hit points.

Repairable: Due to the complex nature of the magic and machinery that power fabricants, spells which can repair other constructs or objects (such as *mending* and *make whole*) are insufficient to restore the fabricant's hit points, though they will repair cosmetic damage. Additionally, as a non-living creature, the fabricant does not restore hit points from resting.

The fabricant can, however, recover hit points through being repaired. This is a special Craft (fabricant) check (DC 10), which requires eight hours to complete. If the check is successful, the fabricant immediately regains a number of hit points equal to his Hit Dice, up to his maximum hit point total. For every 10 points by which the Craft check exceeds the DC, the fabricant regains an additional hit point per Hit Dice (for example, a 12 Hit Dice fabricant who repaired himself and got a result of 25 would regain 24 hit points, though he could not exceed his maximum hit point total in this way). Fabricants are capable of repairing themselves, but take a -2 penalty on such attempts, due to difficulty accessing certain parts of themselves for repair.

Model: Each fabricant is modeled after a specific humanoid race. The race that the fabricant is emulating determines a number of additional racial traits the fabricant gains. For a list of common races and the traits that they grant, see below.

Languages: Fabricants begin play speaking common. Fabricants with high Intelligence can choose any languages they want (except secret languages, such as druidic). Most fabricants begin by learning the languages of their creator.

Models

The following are common models for fabricants. Choose the race the fabricant is modeled after, and apply the appropriate adjustments in addition to the racial properties for fabricants in general.

Dwarf Fabricant Traits

Ability Scores: +2 Wisdom, -2 Charisma

Medium: Dwarven fabricants are Medium creatures and have no bonuses or penalties due to their size.

Slow Speed: Dwarven fabricants have a base speed of 20 feet.

Stability: Dwarven fabricants receive a +4 racial bonus to their Combat Maneuver Defense (CMD) when resisting a bull rush or trip attempt while standing on the ground.

Elf Fabricant Traits

Ability Scores: +2 Dexterity, -2 Strength

Medium: Elven fabricants are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elven fabricants have a base speed of 30 feet.

Enchantment Resistance: Elven fabricants receive a +2 racial saving throw bonus against enchantment spells or effects.

Gnome Fabricant Traits

Ability Scores: +2 Intelligence, -2 Strength

Small: Gnomish fabricants are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus (CMB) and Combat Maneuver Defense (CMD), and a +4 size bonus on Stealth checks.

Slow Speed: Gnomish fabricants have a base speed of 20 feet.

Illusion Resistance: Gnomish fabricants receive a +2 racial saving throw bonus against illusion spells or effects.

Halfling Fabricant Traits

Abiliy Scores: +2 Dexterity, -2 Strength

Small: Halfling fabricants are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus (CMB) and Combat Maneuver Defense (CMD), and a +4 size bonus on Stealth checks.

Slow Speed: Halfling fabricants have a base speed of 20 feet.

Sure-Footed: Halfling fabricants receive a +2 racial bonus on Acrobatics and Climb skill

checks.

Human Fabricant Traits

Ability Scores: +2 to one ability score, -2 to one ability score

Medium: Human fabricants are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Human fabricants have a base speed of 30 feet.

Orc Fabricant Traits

Abiliy Scores: +2 Strength, -2 Dexterity

Medium: Orc fabricants are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Orc fabricants have a base speed of 30 feet.

Iron Warrior

"To them, I'm just a golem, an artificial being created to serve. They regard me as just a tool, something to be used and then cast aside like a worthless piece of scrap metal. But I am much more than that: I am an intelligent being that deserves respect. I may not be a living-breathing creature like them, I may only be a replica, but that doesn't make me unworthy of their respect. Someday I will make the whole world realize this, but first I have to deal with the vile slave-driver that brought me into this world."

 —Seven, iron warrior (moments before the death of his creator)

Iron warriors are fabricants who have chosen to specialize in adapting and improving their own bodies, making the most of their artificial nature. Many iron warriors are encouraged in this endeavor by their creator, either because the iron warrior was designed to serve as a soldier or bodyguard, or simply because the iron warrior's creator wants to perfect his design. Some iron warriors instead pursue their own advancement out of spite to their creator, attempting to prove their own superiority over their creator through improving upon his designs.

Making an Iron Warrior

Most iron warriors wade into battle, cutting down their enemies at close range, though some prefer to stay on the sidelines and pick off their enemies at a range.

Abilities: As primarily melee combatants, iron warriors benefit from a high Strength score to increase their attack and damage rolls and a high Dexterity score to increase their AC. Iron warriors that are primarily ranged fighters mostly favor a high Dexterity score to increase their attack rolls and AC. As constructs, iron warriors do not have a Constitution score to govern their hit

points.

Alignment: Iron warriors can be of any alignment, though most tend towards either true neutral or the same alignment as their creator. Iron warriors that especially dislike their creators often have alignments that are directly opposed to their creator's alignment.

Starting Gold: 3d6 x10 gp Starting Age: 1d6 years Hit Dice: d10

Requirements

Unlike most base classes, the iron warrior class restricts what kinds of characters can take levels in the class. In order to take a level of iron warrior, the character must be of the fabricant race.

Class Skills

The iron fabricant's class skills are Appraise (Int), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at each Level: 2 + Intelligence modifier

Class Features

The following are class features of the iron warrior class.

Weapon and Armor Proficiency: Iron fabricants are proficient with weapons and armor provided by their upgrades. They are not proficient with any other weapons or armor, including weapons of the same type as the ones provided by upgrades.

Armor Upgrade: At 1st level, iron warriors are fitted with an outer plating of armor, which is grafted onto their frame. The iron warrior must choose between light, medium, or heavy armor, and gains the 1stlevel armor upgrade of that type. Once this

| | Base Attack | Fort | Ref | Will | | |
|--------|----------------|------|------|------|----------------------------------|--|
| Level | Bonus | Save | Save | Save | Special | |
| 1 | +1 | +0 | +0 | +0 | Armor Upgrade, Weapon Upgrade | |
| 2 | +2 | +0 | +0 | +0 | Sensory Upgrade | |
| 3 | +3 | +1 | +1 | +1 | Movement Upgrade | |
| 4 | +4 | +1 | +1 | +1 | Misc. Upgrade | |
| 5 | +5 | +1 | +1 | +1 | Weapon Upgrade | |
| 6 | +6/+1 | +2 | +2 | +2 | Armor Upgrade, Sensory Upgrade | |
| 7 | +7/+2 | +2 | +2 | +2 | Movement Upgrade | |
| 7 8 | +8/+3 | +2 | +2 | +2 | Misc. Upgrade | |
| 9 | +9/+4 | +3 | +3 | +3 | Secondary Weapon | |
| 10 | +10/+5 | +3 | +3 | +3 | Sensory Upgrade, Weapon Upgrade | |
| 11 | +11/+6/+1 | +3 | +3 | +3 | Movement Upgrade | |
| 12 | +12/+7/+2 | +4 | +4 | +4 | Armor Upgrade, Misc. Upgrade | |
| 13 | +13/+8/+3 | +4 | +4 | +4 | Construct Perfection | |
| 14 | +14/+9/+4 | +4 | +4 | +4 | Sensory Upgrade | |
| 15 | +15/+10/+5 | +5 | +5 | +5 | Movement Upgrade, Weapon Upgrade | |
| 16 | +16/+11/+6/+1 | +5 | +5 | +5 | Misc. Upgrade | |
| 17 | +17/+12/+7/+2 | +5 | +5 | +5 | Construct Mind | |
| 18 | +18/+13/+8/+3 | +6 | +6 | +6 | Armor Upgrade, Sensory Upgrade | |
| 19 | +19/+14/+9/+4 | +6 | +6 | +6 | Movement Upgrade | |
| 20 | +20/+15/+10/+5 | +6 | +6 | +6 | Misc. Upgrade, Weapon Upgrade | |

Table 1-1: The Iron Warrior

Sidebar: Non-Fabricants and the Iron Warrior

Though the iron warrior class is designed for use solely with fabricants, some players or GMs may wish to bend or break that rule and allow non-fabricants to take levels in the class. For example, a player with a construct character of a different race may want to take levels, reasoning that he could upgrade his character as easily as a fabricant could be upgraded. Alternatively, a player might feel that the iron warrior class is a good fit for a character of a more conventional and organic race who wants to graft construct parts into himself and transform into a fully construct character, similar to the iron magus prestige class later in this book.

The restriction that only fabricants are able to take levels in iron warrior isn't primarily due to concerns of game balance or mechanical issues, and really has more to do with the flavor of the game than anything else. GMs should feel comfortable allowing members of other races to be iron warriors, and should also feel comfortable restricting the class solely to fabricants. choice is made it can't be changed, and iron warriors with an armor upgrade are unable to wear armor other than that already grafted onto their frame. At 6th level, and every six levels thereafter, an iron warrior's armor upgrade improves, and he gains the nexthighest-level upgrade for his chosen armor type (2nd-level armor upgrade at 6th level, 3rd-level armor upgrade at 12th level, etc.). An iron warrior's armor can be enchanted through the same process (and at the same cost) used to enchant other armors, and counts as masterwork for this purpose (though it does not grant any of the other benefits of masterwork armor). The armor retains any enhancement bonus or magic properties even after subsequent upgrades.

Weapon Upgrade: At 1st level, iron warriors have a weapon grafted onto their body. The iron warrior may choose a single 1st-level weapon upgrade for which he qualifies. In the case of weapon upgrades that specifically replace a hand, the iron warrior loses the ability to hold things with that hand, though he suffers no other penalty from the loss of that appendage. At 5th level, and every five levels thereafter, this weapon upgrade improves, and the iron warrior gains the next-highest-level upgrade for his chosen weapon type (2nd-level weapon upgrade at 5th level, 3rd-level weapon upgrade at 10th level, etc.). An iron warrior's weapon can be enchanted through the same process (and at the same cost) used to enchant other weapons, and counts as masterwork for this purpose (though it does not grant any of the other benefits of masterwork weapons). The weapon retains any enhancement bonus or magic properties even after subsequent upgrades.

Sensory Upgrade: At 2nd level, an iron warrior gains one 1st-level sensory upgrade of his choice for which he qualifies. At 6th level, and every four levels thereafter, he gains one additional sensory upgrade for which he qualifies (10th, 14th, and 18th level). These additional upgrades may enhance or replace his initial sensory upgrades, or may be entirely new sensory upgrades, depending on which upgrades the iron warrior selects. See Table 2-3: Upgrade Levels to see what level upgrade the iron warrior qualifies for.

Movement Upgrade: At 3rd level, iron warriors gain one 1st-level movement upgrade of his choice for which he qualifies. At 7th level, and every four levels thereafter, he gains one additional movement upgrade for which he qualifies (11th, 15th, and 19th level). These additional upgrades may enhance or replace his initial movement upgrade, or may be entirely new movement upgrades, depending on which upgrades the iron warrior selects. See Table 2-3: Upgrade Levels to see what level upgrade the iron warrior qualifies for.

Miscellaneous Upgrade: At 4th level, iron warriors gain one 1st-level miscellaneous upgrade of his choice for which he qualifies. At 8th level, and every four levels thereafter, he gains one additional miscellaneous upgrade for which he qualifies (12th, 16th, and 2oth level). These additional upgrades may enhance or replace his initial miscellaneous upgrade, or may be entirely new miscellaneous upgrades, depending on which upgrades the iron warrior selects. See Table 2-3: Upgrade Levels to see what level upgrade the iron warrior qualifies for.

Secondary Weapon: At oth level, an iron warrior gains an additional 1st-level weapon upgrade. The iron warrior must have an appropriate place on his body for the upgrade (for example, if he previously chose the axehand upgrade, and one of his hands was replaced by an axe head, he could not now take the twin blades upgrade, because he does not have two remaining arms to replace with blades). After oth level, whenever the iron warrior's first weapon upgrade improves, his secondary weapon also gains the next-highest-level upgrade for the appropriate weapon type (2nd-level at level 10, 3rd-level at level 15, etc). Having this secondary weapon does not grant the iron warrior any additional attacks with it, and

using both weapons at the same time uses the normal rules for two-weapon fighting. Characters who selected twin blades as one of their weapon upgrades can choose to use one of their two Twin Blade weapons in conjunction with the other weapon they possess, if desired, but cannot use both twin blade weapons and another weapon without something else granting them the ability to wield three weapons at once.

Construct Perfection: At 13th level, an iron warrior gains immunity to death effects.

Construct Mind: At 17th level, an iron warrior gains immunity to all mind-affecting spells and abilities.

Playing an Iron Warrior

Iron warriors come in all shapes and sizes, their one unifying trait being that they are all sentient constructs who set out to improve themselves and their bodies. Most iron warriors are filled with curiosity and fascination toward the natural world, due to their own artificial nature. Many iron warriors see their creators the same way a child views his parents, and love them unconditionally. Others resent being brought into the world just to be a servant to their creator. Most iron warriors eventually either leave or outlive their creator and find themselves alone, with no driving purpose other than to improve upon their own design and learn more of the strange world they find themselves in.

Races: Only fabricants can become iron warriors. Not all fabricants become iron warriors, but among those that do, the most common are humans, half-orcs, and dwarves, as these models tend to serve best for the sort of melee warfare that most iron warriors are built for.

Religion: Like other fabricants, few iron warriors turn to religion due to the fact that they aren't living beings. This doesn't mean they dislike religion, but they simply aren't drawn to promises of a reward in the afterlife. Iron warriors that do become religious usually turn to gods of artifice and creation due to their own artificial nature.

Other Classes: Iron warriors tend to have the most common ground with fighters and other martially-inclined classes, as they serve similar functions and can see parallels between a fighter's constant exercise and training and an iron warrior's relentless upgrades and other self-improvements. Iron warriors appreciate anyone who is mechanically inclined and can help to keep them in repair, though they are often wary of rogues and others proficient in disabling devices. Some iron warriors hold great respect for arcane spellcasters, especially because most fabricants were created by wizards or sorcerers, though those who harbor grudges against their creators tend to project this onto other arcane spellcasters. Most druids tend to distrust iron warriors due to their unnatural construction, a feeling which iron warriors typically return.

Iron Warriors in the World

"Its unnerving, how realistic some of those golems appear; if it wasn't for that swordarm and the metal skin I would have thought that thing was human. I mean, they're only constructs; they shouldn't look and behave like a living, breathing person. I just wish they would go back to their master's tower or wherever they come from instead of bothering the good citizens of my city."

—Tomas Jacobs, Captain of the Guard

Daily Life: Due to the versatile nature of the iron warrior, they can perform most jobs or tasks. Most iron warriors serve as servants or bodyguards to their creators. Some are created to serve as golem infantry for armies. A small percentage of iron warriors are created to go out into the world and carve a place out for themselves. Those iron warriors tend to live their lives as adventures and mercenaries.

Notables: While most adventuring iron warriors usually gain renown rather quickly, due to their unique appearance, most don't stand out among other iron warriors. An iron warrior known as Seven is the founder of the Iron Liberation Front, a group of iron warriors devoted to the liberation of fabricants everywhere. Seven's tactics in this aim are highly controversial, and he has developed a reputation for taking hostages and executing them if he doesn't get his way. Another notable iron warrior is Rothgar the Ironbeard, a dwarf fabricant who famously bested several of the greatest dwarven weaponsmiths in a contest of skill. There are rumors of an ancient tower hidden deep in the jungle that is guarded by a storm giant fabricant named Titan, though these rumors are unsubstantiated.

Organizations: The most well-known organization of iron warriors is the Iron Liberation Front. While some chapters of this organization are peaceful, the majority are quite violent, known for taking hostages in order to free other fabricants from the oppression of their creators. There are also rumors of a small, budding nation comprised solely of iron warriors located off in some remote corner of the world (the rumors vary, but are universally somewhere far away from where the speaker lives).

NPC Reactions: NPC reactions toward iron warriors vary greatly, from curiosity to outright revulsion. Some people find it fascinating to carry on a conversation with an artificial being, while others claim that if constructs were meant to be intelligent, then all of them would be. Druids especially seem to universally distrust iron warriors due to their unnatural construction and the way that their appearance "mocks" nature.

Iron Warrior Lore: Characters with ranks in Knowledge (arcana) can research iron warriors to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

Table 1-2: Iron Warrior Lore DC Information

| DC | Information |
|-------|--|
| - | Iron warriors are mechanical fighters |
| 10 | who are always fabricants, construct |
| 3.2 | replicas of humanoid races. |
| 1.1.1 | Iron warriors each have their own |
| 15 | combination of various built-in weapons |
| | and armor. |
| | Iron warriors can acquire various |
| | upgrades for their weapons and armor, |
| | which grant various new abilities and |
| 20 | uses. Their upgrades can also grant them |
| | various improved forms of movement |
| | and senses. |
| 1.1.1 | Characters who achieve this level of |
| 30 | success can learn details about a specific |
| | iron warrior, his activities, and general |
| | whereabouts. |
| - | |

Iron Warriors in the Game

For GMs: Players who take levels in iron warrior are most likely doing so because they want to get the most out of their fabricant PC. It is likely that they are excited about the idea of having a construct (or golem, or even "robot" character), and want to play up that character's artificial nature with a variety of upgrades. To maximize the player's enjoyment of the character, don't hesitate to play up the artificial nature of the fabricant yourself. This could take a number of different forms, whether it is as simple as introducing NPCs who are bigoted against fabricants (or, alternatively, fabricant NPCs who are bigoted against biological races), or playing up the difference of the character in other ways, such as through the wear and tear and standard maintenance.

We've already taken some pains to ensure that playing a fabricant will feel a little different from playing an organic race, which is in no place more evident than the way in which fabricants heal. Though this alternate system is designed to provide a flavorful, fun, and unique experience for players of fabricant characters, the fact that it is different might well be a source of frustration for players or GMs. If you do find yourself having problems with the rules for healing fabricants, consider allowing fabricants to be healed by spells such as *make whole*, or else creating spells that mirror the effects of *cure light wounds* and similar spells, but function on constructs instead. In this case, you would want to restrict access to certain feats which modify the way in which fabricants are repaired.

Feats

The following feats are presented in alphabetical order.

Adamantine Body

Prerequisites: Character level 11th, fabricant, Steel Body

Benefit: Your body has become even more reinforced, and resistant to damage. You are immune to ability damage and ability drain and gain a +4 bonus on saving throws to resist any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).

Arcane Conduit

Prerequisites: Character level 5th, fabricant Benefit: You can transfer a portion of the arcane energies that give you life to temporarily recharge magic wands. As a standard action, you can grant a touched wand 1 temporary charge that lasts for 10 minutes or until expended. The wand must have at least 1 charge remaining for this ability to work. Powering the wand in this way drains you of your own energy, and you suffer a number of penalties similar to fatigue for 10 minutes after using this ability. You suffer a penalty to Strength and Dexterity equal to the level of the spell contained in the wand, and cannot run or charge. You may use this ability once per hour. Special: You can gain Arcane Conduit multiply times. Each time, you gain an additional use of the ability.

Arcane Matrix

Prerequisites: Character level nth, fabricant **Benefit:** You have installed an arcane matrix into your body, allowing you to utilize more magic rings at one time than those without such a device. You can now wear and benefit from up to three magic rings at a time. **Special:** Character with this feat who also wear a hand of glory can wear and benefit from up to four magic rings at a time.

Assimilate Magic Arms and Armor Prerequisites: Character level 5th, fabricant Benefit: With a touch, you can transfer the magical properties of magic weapons and armor to your own weapon and armor upgrades. The process of transferring magical properties takes 1d4 hours, during which you must maintain contact with the item whose powers you are assimilating, and cannot perform any strenuous activities. At the end of this time, the weapon or armor loses any enhancement bonus or magical properties it may have possessed, and your armor upgrade or weapon upgrade (depending on what kind of magic item you were assimilating) gains those properties. Only one weapon upgrade gains the properties, and they cannot be split or divided between multiple weapons (in the case of the Twin Blades upgrade, only one of the two blades benefits). If the armor or weapon upgrade to be enhanced already had an enhancement bonus or magical properties, it loses them, and the magic item being assimilated gains them. Otherwise, the assimilated magic item is no longer enchanted.

Battlefield-Ready

Prerequisites: Fabricant

Benefit: You have been modified so that it is easy to make temporary and makeshift repairs to you, allowing you to be repaired quickly on the field of battle. Any character, including you, can attempt such a "jerryrigged" repair as a full-round action which provokes attacks of opportunity. The repairing character must make a Craft (fabricant) check, and you immediately gain a number of temporary hit points equal to the check's result, to a maximum of four times your Hit Dice (for example, a 4 Hit Dice fabricant is repairing himself, and gets a result of 22. He would immediately gain 16 temporary hit points, as four times his Hit Dice is 16, so that is the most he can regain).

These temporary hit points last for 1 hour, and do not stack with temporary hit points gained from other sources, or other applications of this ability. These measures are only designed to be temporary, however, and you can only be repaired in this way a number of times per day equal to 1/2 your Hit Dice before you need to be properly repaired, and cannot benefit from this feat again until you have been.

Built to Last

Prerequisite: Fabricant

Benefit: You have been built or reinforced with exceptionally durable materials. You are treated as though you have a Constitution score of 12, rather than 10. You still do not actually possess a Constitution score, but effects which require your Constitution

Sidebar: Crafting Fabricants

Characters with the Craft Construct feat (recreated here from the Pathfinder Bestiary) can create fabricants as they would any other construct. Unlike most constructs which can be crafted with that feat, fabricants are sentient, and are under no compulsion to obey their creator. That said, they are created with minimal knowledge of the way of the world, and typically tend to obey their creators simply because it doesn't occur to them to do otherwise. Still, mistreated fabricants may well strike back against their creators, and fabricants who learn more of the outside world may decide that they want to leave to learn more about it, or otherwise get ideas about personal freedom.

Craft Construct Prerequisite: Caster level 5th, Craft Magic modifier (such as hit points each level and the bonus on your Fortitude saving throws) are now treated as though you have a modifier of +1 instead of +0.

Elemental Energy Conduit

Prerequisites: Fabricant, energy resistance Benefit: You now absorb the energy that your energy resistance resists. This energy is stored inside you on a point-for-point basis, so if you resist 10 points of fire damage, you automatically store 10 points of fire damage. This damage can be released in a blast that can damage your enemies. Once per day, you can release a blast of elemental energy that damages all creatures adjacent to you. This blast deals 1d6 points of damage of the appropriate energy type per 5 points of stored energy, and creatures caught in the blast can make a Reflex save (DC 10 + 1/2 your Hit Dice + 1 per 5 points of energy released) for half damage. You can release up to 5 points of stored energy per 2 Hit Dice you possess. You can store any amount of energy, but stored energy remains inside you for only 24 hours before dissipating.

Arms and Armor, Craft Wondrous Item **Benefit:** You can create any construct whose prerequisites you meet. The act of animating a construct takes one day for each 1,000 gp in its market price. To create a construct, you must use up raw materials costing half its base price, plus the full cost of the basic body created for the construct. Each construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

FABRICANT

Cash Call Cash

CL 9th; Price 2,500 gp CONSTRUCTION

Requirements Craft Construct, *alter self*, *false life*, *magic jar*; **Skill** Craft (fabricant) DC 20; **Cost** 1,500 gp

Gain Upgrade

Prerequisite: Character level 7th, fabricant **Benefit:** You gain one additional upgrade. You must meet all of the prerequisites for this upgrade.

Special: You can take Gain Upgrade multiple times. Each time, select a new upgrade for which you qualify.

Greater Arcane Conduit

Prerequisites: Character level 11th, fabricant, Arcane Conduit

Benefit: You can transfer a portion of the arcane energies that give you life to recharge magic staves. Once per day as a full-round action, you can cause a touched staff to recharge a single charge. This process leaves you drained, and you take a -2 penalty to Strength and Dexterity and are unable to run or charge for a number of minutes equal to the highest-level spell the staff can cast.

Improved Arcane Matrix

Prerequisites: Character level 15th, fabricant, Arcane Matrix

Benefit: You have upgraded the power of your arcane matrix, allowing you to utilize more magic items at one time than those without such a device. Choose one of the following magic item slots: belt, body, chest, eyes, feet, hands, head, headband, neck, shoulders, or wrist. You can now benefit from one additional magic item for that slot. **Special:** You may take this feat multiple times. Each time, select a different slot.

Improved Racial Model

Prerequisites: Character level 1st, fabricant **Benefit:** You gain an additional racial trait of the humanoid race you are modeled after.

Dwarf: You gain the stonecunning special quality.

Stonecunning: Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stone work, such as traps and hidden doors located in stone walls or floors. They receive a check to

notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Elf: You gain the elven magic special quality.

> **Elven Magic:** Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Gnome: You gain the gnome magic special quality.

Gnome Magic: Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights, ghost sound,*

prestidigitation, and speak with animals. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

Halfling: You gain the halfling luck special quality.

Halfling Luck: Halflings receive a +1 racial bonus on all saving throws.

Human: You gain the skilled special quality.

Skilled: Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Orc: You gain the intimidating special quality.

Intimidating: Orcs receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Special: You can only take this feat at 1st level.

Install Wand

Prerequisites: Fabricant

Benefit: You can install a wand into your arm, hiding it from sight and powering it with the same energies that animate you. Installing the wand requires eight hours of work and a successful Craft (fabricant) or Use Magic Device check (DC 20 in either case). Once installed, the wand is completely concealed (DC 30 Perception check to notice the compartment it is hidden in), but can still be activated as though you were holding it in your hand. You can use a wand installed in this way even if you would not normally be able to (for example, if the spell stored in the wand is not on your spellcasting list). Additionally, the wand automatically regains a single charge each day. Removing the wand takes 10 minutes, allowing you to install another wand using the same process as above.

Iron Body

Prerequisite: Character level 5th, fabricant **Benefits:** You have been enhanced to be made of stronger stuff. You are now immune to nonlethal damage and death from massive damage, and you gain a +4 bonus on saving throws versus death effects.

Mass Production

Prerequisites: Caster level 7th, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item Benefit: You have mastered the art of crafting fabricants, and are able to produce them at a prodigious rate, using your existing fabricants to help you build new ones. A number of these fabricants gladly serve you, and you are able to command a vast mechanical force, including a single masterpiece fabricant and a number of lesser drone fabricants. A masterpiece fabricant is typically an NPC with class levels in the iron warrior class, while drones are typically lower-level fabricants, which often have levels in NPC classes. See Table 2-1: Mass Production for the highest-level masterpiece fabricant you can build, and how many fabricant drones you can command at any given time. While you are capable of building more fabricants than the listed amount, any excess fabricants tend to rebel or leave, or else existing fabricants become unhappy and decide to move on, meaning that you cannot have more fabricant drones at any given time than the amount listed in the table.

Building Fabricant Drones: Through this feat, you are able to build a fabricant drone with eight hours of work. This process costs 100 gp. Any fabricant drones you have already built can also build one drone with eight hours' work, though the cost remains the same. You must have access to the raw materials necessary to build the drones (which is included in the 100 gp cost). Once a drone is created it is fully functional, and can begin serving you. Fabricant drones do not gain experience, and so don't gain levels. Fabricant drones typically obey your commands unquestioningly.

Building Fabricant Masterpieces: Constructing a fabricant masterpiece requires one day of work and 100 gp per Hit Dice the fabricant masterpiece will possess when created. The fabricant masterpiece is created with enchantments on its weapon and armor upgrades whose value is

| Table 2-1: Mass | Production | | | | | | |
|-------------------|-------------|-------|--------|-----------------|---------|----------------|-----|
| Craft (Fabricant) | Masterpiece | Nun | nber o | f Dron | es by I | evel | |
| Modifier | Level | 1st | 2nd | 3rd | 4th | 5th | L |
| 1 or lower | 440 (A) | 140 | 14 | 144 | L. HIST | # | 200 |
| 2 | | | | 2 (7 .) | - | 100-11 | |
| 3 | ıst | - | | - | 1.82 | 10-10 | |
| 4 | ıst | - | + | - | - | 4 | |
| 5 | 2nd | 17 | | ().# | - | - | |
| 6 | 2nd | -23 | 12 | 12/28 | 22 | <u>1</u> 287/1 | |
| | 3rd | +9 | - | | - | H | |
| <u>7</u> 8 | 3rd | - | - | | | - | |
| 9 | 4th | 127.1 | 1 | 04 | 2.4 | 1 | |
| 10 | 4th | | 3 - | - | - | | |
| 11 | 5th | | 4 - | 10 | 5 | - | |
| 12 | 5th | | 5 - | 246.2 | 1020 | - | |
| 13 | 6th | | 6 - | | | + | |
| 14 | 7th | | 8 - | | | 7 | |
| 15 | 7th | - | 10 | 1 - | - | - | |
| 16 | 8th | | 12 | 1 - | - | * | 12 |
| 17 | 9th | -18-1 | 15 | 2 - | - | 1.5 | 1 |
| 18 | 9th | 2 | 20 | 2 | 1 - | 14 | - |
| 19 | ıoth | - | 25 | 3 | 1 - | - | - |
| 20 | 11th | 3 | 30 | 3 | 1 | 1 - | |
| 21 | uth | - | 35 | 4 | 1 | 1 - | _ |
| 22 | 12th | 4 | ţo | 4 | 1 | 1 | 1 |
| 23 | 13th | | 50 | 5 | 2 | 1 | 1 |
| 24 | 13th | 6 | 60 | 6 | 2 | 2 | 1 |
| 25 | 14th | 1 | 75 | 7 | 3 | 2 | 1 |
| 26 | 15th | 9 |)0 | 9 | 3 | 2 | 1 |
| 27 | 15th | 1 | 10 | 11 | 4 | 3 | 2 |
| 28 | 16th | 13 | 25 | 13 | 5 | 3 | 2 |
| 29 | 17th | 15 | 50 | 15 | 6 | 4 | 2 |
| 30 or higher | 17th | 17 | 75 | 18 | 7 | 4 | 2 |

appropriate for an NPC of the fabricant masterpiece's CR. No matter what your Craft (fabricant) modifier, the fabricant masterpiece's level must be at least two levels lower than your own.

A fabricant masterpiece does not count as a party member when determining the party's XP. Instead, divide the fabricant masterpiece's level by your level. Multiply the result by the total XP rewarded to you, and then add that amount to the fabricant masterpiece's XP total.

If a fabricant masterpiece gains enough experience to bring it to a level one lower

than your level, the fabricant masterpiece does not gain the new level—its new XP total is 1 less than the amount needed to attain the next level.

Special: A character with this feat cannot gain the Leadership feat, and a character with the Leadership feat cannot select this feat. If the character somehow has both feats, he only gains the benefits of one.

Fabricants the character creates through other means (such as the Craft Construct feat) do not count against the number of fabricants a character can have with Mass Production, and are governed separately from fabricant drones and fabricant masterpieces.

Masterwork Body

Prerequisites: Any armor upgrade, fabricant Benefit: Your built-in armor is better designed than those of other iron warriors, and allows a better range of motion. Spell failure chances for your built-in armor are decreased by 5%, maximum Dexterity bonuses are increased by 1, and armor check penalties are decreased by 1 (to a minimum of o). Additionally, your body gleams and is very aesthetically pleasing, granting you a +2 bonus on Diplomacy checks.

Modular Build

Prerequisite: Modification level 1 or higher **Benefit:** Your modification level increases by +4, to a maximum level equal to your Hit Dice.

Negative Energy Receptive Prerequisites: Character level 7th, fabricant Benefit: You have been modified to be able to make use of negative energy. This has a number of effects. First, you are immune to all necromancy effects except those that inflict negative energy damage. Second, you can benefit from inflict light wounds, channel negative energy, and similar spells, abilities, and effects as though you were undead, although your ability to do so is somewhat limited. You can only heal a number of hit points from negative energy each day equal to twice your Hit Dice. Any healing you would gain from negative energy in excess of that is wasted, and has no effect on you. Finally, positive energy now damages you as though you were undead, and there is no limit to the amount of damage you can take from positive energy in a day. Special: A character with this feat cannot gain the Positive Energy Receptive feat, and a character with the Positive Energy Receptive feat cannot select this feat. If the character somehow has both feats, he only gains the benefits of one.

Positive Energy Receptive

Prerequisites: Character level 7th, fabricant **Benefit:** You have been modified to be able to make use of positive energy. You can benefit from *cure light wounds*, channel positive energy, and similar spells, abilities, and effects, although your ability to do so is somewhat limited. You can only heal a number of hit points from positive energy each day equal to twice your Hit Dice. Any healing you would gain from positive energy in excess of that is wasted, and has no effect on you.

Special: A character with this feat cannot gain the Negative Energy Receptive feat, and a character with the Negative Energy Receptive feat cannot select this feat. If the character somehow has both feats, he only gains the benefits of one.

Self-Destruction System [Monster] Prerequisites: Construct

Benefit: Your death throes are destructive. As a full-round action at any time, or an immediate action when you are reduced to o hit points or lower, you can choose to selfdestruct rather then become deactivated, exploding in a shower of razor-sharp metal debris and magical energy. All creatures within a 10-foot burst take 1d6 points of slashing damage per Hit Dice you possess plus 1d4 points of force damage per 2 Hit Dice you possess (minimum od4). A Reflex save (DC 10 + 1/2 your Hit Dice + your Constitution modifier, if any) halves the damage. Your body is completely destroyed by self-destructing; fabricants destroyed in this way cannot be recovered by any means short of wish or miracle.

Steel Body

Prerequisites: Character level 7th, fabricant, Iron Body

Benefit: Your body is more heavily reinforced and becomes more resistant to damage. You are immune to bleed damage and gain a +4 bonus on saving throws to resist ability damage and ability drain.

Transfer Spark

Prerequisites: Character level 7th, fabricant Benefit: You have mastered the intricacies of the magic that grants you sentience and are able to transfer your artificial consciousness into other objects for short periods of time, imbuing them with mobility and a semblance of life. Once per day, as a standard action, you can inhabit a single inanimate object by transferring your "soul" into it. This requires touching the object, and functions similarly to the spell magic jar, with the following exceptions. First, you do not need a receptacle for the object's soul, as it does not have one. Second, it can only affect inanimate objects and mindless constructs (mindless constructs, as well as worn or held objects, are entitled to a Will save, with a DC equal to 10 + 1/2 your Hit Dice + your Wisdom modifier). These targets are still subject to this effect even though they are normally immune to mind-affecting effects. As soon as the effect begins, your body becomes deactivated, and remains that way for the duration of the effect, which can be up to 8 hours.

If the target of the ability is an inanimate object, it becomes animated. The maximum size of objects you can animate in this way is determined by your Hit Dice, as indicated on Table 2-2: Transfer Spark. Objects animated in this way have the statistics suggested in the *Pathfinder Bestiary*, including construction points. You then control this animated object (or, in the case of mindless constructs, the mindless construct) as though with the spell *magic jar*, with the exceptions noted above.

Table 2-2: Transfer Spark

| Lar | 1 | Ę | B | <u>ye</u> | esi | I.C | 70 | je | CL Z | AIII | m | at | ea |
|-----|----------|----|----|-----------|-----|-----|----|----|------|------|---|----|----|
| Lar | гş | rg | ge | e | 1 | 2 | 1 | | | | | | |
| Hu | 18 | Ig | ge | e | | 5 | | | | | d | 3 | 2 |
| Gar | IT | rg | g | ga | in | tu | an | | | - ? | C | | |
| Col | ol | lc | 05 | oss | sa | al | | | | | - | | |
| COI | <u>л</u> | IC | 0: | 15: | Sd | 11 | - | | - | - | | | |

Unique Weapon Materials

Prerequisites: Fabricant, any weapon upgrade

Benefit: Your built-in weapons are made up of various metals. Your built-in weapons now count as either adamantine, cold iron, or silver for the purposes of bypassing damage reduction.

Unstable Spell Effects

Prerequisites: Character level 5th, construct type

Benefit: Some spells affect you differently than normal. Select two types of energy from the following list: acid, cold, electricity, fire, and sonic. Magical attacks that deal the first chosen type of energy damage also slow you (as the slow spell) for 2d6 rounds, with no saving throw, while magical attacks that deal the other chosen type of energy damage also hasten you (as the haste spell) for 2d6 rounds. Once you choose which energy types are associated with slowing and hasting, they cannot later be changed.

Upgrades

Upgrades represent physical modifications that can be made to fabricants (or, in some cases, grafted onto organic creatures). They can be gained through class features or feats, and allow a fabricant to be fully customized for different uses. The upgrades listed here represent only some of the most common upgrades available, and clever inventors are always thinking up new ways to improve on existing fabricant design.

Upgrade Types

All upgrades are divided into five categories based on what kind of function they serve. These five categories are armor, movement, sensory, weapon, and miscellaneous. Armor upgrades provide AC bonuses and, in some cases, DR. Movement upgrades improve the subject's movement, or provide entirely new forms of movement. Sensory upgrades improve the subject's senses, or provide entirely new senses. Weapon upgrades install weapons on the subject. Finally, miscellaneous upgrades can do a variety of different things and form a sort of "catch-all" upgrade category.

Typically, when a character gains a new upgrade, the feat or class feature granting the upgrade will specify the upgrade's type. If it doesn't, the character is free to choose an upgrade of any type, so long as he qualifies for it. Note that characters with an armor upgrade are not able to wear other forms of armor on top of the armor installed by the upgrade.

Upgrade Levels

Each upgrade has a level, ranging from 1 to 5. These levels denote the overall power of the upgrade, and how difficult it is to install. Certain characters' bodies are more tolerant of upgrades than others, and high-level upgrades may be rejected by subjects who aren't capable of handling them, simply falling inert and failing to act. Each level of upgrade requires a certain modification level in order to be installed properly. Modification levels measure a subject's ability to accept such invasive modifications to their body, and typically increase as a character gains levels. As a rule of thumb, an iron warrior or iron magus' modification level is equal to his class level, and fabricants of other classes have a modification level equal to 1/2 their class level (in the case of multiclass fabricants, their modification level is equal to their iron warrior and/or iron magus levels plus 1/2 their levels in other classes). Non-fabricants who do not have levels in iron warrior or iron magus have a modification level of o.

Modification levels also govern some aspects of some abilities that upgrades grant, such as the DC for most saving throws and the number of rounds an ability can be used per day, etc.

Table 2-3: Upgrade Levels

Minimum Modification

| Upgrade Level | Level |
|---------------|----------|
| 1 | 1 |
| 2 | 5 |
| 3 | 10 |
| 4 | 14 |
| 5 | 14 18 |

Upgrades

The following upgrades are presented in alphabetical order.

ADAMANTINE DRILL

Your drilling claw has been laminated in a thin layer of adamantine. **Type** Weapon (drill); **Level 2 Prerequisites** Power Drill **Benefits** Your drilling claw's metal hardens and becomes just like adamantine. It now ignores hardness less than 25, and counts as adamantine for the purposes of damage reduction.

AQUATIC ADAPTABILITY

Your hands and feet are webbed, and you have retractable fins on your arms and legs. **Type** Movement; **Level** 1 **Benefits** You gain a swim speed equal to half your base land speed, granting you a +8 racial bonus on Swim checks, and allowing you to take 10 on such checks even in combat situations.

AQUATIC ADAPTABILITY Mark II

Small, collapsible propellors are installed on your legs to allow you to shoot through the water with ease.

Type Movement; Level 2 Prerequisites Aquatic Adaptability Benefits Your swim speed increases to your base land speed, and your racial bonus to Swim skill checks increases from +8 to +12.

Upgrades

First-Level Armor Upgrades Heavy Armor You are equipped with armor like full-plate. Light Armor You are equipped with armor like chain shirt. Medium Armor You are equipped with

Medium Armor You are equipped with armor like a breastplate.

Miscellaneous Upgrades Artisan's Friend Your hands double as a variety of tools.

Internal Databanks You have a wealth of information stored inside you.

Life-Like Appearance You look like a flesh-and-blood humanoid.

Spotlights You have spotlights on your body that shed light like a lantern.

Weapon Transformers You can conceal your weapon upgrades.

Movement Upgrades

Aquatic Adaptability You gain a swim speed.

Climber's Claws You gain a climb speed.

Digger's Claws You gain a burrow speed.

Piston Legs Your movement speed increases.

Wings You gain wings that help you jump farther and higher.

Sensory Upgrades

Arcane Sensors You can detect magic at will.

Enhanced Sensors Your senses are extremely sharp.

Night Vision You can see better in the dark.

Seismic Sensors You gain tremorsense 30 feet.

Weapon Upgrades

Axehand You have an axe for a hand.

Flail Arm You have a flail for an arm.
Mounted Crossbow You have a crossbow mounted on your body.
Power Drill You have a vicious drill for a hand.
Swordarm You have a sword for an arm Twin Blades Each of your arms is a

deadly sword.

Second-Level

Armor Upgrades Composite Armor Your medium armor improves.

Laminated Armor Plating Your heavy armor improves.

Lightweight Armor Your light armor improves.

Miscellaneous Upgrades

Doppelganger Engine You can disguise your appearance at will.

Redundant Systems You gain 20 hit points

Storage Unit You gain an internal storage unit.

Movement Upgrades

Aquatic Adaptability Mark II Your swimming ability improves.

Climber's Claws Mark II Your climbing ability improves.

Digger's Claws Mark II Your burrowing ability improves.

Piston Legs Mark II Your movement improves even further.

Mechanized Wings Your wings now allow you to fly.

Sensory Upgrades

Arcane Scanner You can read and scan magical auras.

Enhanced Sensors Mark II Your senses become even more powerful. Low-Light Senses You can see better in conditions of low light.

Seismic Sensors You gain tremorsense

30 feet.

Weapon Upgrades Adamantine Drill Your drill arm improves.

Bolt Generator Your crossbow creates its own ammunition.

Keen-Edged Blade Your blade arm becomes sharper and deadlier.

Long Flail Your flail arm has longer reach.

Oversized Axe Your axe hand becomes larger and more powerful.

Third-Level

Armor Upgrades

Flexible Overlays Your medium armor improves further.
Flexi-Steel Armor Your light armor improves further.
Reinforced Plating Your heavy armor improves further.

Miscellaneous Upgrades

Arcane Inhibitors You can resist the influence of magic.
Energy Dissipator You gain energy resistance to two types of energy.
Storage Unit Mark II Your internal storage unit can hold more things.

Movement Upgrades

Digger's Claws Mark III Your burrowing ability improves further.

Pison Legs Mark III Your movement abilities are unrivaled.

Powered Flight Your ability to fly improves.

Piston Legs Mark II Your movement improves even further.

Sensory Upgrades

Arcane Scanner You can read and scan magical auras.
Invisibility Sensors You can detect invisible creatures and objects.
Motion Sensors You gain blindsense 30 feet. Nightvision Mark II You can see perfectly in even total darkness.

Weapon Upgrades

Rapid-Fire Crossbow Your crossbow can fire at extreme rates.

Reaver's Axe Your axe is exceptionally deadly.

Serrated Blade Your sword arm cuts deep and leaves bleeding wounds.

Turbine Drill Your drill can pierce virtually anything. Wrecking Ball Your flail becomes a

devastating wrecking ball.

Fourth-Level Armor Upgrades Ultimate Heavy Armor You have the best in heavy armor. Ultimate Light Armor You have the best in light armor.

Ultimate Medium Armor You have the best in medium armor.

Miscellaneous Upgrades

 Containment Unit Your storage unit is now an extradimensional space.
 Energy Dissipator Mark II Your energy resistance improves.
 Invisibility Generator You can turn invisible.

Sensory Upgrades Echolocators You gain blindsight 60 feet. X-Ray Vision You can see through solid objects.

Weapon Upgrades Devastating Axe Your axe is now piston-powered. Dismantling Drill Your drill can rip apart your opponents' armor. Eviscerating Blade Your blade can cut through muscle like butter.

Force Cannon Your crossbow fires bolts of pure energy.Whipcord Flail Your flail is incredibly maneuverable and deadly.

Fifth-Level

Miscellaneous Upgrades Containment Unit Mark II Your storage unit is exceptionally large.

Energy Negator You gain immunity to an energy type.

Magic Dampeners You have limited immunity to magic.

Sensory Upgrades

Echolocators Mark II Your blindsight increases to 100 feet.

X-Ray Vision You can see through solid objects.

Truesight You can see through illusions of all kinds.

Weapon Upgrades

- Blacksteel Axe Your axe is made of indestructible blacksteel.
- **Constricting Coils** Your flail arm can entangle and constrict your foes.
- Dynamo Blade Your blade arm is mechanically powered.
- Mega Drill Your drill can dismantle any defense.

Mini Ballista Your crossbow fires with the force of a ballista.

ARCANE INHIBITORS

Your body contains specialized devices which disperse magical energies. **Type** Miscellaneous; **Level** 3 **Benefits** A character with this upgrade gains spell resistance equal to his modification level + 10.

ARCANE SCANNER

You have the ability to scan magical auras and determine their properties. **Type** Sensory; **Level** 2 **Prerequisites** Arcane Sensors **Benefits** You are constantly affected as though by the spell *arcane sight*.

ARCANE SENSORS

You have built-in sensors which detect magical auras and arcane fields. **Type** Sensory; **Level** 1 **Benefits** You may use *detect magic* as an extraordinary ability at will.

ARTISAN'S FRIEND

You always have the right tool on hand. **Type** Miscellaneous; **Level** 1 **Benefits** As a move action, your hands can transform to become any type of artisan's tools or thieves' tools. Another move action changes them back to normal.

AXEHAND

You have a deadly battleaxe for a hand. **Type** Weapon (axe); **Level** 1 **Benefits** You have one of your hands replaced with an axe. This upgrade functions as a battleaxe that can't be disarmed.

BLACKSTEEL AXE

You replace the head of your axe with one made of blacksteel, a virtually indestructible metal.

Type Weapon (axe); Level 5 Prerequisites Devastating Axe Benefits Your axe now ignores all forms of damage reduction, including DR/-, and ignores hardness less than 100.

BOLT GENERATOR

Your body is capable of crafting raw metal into crossbow bolts, effectively granting you limitless ammunition.

Type Weapon (crossbow); Level 2 Prerequisites Mounted Crossbow Benefits You can now make as many attacks each round as your base attack bonus allows with your mounted crossbow, without having to take any action to reload it. You are never in danger of running out of bolts for your mounted crossbow to fire.

CLIMBER'S CLAWS

Your hands and feet can double as pitons when climbing, allowing you to scale surfaces with ease.

Type Movement; Level 1

Benefits You gain a climb speed equal to half your base land speed, granting you a +8 racial bonus on Climb checks, and allowing you to take 10 on such checks, even in combat situations.

CLIMBER'S CLAWS Mark II

The spikes on your hands and feet are now piston-powered, allowing you to easily make hand- and foot-holds when climbing. **Type** Movement; **Level 2 Prerequisites** Climber's Claws **Benefits** Your climb speed increases to your base land speed, and your racial bonus to Climb skill checks increases from +8 to +12.

COMPOSITE ARMOR

Your armor is now comprised of both heavyduty plates which protect vital areas and light, flexible materials for your joints, blending protection and maneuverability. **Type** Armor (medium); **Level 2 Prerequisites** Medium Armor **Benefits** Your built-in armor's maximum Dexterity bonus to AC increases by +1 and its armor check penalty decreases by 1 (to a minimum of o). Additionally you gain a +1 racial bonus to Fortitude saves. Finally, you gain DR 1/adamantine.

CONSTRICTING COILS

Your flail's chain is now a barbed, flexible metal cord, which can wrap around foes you hit, squeezing the life out of them. Type Weapon (flail); Level 5 Prerequisites Whipcord Flail Benefits Your flail's damage dice increase to 1d12. Additionally, as a full-round action, this upgrade allows you to make a single attack with the flail at your full base attack bonus. If that attack hits, you can attempt to entangle the target in your flail's chain as a free action by making a grapple check. Once the target is grappled, you can constrict, dealing the flail's damage dice + your Strength modifier whenever you make a successful grapple attempt.

CONTAINMENT UNIT

Your storage unit is now equipped with a containment field, further increasing its ability to reduce the mass of objects. Type Miscellaneous; Level 4 Prerequisites Storage Unit Mark II Benefits Your storage unit can now hold as much as a type IV bag of holding and when you retrieve an item from it, you always find it magically on top, allowing you to retrieve items from it as a move action that does not provoke attacks of opportunity. Additionally, your storage unit is now treated as an extradimensional space, except that when it is taken inside of another extradimensional space it still continues to function without incident.

CONTAINMENT UNIT Mark II

Your containment unit compresses stored objects to such a scale that your storage space is practically limitless. **Type** Miscellaneous; **Level** 5 **Prerequisites** Containment Unit **Benefits** Your containment unit can now hold as much as two portable holes , and retrieving any specific item is now a swift action, instead of a move action.

DEVASTATING AXE

Your axe is now piston-powered, delivering a force far beyond what your size should

your choice, and falls prone. You can only push the opponent in a straight line, and the opponent can't move closer to you than the square it started in. If an obstacle prevents the completion of the opponent's movement, the opponent and the obstacle each take 106 points of damage, and the opponent is knocked prone in a space adjacent to the obstacle.

DIGGER'S CLAWS

Your hands and feet can transform into shovel-like appendages specially designed for digging.

Type Movement; Level 1

Benefits You gain a burrow speed equal to half your base land speed. You can also make tunnels: as a full-round action, you can move up to a quarter of your burrow speed, while making stable tunnels. This burrow speed allows you to tunnel through dirt, but not through rock.

DIGGER'S CLAWS Mark II

Your digging apparatuses are now motorized, allowing you to burrow with greater speed.

Type Movement; Level 2

Prerequisites Digger's Claws

Benefits Your burrow speed increases to your base land speed, and you can now burrow through stone, dirt, or almost any other sort of earth except metal, as if you possessed the earth glide ability of earth elementals. Also, you can now move up to half your burrow speed while you make tunnels.

DIGGER'S CLAWS Mark III

Your digging appendages are now tipped in industrial diamond, allowing you to tunnel through nearly anything. **Type** Movement; **Level** 3 **Prerequisites** Digger's Claws Mark II **Benefits** You can now burrow through

allow.

Type Weapon (axe); **Level** 4 **Prerequisites** Reaver's Axe **Benefits** As a standard action, you may perform a combat maneuver similar to awesome blow. If your maneuver succeeds against a corporeal opponent, that opponent takes twice the normal damage dice for your axe + triple your normal Strength modifier damage. The target is also knocked flying 10 feet in a direction of crystal and metal at up to half your burrow speed, and you can move up to your full burrow speed while digging tunnels through other materials.

DISMANTLING DRILL

Your drill is now studded with razor-sharp barbs, which are ideal for ripping apart your foes' defenses.

Type Weapon (drill); Level 4 **Prerequisites** Turbine Drill Benefits As a full-round action, this upgrade allows you to make a single attack with your drill at your highest base attack bonus. If that attack hits, you can attempt to peel away the target's armor and shield as a free action by making a CMB check. If you are successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a Reflex save (DC 10 + 1/2 your modification level + your Strength modifier).

DOPPELGANGER ENGINE

You can adjust the facial structure and skin tone of your synthetic skin, allowing you to pass for nearly anyone.

Type Miscellaneous; Level 2

Prerequisites Life-like Appearance **Benefits** As a standard action, this upgrade allows you to alter your appearance to that of any humanoid, as with a *disguise self* spell, except that this is a physical change, rather than an illusion, and the effect lasts indefinitely.

DYNAMO BLADE

Your blade is now a powered weapon, a small engine driving it to cut on its own, and increasing its killing power. **Type** Weapon (sword); **Level** 5 **Prerequisites** Eviscerating Blade **Benefits** Your swordarm or twin blades' damage dice increase (swordarm becomes idio and twin blades becomes id8), their critical modifier becomes x3, and you can use your Eviscerating Blade upgrade 5 additional times per day.

ECHOLOCATORS

Your motion sensors improve, allowing you to use a sort of sonar to detect nearby **Type** Sensory; **Level** 4 **Prerequisites** Motion Sensors **Benefits** You gain blindsight 60 feet. This replaces the blindsense granted by the Motion Sensors upgrade.

ECHOLOCATORS Mark II

Your built-in sonar is made more sensitive, and the signal is boosted, allowing you to detect things at even greater distances. **Type** Sensory; **Level** 5 **Prerequisites** Echolocators **Benefits** Your blindsight increases to 100 feet.

ENERGY DISSIPATOR

You install an energy dissipator into your body, allowing you to harmlessly dissipate small amounts of certain energies. **Type** Miscellaneous; **Level** 3 **Benefits** You gain energy resistance 10 to two of the following types of energy: acid, cold, electricity, fire, or sonic. This choice must be made when the upgrade is taken, and cannot later be changed. **Special** You can take this upgrade additional times. You must choose different energy types each time.

ENERGY DISSIPATOR Mark II

You've improved the capacitors on your energy dissipator, improving the protection it offers. **Type** Miscellaneous; **Level** 4

Prerequisites Energy Dissipator

Benefits Choose two of the energy types you have previously chosen for the energy dissipator upgrade. Your resistance to those energies increases to 20. **Special** You can take this upgrade

additional times. You must chose different energy types each time.

ENERGY NEGATOR

You have installed an energy negator into your body, allowing you to harmlessly dissipate any amount of energy. **Type** Miscellaneous; **Level** 5 **Prerequisites** Energy Dissipator Mark II **Benefits** This upgrade grants immunity to one of the energy types you chose when you gained the Energy Dissipator Mark II upgrade. This choice is made when you gain the upgrade, and cannot later be changed.

ENHANCED SENSORS

Your eyes have special telescoping lenses, and your auditory sensors are more powerful than human hearing by far. **Type** Sensory; **Level** 1

Benefits You gain a +4 racial bonus on all Perception skill checks. Additionally, your eyes have a spyglass mode, which you can switch to as a standard action, and in which you see things magnified to twice their size. Characters using spyglass mode take a -1 penalty on Perception skill checks per 20 feet of distance to the target, instead of the normal penalty, but suffer a -4 penalty on Perception checks made to view things within 40 feet.

ENHANCED SENSORS Mark II

More telescoping lenses further improve your sight, and complex audio sensors alert you to even minor sounds.

Type Sensory; Level 2

Prerequisites Enhanced Sensors **Benefits** Your racial bonus on Perception skill checks increases to +8. When using the spyglass mode ability, you only take a –1 penalty on Perception skill checks per 50 feet of distance.

EVISCERATING BLADE

Your blade's edge is saw-toothed, and specifically designed to be able to slice muscle and cripple opponents with surgical precision.

Type Weapon (sword); Level 4 Prerequisites Serrated Blade Benefits As a standard action, this upgrade allows you to make a single attack at your highest base attack bonus with your longsword or twin blades. If that attack hits, you deal 1d6 points of Strength or Dexterity damage. You can use this upgrade a number of times each day equal to half your modification level, rounded down.

FLAIL ARM

You have a wicked flail as one of your hands. **Type** Weapon (flail); **Level** 1 **Benefits** You have one of your hands replaced with a flail. This upgrade functions as a flail that can't be disarmed.

FLEXIBLE OVERLAYS

Your armor is overlayed with flexible plates, allowing you to gain the best of both mobility and protection. **Type** Armor (medium); **Level 3 Prerequisites** Composite Armor **Benefits** You can choose to either gain the evasion class feature or the sturdy ability granted by the Reinforced Plating upgrade. Additionally, your DR increases to 2/adamantine.

FLEXI-STEEL ARMOR

Your armor is replaced with a thin, slightly flexible alloy that grants you greater mobility.

Type Armor (light); Level 3 Prerequisites Lightweight Armor Benefits You gain evasion. You can avoid even magical and unusual attacks with great even magical and unusual attacks with great agility. If you make a successful Reflex saving throw against an attack that normally has a reduced effect on a successful save, you instead suffer no penalty. When you are helpless, you do not gain the benefit of this upgrade.

FORCE CANNON

Your crossbow is now also a miniature force cannon, allowing you to fire bolts of pure energy at your foes.

Type Weapon (crossbow); Level 4 Prerequisites Rapid-Fire Crossbow Benefits Your body can now generate bolts made up of pure force. As a swift action, you can switch from creating bolts made of metal to bolts of pure force. You can use this upgrade for a number of rounds each day equal to your modification level. These rounds do not need to be consecutive. The damage these bolts deal is force damage, though this upgrade doesn't provide any additional damage, nor does it change the damage type of any additional damage granted by magical properties such as flaming or holy. Force damage ignores damage reduction and hardness and can affect incorporeal targets.

HEAVY ARMOR

Heavy-duty armor plates and a thick mesh of industrial chain protect your internal components.

Type Armor (heavy); **Level** 1 **Benefits** This built-in armor counts as heavy armor, and grants a +9 armor bonus to AC, allows a max Dexterity bonus of +0, a -6 armor check penalty, and 35% arcane spell failure.

INTERNAL DATABANKS

You have a vast deal of information stored within your artificial consciousness. **Type** Miscellaneous; **Level** 1 **Benefits** A character with this upgrade adds half his modification level (minimum 1) to any three Knowledge skill checks, and may make checks for those three Knowledge skills untrained. The character must choose which Knowledge skills will benefit from this feat when the feat is chosen, and can't change this decision later. **Special** You can take this upgrade additional times to apply the benefits to additional Knowledge skills.

INVISIBILITY GENERATOR

You have installed an invisibility generator into yourself, allowing you to magically bend light and make yourself invisible. **Type** Miscellaneous; **Level** 4 **Benefits** As a standard action, you can use this upgrade to become invisible. This functions as the *invisibility* spell, except that you can use this upgrade for a number of minutes each day equal to your modification level. These minutes do not need to be consecutive, but each use consumes at least one full minute. You can end the effect as a free action.

INVISIBILITY SENSORS

Your artificial eyes are specially enhanced to detect invisible creatures and objects. **Type** Sensory; **Level 3 Benefits** As a standard action, you can activate this upgrade to see through the effects of *invisibility*. This upgrade functions just like the *see invisibility* spell, except that it's an extraordinary ability, and using it does not provoke attacks of opportunity.

KEEN-EDGED BLADE

Your blade is sharpened with machine precision to an ultra-fine razor. **Type** Weapon (sword); **Level 2 Prerequisites** Swordarm or Twin Blades **Benefits** The critical rate on your swordarm or twin blades is increased by +1, so they now threaten a critical hit on a roll of 18-20. This bonus is not doubled by the *keen* weapon property, the Improved Critical feat, or the *keen edge* spell; instead it increases the critical rate by +1 after the rate has been doubled (so a *keen* swordarm would threaten a critical hit on rolls of 16-20).

LAMINATED ARMOR PLATING

You've laminated a second layer of armor onto the first, creating a stronger defense. **Type** Armor (heavy); **Level 2 Prerequisites** Heavy Armor **Benefits** Your armor's maximum Dexterity bonus to AC increases by +1. Additionally, you gain a +2 racial bonus to Fortitude saves, and DR 2/adamantine.

LIFE-LIKE APPEARANCE

A thin layer of synthetic skin allows you to pass as a member of the race you resemble. **Type** Miscellaneous; **Level** 1 **Benefits** You gain a +10 racial bonus on Disguise checks to appear as a member of the race you chose as your model.

LIGHT ARMOR

Thin chain mesh and small, thin armor plates protect your internal components. **Type** Armor (light); **Level 1 Benefits** This built-in armor counts as light armor and grants a +4 armor bonus to AC, allows a maximum Dexterity bonus to AC of +6, a -1 armor check penalty, and 20% arcane spell failure.

LIGHTWEIGHT ARMOR

You replace your armor with a lighterweight alloy, increasing your flexibility and reaction time.

Type Armor (light); **Level 2 Prerequisites** Light Armor **Benefits** Your built-in armor's maximum Dexterity bonus to AC increases by +2 and its armor check penalty decreases by 1 (to a minimum of o). Additionally, you gain the barbarian class feature uncanny dodge.

LONG FLAIL

Your flail's chain has been lengthened, and a system of spring-loaded mechanisms allow you to extend and retract it with ease. **Type** Weapon (flail); **Level 2 Prerequisites** Flail Arm **Benefits** As a swift action you can extend the length of your flail's chain. While extended, your flail counts as a reach weapon. You use a reach weapon to strike opponents 10 feet away, but you can't use it against an adjacent foe. You can retract the flail's chain as a swift action at any time.

LOW-LIGHT LENSES

Your eyes have special lenses that allow you to see exceptionally well in low-light areas. **Type** Sensory; **Level** 2 **Benefits** You see four times as well as a

human in dim light and twice as well in normal light.

MAGIC DAMPENERS

You have installed magic dampeners into your body, granting you brief bouts of immunity to magical attacks. **Type** Miscellaneous; **Level** 5 **Prerequisites** Arcane Inhibitors **Benefits** As a free action, you can become immune to any spell or spell-like ability that allows spell resistance. This upgrade can be used to gain immunity to a number of spell levels equal to twice your modification level each day. If a spell is higher level than your remaining spell levels of immunity, you are still affected by that spell, and you lose all remaining immunity for the day.

MECHANIZED WINGS

Your wings are now mechanically powered, allowing you to fly. **Type** Movement; **Level** 2

Prerequisites Wings

Benefits You gain a fly speed equal to your base land speed, at average

MEDIUM ARMOR

Large but lightweight armor plates and a heavy-duty chain mesh protect your internal components.

Type Armor (medium); **Level** 1 **Benefits** This built-in armor counts as medium armor and grants a +6 armor bonus to AC, allows a maximum Dexterity bonus to AC of +3, a -3 armor check penalty, and 25% arcane spell failure.

MEGA DRILL

Your drill is larger and spins with incredible speed, allowing you to create tremors. **Type** Weapon (drill); **Level** 5 **Prerequisites** Dismantling Drill **Benefits** Your drill's damage dice increases to 1d12, and it now bypasses up to 10 points of DR. Additionally, once per day, as a fullround action, you can drive your drill into the ground and cause an earthquake as the

MINI BALLISTA

Your crossbow is powered directly by your power reserves, giving it the force of a small ballista.

earthquake spell, centered on your square.

Type Weapon (crossbow); Level 5 Prerequisites Force Cannon Benefits Your crossbow's damage dice increase to 1d12, and its critical modifier increases to x3.

MOTION SENSORS

You have rudimentary motion sensors installed into you, allowing you to detect even invisible movement in a short distance. **Type** Sensory; **Level** 3 **Benefits** You gain blindsense 30 feet.

MOUNTED CROSSBOW

You have a crossbow mounted on either your arm or your shoulder, which you can fire automatically with just a thought. **Type** Weapon (crossbow); **Level** 1 **Benefits** You have a crossbow mounted on you, either on one of your arms, or on one of your shoulders. This upgrade functions as a light crossbow that can't be disarmed, and doesn't impose a penalty for firing it with one hand. This upgrade doesn't replace either of your hands.

NIGHTVISION

Your eyes have special lenses that allow you to see better in conditions of pitch **Type** Sensory; **Level** 1 **Benefits** Your darkvision increases by 30 **Special** You can take this upgrade additional times.

NIGHTVISION Mark II

Your eyes have special lenses that allow them to see even in the complete absence of light.

Type Sensory; Level 3 Prerequisites Nightvision Benefits You can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

OVERSIZED AXE

You replace the axe on your hand with a larger one, your metal arm allowing you to wield it despite its size. **Type** Weapon (axe); **Level 2 Prerequisites** Axehand **Benefits** Your axehand now functions as a greataxe. Additionally, you can now add 1-1/2 times your Strength modifier to damage rolls made with the axe, as if you were wielding it in two hands.

PISTON LEGS

You've been rebuilt for speed, with powerful machinery in your legs to increase your

running power.

Type Movement; Level 1 Benefits You gain a +10 racial bonus to your land speed, and, when running, you move five times your normal speed. Special If you posses the Run feat, you instead move at six times your normal speed while running.

PISTON LEGS Mark II

You further increase power to your legs, and install a new joint to let you turn in midstride.

Type Movement; **Level** 2 **Prerequisites** Piston Legs **Benefits** Your racial bonus to your land speed increases from +10 to +20, and you can change direction (up to 90 degrees) once each time you make a charge or run action.

PISTON LEGS Mark III

Your legs contain powerful hydraulic pistons which allow you to run at incredible speeds. **Type** Movement; **Level** 3 **Prerequisites** Piston Legs Mark II **Benefits** Your racial bonus to your land speed increases from +20 to +30. Additionally, once per hour, you can move at 10 times your normal speed when you make a charge or run action.

POWER DRILL

You have a heavy-duty drill in place of one hand.

Type Weapon (drill); **Level** 1 **Benefits** You have one of your hands replaced with a large drill. This upgrade counts as an one-handed weapon and deals id6 piercing damage (for a medium creature), has a x4 critical modifier, grants a +2 bonus on combat maneuver checks to sunder, and it ignores hardness less than 5. Additionally, with a minute of work, you can drill a hole into a stationary object whose hardness is less than or equal to the amount of hardness the drill ignores. This hole is up to 1 foot deep and 1 foot wide. This action provokes attacks of opportunity.

POWERED FLIGHT

You now have an engine mounted on your back or legs, which can propel you forward through the air at high speed. **Type** Movement; **Level** 3 **Prerequisites** Mechanized Wings **Benefits** Your fly speed increases to twice your base land speed, and your maneuverability improves to good.

RAPID-FIRE CROSSBOW

Your crossbow has been upgraded to load and fire automatically and with supernatural speed. **Type** Weapon (crossbow); **Level 3 Prerequisites** Bolt Generator **Benefits** When making a full-attack action with your crossbow, you can choose to fire one additional time at your highest base attack bonus. If you do so, all of your attack rolls take a -2 penalty for the round. **Special** This upgrade's ability stacks with the Rapid Shot feat, allowing you to fire two additional times in a round at a -4 penalty to all attack rolls.

REAVER'S AXE

Your axe is carefully sharpened to a razor edge, making its blows more lethal. **Type** Weapon (axe); **Level 3 Prerequisites** Oversized Axe **Benefits** Your axehand's critical modifier increases to x4, and you can perform a coup de grace action with your axe as a standard action, rather than a full-round action.

REDUNDANT SYSTEMS

By having multiple versions of your key systems, you are able to withstand what would normally be crippling attacks. **Type** Miscellaneous; **Level** 2 **Benefits** You gain 20 hit points.

REINFORCED PLATING

Your armor's frame is reinforced with extra plating, allowing you to shrug off most attacks.

Type Armor (heavy); Level 3

Prerequisites Laminated Armor Plating Benefits You gain the sturdy ability. You can withstand even magical and unusual attacks with great endurance. If you make a successful Fortitude saving throw against an attack that normally has a reduced effect on a successful save, you instead suffer no penalty. If you are helpless, you do not gain the benefit of this upgrade. Your DR also improves to 4/adamantine.

SEISMIC SENSORS

You were designed to detect movement through vibrations through the ground. **Type** Sensory; **Level** 1 **Benefits** You gain tremorsense 30 feet **Special** You can take this upgrade additional times to increase your tremorsense by 30 feet each time.

SERRATED BLADE

Your sword is specially serrated, allowing it to leave especially wicked and deep cuts. **Type** Weapon (sword); **Level 3 Prerequisites** Keen-Edged Blade **Benefits** Your swordarm or twin blades now inflict 1d6 bleed damage with each successful hit. This bleed damage doesn't stack with itself.

SPOTLIGHTS

Your eyes shine light like a torch. **Type** Miscellaneous; **Level** 1 **Benefits** On command, your eyes shed normal light in a 20-foot cone in front of you, and improve the light level by one (darkness becomes dim light and dim light becomes normal light) in the area beyond that, out to a 40-foot cone. Your eyes do not increase the light level in normal light or bright light. You can end this effect as a free

action.

STORAGE UNIT

Your body contains a storage space equipped with a magical field that reduces the size and weight of items stored within. **Type** Miscellaneous; **Level 2 Benefits** Your body now contains an internal storage space. This storage space functions as a *type I bag of holding*, except that it is technically not an extradimensional space. Retrieving any specific item from your internal storage is a fullround action which provokes attacks of opportunity.

STORAGE UNIT Mark II

The magical matrix that folds space in your storage unit is enhanced, increasing your capacity to hold objects. **Type** Miscellaneous; **Level** 3 **Prerequisites** Storage Unit **Benefits** Your storage unit can now hold as much as a *type II bag of holding*. Its contents are also automatically sorted and easy to access, reducing the time to retrieve an item from the pack to a move action, though it still provokes an attack of opportunity.

SWORDARM

You have a trusty longsword in place of one of your hands. **Type** Weapon (sword); **Level** 1 **Benefits** Iron replicants with this upgrade have one of their hands replaced with a sword. This upgrade functions as a longsword that can't be disarmed.

TRUESIGHT

Your artificial eyes can see through all manner of magical deception. **Type** Sensory; **Level** 5 **Prerequisites** X-ray Vision **Benefits** As a standard action, you can use this upgrade to see things as they really are. This upgrade functions as the *true seeing* spell, except its range is 60 feet instead of 120 feet, and you may only use this upgrade for a number of minutes each day equal to your modification level. You can end the effect as a free action at any time, and these minutes do not need to be consecutive, but the amount of time used always rounds up to the nearest minute, so activating the ability for 11 rounds would cause you to lose a total of 2 minutes of use for that day.

TURBINE DRILL

Your drill's power triples, and it spins at incredible speeds, allowing it to pierce the toughest defenses. **Type** Weapon (drill); **Level** 3 **Prerequisites** Adamantine Drill **Benefits** Your drilling claw is now able to bypass up to 5 points of DR, and ignores hardness less than 30.

TWIN BLADES

You have twin short swords in place of **Type** Weapon (sword); **Level** 1 **Benefits** You have both of your hands replaced with swords. This upgrade functions as two separate short swords that can't be disarmed. This upgrade does not grant any special ability to fight with two weapons at one time.

ULTIMATE HEAVY ARMOR

Your heavy-plated outer shell has reached the pinnacle of protection perfection, and can protect you against attacks that would shatter lesser armors.

Type Armor (heavy); Level 4 Prerequisites Reinforced Plating Benefits Your built-in armor's AC bonus increases by +2 and its armor check penalty decreases by 1 (to a minimum of o). Additionally, your DR increases to 6/adamantine.

ULTIMATE LIGHT ARMOR

Your armor is the ultimate in graceful defense, protecting you while still allowing full maneuverability to allow you to avoid attacks.

Type Armor (light); **Level** 4 **Prerequisites** Flexi-Steel Armor **Benefits** Your armor's AC bonus increases by +1 and you have no maximum Dexterity bonus to AC. You also gain the barbarian class feature improved uncanny dodge.

ULTIMATE MEDIUM ARMOR

Your armor is a perfect melding of heavy protection and light flexibility, creating the best defense possible.

Type Armor (medium); Level 4 Prerequisites Flexible Overlays Benefits Your built-in armor's AC bonus increases by +1, its maximum Dexterity bonus to AC increases by +1, and its armor check penalty decreases by 1 (to a minimum of o). Additionally, your armor no longer interferes with your movement, and does not reduce your movement speed. Finally, your DR increases to 3/adamantine.

WEAPON TRANSFORMERS

Your arms are able to transform, allowing you to hide your weapon upgrades when they are not in use.

Type Miscellaneous; Level 1 Benefits Your weapon upgrades can be hidden and retrieved as move action. Weapons hidden in this way meld into your body, and you gain a +20 circumstance bonus on Sleight of Hand checks to conceal your weapons in this way. If your weapons are enchanted, they will still be visible with *detect magic* and similar abilities. You cannot attack with any weapons that are hidden in this way. If you have multiple weapons, you can choose which weapons to hide or retrieve with each move action. If the weapon replaced one of your hands, you regain use of that hand while the weapon is

hidden.

WHIPCORD FLAIL

Your flail's chain is replaced by a hightension steel cable, which allows you greater flexibility of motion when wielding it. **Type** Weapon (flail); **Level** 4 **Prerequisites** Wrecking Ball **Benefits** Your flail can now be used to attack adjacent foes, even though it has reach. Additionally, its line attack is now 40 feet long, and deals double the flail's normal damage dice + twice your Strength modifier damage.

20 feet, with the viewer seeing as if he were looking at something in normal light, even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances, or a thin sheet of lead, blocks the vision. You can end this effect as a free action, and can use this upgrade for a number of minutes each day equal to your modification level. These minutes do not need to be consecutive, but the amount of time used always round up to the nearest minute, so activating the ability for 11 rounds would cause you to lose a total of 2 minutes of use for that day.

WINGS

You gain a pair of wings which make you more aerodynamic, but aren't strong enough to sustain powered flight. **Type** Movement; **Level** 1 **Benefits** You gain a +6 bonus on Acrobatics skill checks made to jump.

WRECKING BALL

You can now shoot your flail out like a cannon, devastating all opponents in its **Type** Weapon (flail); **Level** 3 **Prerequisites** Long Flail **Benefits** As a full-round action, you can make a line attack with your flail. The line is 20 feet long, and deals normal dice damage for your flail + 1-1/2 times your Strength modifier damage. Targets that succeed on a Reflex save (DC 10 + 1/2 your modification level + your Strength modifer) take half damage.

X-RAY VISION

Your artificial eyes are able to pierce solid matter, letting you see through people and objects.

Type Sensory; Level 4 Benefits As a standard action, you can use this upgrade to see into and through solid matter. The maximum range of this vision is

Iron Magus

"You think I'm a monster just because I've fused iron into my own body. You just fear change; all I am doing is leaving behind the weaknesses of the flesh and replacing them with the strength of steel. All flesh eventually dies and rots, while constructs are eternal."

—Zette Zer, Iron Magus

Iron magi are the perfect combination of magic and machine. They are spellcasters who possess the ability to channel their spells into their own built-in construct weaponry. Over time, they introduce various construct components into their bodies, slowly becoming more construct-like, or improving on their already artificial body.

Becoming an Iron Magus

Iron magi are spellcasters who incorporate construct components into their own bodies, eventually becoming constructs themselves. The iron magus class is popular with spellcasters who don't mind going toeto-toe with their enemies. Fabricants that wish to be spellcasters, but not completely forsake the improvement of their bodies, tend to take levels in this class.

Entry Requirements

Skills: Knowledge (arcana) 5 ranks and either Craft (fabricant) or Knowledge (engineering) 2 ranks

Spells: Able to cast 3rd-level spells.

Special: Non-fabricants must first imbed an arcane crystal worth 1,000 gp into their chest. Imbedding the crystal inflicts 1d8 piercing damage plus an additional 1d4 force damage as the magical energy is suffused throughout your body.

Making an Iron Magus

Iron magi are devoted to the combination of magic and machine, in the pursuit of creating a more perfect form. Abilities: Iron magi are primarily spellcasters, and so their most valued ability score is usually their primary spellcasting score. Strength and Dexterity are next in importance, providing the ability to hit and damage their foes in melee, as well as to dodge attacks and increase their ranged accuracy. Since iron magi eventually become constructs, replacing their bodies with metal fabrication, their Constitution score is eventually lost, making it relatively unimportant in the long run.

Alignment: Iron magi can be of any alignment. Many iron magi tend to gravitate towards a lawful alignment as they become less man and more machine, viewing the world through an increasingly artificial intelligence.

Hit Dice: d8

Class Skills

The iron magus' class skills are Craft (Int), Fly (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at each Level: 2 + Intelligence modifier

Class Features

The following are class features of the iron magus class.

Weapon and Armor Proficiency: Iron magi are proficient with their built-in weapons. They do not gain any other weapon or armor proficiencies.

Construct Similarity: Non-fabricant iron magi also count as fabricants for the purposes of qualifying for feats, upgrades and class features. An iron magus may even take levels in iron warrior if she so chooses.

Imbue Weapon (Sp): At 1st level, as a swift action, an iron magus can cast a spell

Table 3-1: Iron Magus

Base

| Attacl | Fort | Ref | Will |
|--------|-------------|-----|------|
| TRUCK | A TOLE | | |

| Level | Bonus | Save | Save | Save | Special | Spells Per Day |
|-------|-------|------|------|------|--|--|
| 1 | +0 | +0 | +0 | +1 | Construct Similarity, Imbue Weapon 1/day, Weapon Upgrade | - |
| 2 | +1 | +1 | +1 | +1 | Sensory Upgrade | +1 level of existing spellcasting class |
| 3 | +2 | +1 | +1 | +2 | Imbue Weapon 2/day, Movement Upgrade | +1 level of existing spellcasting class |
| 4 | +3 | +1 | +1 | +2 | Misc. Upgrade | +1 level of existing spellcasting class |
| 5 | +3 | +2 | +2 | +3 | Imbue Weapon 3/day, Weapon Upgrade | |
| 6 | +4 | +2 | +2 | +3 | Sensory Upgrade | +1 level of existing spellcasting class |
| 7 | +5 | +2 | +2 | +4 | Imbue Weapon 4/day, Movement Upgrade | +1 level of existing spellcasting class |
| 8 | +6/+1 | +3 | +3 | +4 | Misc. Upgrade | +1 level of existing spellcasting class |
| 9 | +6/+1 | +3 | +3 | +5 | Imbue Weapon 5/day | +1 level of existing spellcasting class |
| 10 | +7/+2 | +3 | +3 | +5 | Construct Apotheosis, Weapon Upgrade, Sensory Upgrade | - |

into one of her weapon upgrades, allowing her to deliver it when the weapon strikes. The spell must have a single target and a casting time of a standard action or less. When you imbue the weapon with the spell, you must choose which weapon you are imbuing if you have multiple weapons installed into your body. The next time that weapon hits a target, the target is also subject to the imbued spell. If the imbued spell allows a saving throw, the target is still allowed a saving throw. The spell only remains imbued until the beginning of your next turn, and if it is not used by that time, then the spell, as well as the use of this ability, is wasted. You cannot imbue spells into a held weapon, only ones that you have gained from a weapon upgrade. At 1st level you can use this ability once per day. At 3rd level, and every 2 levels afterward, you gain an additional use of this ability.

Spells per Day: At the indicated levels, an iron magus gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an iron magus, she must decide to which class she adds the new level for purposes of determining spells per day.

Weapon Upgrade: At 1st level, an iron magus has a weapon grafted onto her body. The iron magus may choose a single 1st-level weapon upgrade for which she qualifies. In the case of weapon upgrades that specifically replace a hand, the iron magus loses the ability to hold things with that hand, though she suffers no other penalty from the loss of that appendage. At 5th and 10th level this weapon upgrade improves, and the iron magus gains the next-highest-level upgrade for her chosen weapon type (2nd-level weapon upgrade at 5th level, 3rd-level weapon upgrade at 10th level). An iron magus' weapon can be enchanted through the same process (and at the same cost) used to enchant other weapons, and counts as masterwork for this purpose (though it does not grant any of the other benefits of masterwork weapons). The weapon retains any enhancement bonus or magic properties even after subsequent upgrades. If the weapon replaces one or more of the iron magus' hands, it does not interfere with somatic components of any spells the iron magus may cast.

Sensory Upgrade: At 2nd level, an iron magus gains one 1st-level sensory upgrade of her choice for which she qualifies. At 6th level and 1oth level she gains one additional sensory upgrade for which she qualifies. These additional upgrades may enhance or replace her initial sensory upgrades, or may be entirely new sensory upgrades, depending on which upgrades the iron warrior selects. See Table 2-3: Upgrade Levels to see what level upgrade the iron magus qualifies for.

Movement Upgrade: At 3rd level, an iron magus gains one 1st-level movement upgrade of her choice for which she qualifies. At 7th level she gains one additional movement upgrade for which she qualifies. This additional upgrade may enhance or replace her initial movement upgrade, or may be an entirely new movement upgrade, or may be an entirely new movement upgrade, depending on which upgrade the iron magus selects. See Table 2-3: Upgrade Levels to see what level upgrade the iron magus qualifies for.

Miscellaneous Upgrade: At 4th level, an iron magus gains one 1st-level miscellaneous upgrade of her choice for which she qualifies. At 8th level she gains one ist-level miscellaneous upgrade of her choice for which she qualifies. At 8th level she gains one additional miscellaneous upgrade for which she qualifies. This additional upgrade may enhance or replace her initial miscellaneous upgrade, or may be an entirely new miscellaneous upgrade, depending on which upgrade the iron warrior selects. See Table 2- Table 2-3: Upgrade Levels to see what level upgrade the iron warrior qualifies for.

Construct Apotheosis: At 10th level, an iron magus becomes a construct-like being. She is forevermore treated as a construct rather than as a humanoid (or whatever the iron magus' original creature type was) for the purpose of spells and magical effects (spells like mending and make whole are still unable to restore hit point damage due to the iron magus not being a true construct). If the iron magus was not previously a fabricant, she gains the unliving and repairable racial traits of a fabricant. Additionally, the iron magus is now immune to all ability damage, ability drain, diseases, death effects, energy drain, exhaustion, fatigue, death from massive damage, mind-affecting effects, necromancy effects, non-lethal damage, paralysis, poison, sleep effects, and stunning, and does not need to eat, breathe, or sleep. Finally, she no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Age bonuses still accrue, and the iron magus will no longer die from old age.

Playing an Iron Magus

All iron magi are spellcasters at heart, and as such they all come from some sort of spellcasting background. The majority of iron magi receive their power from the arcane mysteries, whether it is from intense studies or an inherent quality of their own life essence. It isn't uncommon for an iron magus to derive her power from divinity, whether this is a gift from her deity or a result of her own philosophy. Individual iron magi tend to be very careful of who they choose to adventure with because not everyone is as open-minded toward their construct modifications as they are.

Races: While iron magi can be found among all races, humans are by far the most common due to their overall prevalence. Dwarves and elves can also be quite common due to the natural dwarven skill with the forge and the innate elven talent for the arcane. Fabricants that wish to be spellcasters typically become iron magi so they can improve their magic as well as their own upgrades. Halflings and gnomes rarely have the patience to become iron magi. Half-orcs don't commonly become iron magi, though those who do tend to enjoy the perks of always having their weapon at hand.

Religion: Most iron magi aren't very religious because they tend to be preoccupied with playing god, altering their own bodies as they see fit. This isn't the case for all iron magi, however, as some turned to this path because they believed that becoming an iron magus would please their deity and further their deity's will.

Other Classes: Iron magi most often associate with their fellow spellcasters, especially those iron magi who aren't fabricants. Iron magi of all kinds tend to associate with iron warriors, as well as fabricants of all classes. Druids, as well as many clerics, view iron magi as an unnatural abominations, especially in the case of nonfabricant iron magi, who they view as trying to cheat death. Martial classes typically approve of iron magi, at least by comparison to frailer, fleshier spellcasters, and appreciate a spellcaster who can occasionally step up onto the front lines. Arcane spellcasters are typically a little uncomfortable with the iron magus' physical upgrades, but find it far less off-putting than, for example, liches.

Iron Magi in the World

"It just isn't natural what they're doing,

replacing their own limbs with weapons and melding iron into their flesh and bones. They're transforming themselves into ungodly abominations – what they're doing is an affront to nature. And who knows, today it's their own bodies they're corrupting, tomorrow they might try to change the whole world."

-Richard Mathews, cleric

Daily Life: For the most part, iron magi live the same as they did before they became iron magi. Fabricant iron magi live virtually identical lives to those they led before, and even iron magi of other races don't notice too great a difference in their routine. They now spend more time feverishly dreaming up new upgrades they could install in themselves, and a certain amount of time each day maintaining their mechanical parts. Advanced iron magi, who do not need to eat or sleep, find that their transformation has granted them a great deal more freedom and time with which to pursue their bodily and mental perfection.

Notables: The elven wizard Zalderon Starbreeze is rumored to have been the first iron magus. Zalderon was a pioneer in the creation of the artificial beings known as fabricants and she eventually learned how to apply her knowledge of fabricants to improve her own body. One of the most unique iron magi is Sarvos the Wild. Sarvos was a druid before she became an iron magus, which in and of itself is enough to make her noteworthy. Sarvos's goal is to infuse all of nature with her newly found mechanical perfection. She has begun this task by permanently transforming all the trees in the Darkvale Forest, from which she hails, completely into ironwood.

Organizations: Most iron magi are solitary in their pursuit of perfecting their own forms, though it isn't uncommon for a group of iron magi to come together to compare notes and share information about their own modifications. The largest of these collections of iron magi is known as the Iron Archive. The Archive supposedly has records of nearly every kind of modification ever created. It is rumored that in order to join the Iron Archive, you must have developed your own personal modification, though most likely the organization would accept some other service in order to gain membership. The exact size and location of the Archive is a secret known only by its members.

NPC Reactions: Most people find iron magi to be quite unnerving because of the changes they have willingly made to their own bodies. Ignorance is the greatest cause of distrust for iron magi: people tend to fear what they don't understand, and this is very much the case when dealing with iron magi. Many townsfolk believe that iron magi spend their time experimenting with their upgrades by kidnapping villagers and forcing upgrades upon them. The fact that a handful of iron magi, indeed, do precisely that does not help the image of the other iron magi, or garner them any more trust from the average NPC. Even friendly townspeople tend to be curious about iron magi, however, and those that don't conceal their construct modifications tend to receive odd looks when walking down the street, even under the best of times.

Iron Magus Lore: Characters with ranks in Knowledge (arcana) can research iron magi to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

Table 3-2: Iron Magus Lore DC Information

| and the second second | THI OT HIM COM |
|-----------------------|--|
| 350 | Iron magi are construct spellcasters |
| 10 | that can channel their spells into their |
| | weapons. |
| | Iron magi can acquire construct |
| 15 | upgrades to improve their existing |
| | abilities. |
| | Most iron magi aren't actually |
| 20 | constructs, though through their |
| 20 | modifications they can eventually |
| | become construct-like beings. |
| | Characters who achieve this level of |
| | success can learn details about a |
| 30 | specific iron magus, his activities, and |
| | general whereabouts. |



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FLESH IS WEAK, BUT STEEL IS STRONG

FOR CENTURIES, MAN HAS HAD A FASCINATION WITH THE IDEA OF MECHANICAL SENTIENCE. ARCHMAGI AND MASTER SOPCERERS HAVE EXPERIMENTED AT LENGTH WITH HOMUNCULI, GOLEMS, AND OTHER CONSTRUCT SERVANTS, TRYING TO CREATE A MACHINE WITH TRUE HUMAN INTELLIGENCE. WITH THE INVENTION OF THE FABRICANT, THAT DAY HAS FINALLY ARRIVED.

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