5 Machinesmith Feats

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.

THE HIGH CONCEPT: Feats to expand the options available to machinesmiths (from *Classes of NeoExodus: The Machinesmith* by LPJ design), or if the machinesmith is not in use, any character with magic crafting feats and Knowledge (engineering), using their skill ranks in place of machinesmith levels for prerequisites).

ALCHEMICAL ADMIXTURE

In addition to blending magic and machine, you've learned to add alchemical elements to your creations.

Prerequisites: Int 13, Craft (alchemy) 7 ranks, Knowledge (engineering) 7 ranks, machinesmith 7.

Benefit: Select one of the following alchemical discoveries: acid bomb, blinding bomb, concussive bomb, confusion bomb, dispelling bomb, explosive bomb, force bomb, frost bomb, inferno bomb, madness bomb, plague bomb, poison bomb, shock bomb, smoke bomb, stink bomb, or tanglefoot bomb. You must meet the discovery's prerequisites (using your character level in place of alchemist level, and discoveries selected with Alchemical Admixture for required discoveries).

You may add the selected discovery as an alchemical admixture to one item you have created (including magic items you crafted, prototypes, gadgets, and greatworks). This takes one hour, and each alchemical admixture you know may only be added to one item at a time. When the item with the alchemical admixture makes an attack roll (or is used to make an attack roll) or an effect it creates forces a creature to make a saving throw, as a free action the effect of the alchemical admixture may also be added.

If your item's attack or effect has an area, only one target (of your choice) is considered directly hit by the admixture while all other creatures in the area are considered to be in the "splash area." If your item does not have an area and the alchemical admixture specifically creates a new effect in an area (such as smoke bomb), the alchemical admixture's effect covers a 5-foot-radius. If a discovery's effect normally reduced the damage done by an alchemist's bomb (such as concussive bomb or madness bomb), the attack of your item deals half damage (or its save DC is reduced by 2, for effects that do not deal damage) when it uses the alchemical admixture's effect. The alchemical admixture does not add bomb damage to your item's attack or effect if it gives a calculation for determining how many dice of bomb damage it does (such as concussive bomb), but it does add extra damage expressed as a flat bonus (such as acid bomb) and gains any additional effects or modifications (such as a concussive bomb's damage becoming sonic, and a target directly hit making a save or being deafened). The GM has final say on how alchemical admixtures function with specific attacks or effects of your items.

The DC of any saving throw allowed by an alchemical admixture is 10 + 1/2 your ranks in Craft (alchemy) + your Int modifier, and your character level is used in place of an alchemist's caster level for all effects. Each alchemical admixture can be used a number of times per day equal to 1 + your Int modifier.

Special: You may select this feat more than once. Its effects do not stack. Each time you select it, you learn a new discovery to use as an alchemical admixture.

BEHOLD!

The prototypes and creations you use, and your overpowering confidence in them, is impressive to behold.

Prerequisites: Cha 13, machinesmith 5.

Benefit: Once per round when you use an item you have created (including magic items you crafted, prototypes, gadgets, and greatworks), as a swift action you may attempt to demoralize one creature you select within 30 feet that can see and hear you. This functions as the demoralize option of the Intimidate skill, except you make a special Knowledge (engineering) check and use its result in place of Intimidate. You may do this a number of times per day equal to 3 + your Cha modifier.

BETTER THAN NEW

When you fix something, it functions better than before it broke – at least for a short time.

Prerequisites: Repair class feature or ability to cast *mending*, machinesmith 3.

Benefit: When you restore hit points to something with *mending* (or the repair class feature) it gains an enhancement bonus for 1 minute per class level. You may apply this bonus to one of the following categories: attack rolls made with or by the item, damage rolls made with or by the item, saving throws made with or by the item, skill checks made with or by the item, or the item's DR or hardness. These bonuses do not stack, but if you repair an item multiple times you may give it bonuses in multiple categories. The enhancement bonus is +1, +2 if you are 8th level, and +3 if you are 16th level.

CREATION FOCUS

When you set your mind to one of your creation, you can make it work even better!

Prerequisites: Wis 13, machinesmith 1.

Benefit: Each day you may focus on a single specific item you have created (including magic items you crafted, prototypes, gadgets, and greatworks). As long as you are able to make adjustments to this item at least once every ten minutes, it gains a +1 bonus to one of the following categories: attack rolls made with or by the item, damage rolls made with or by the item, saving throws made with or by the item, skill checks made with or by the item, or the item's DR or hardness. Each day after being fully rested, you may focus your thoughts and efforts on a new item (ending the bonuses granted to any previous item).

EMERGENCY ACTIVATION

You know how to trigger your own tools in a hurry.

Prerequisites: Improved Initiative, machinesmith 4.

Benefit: You can activate a tool you have created (including magic items you crafted, prototypes, gadgets, and greatworks) as a swift action. You can only use this to activate abilities that would not count as attacks for purposes of the *invisibility* spell, and only to activate abilities that normally take a standard action or less to use. You may do this once per day for every 4 character levels.

WE ERR ON THE SIDE OF AWESOME!

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