

Artiforged

The wise strive for self perfection by transcending the material world. The ambitious meld flesh and steel to forge themselves into the perfect warrior. These artiforged spend a lifetime gradually replacing their body parts and augmenting existing ones.

The artiforged is an archetype of the engineer class.

Weapon and Armor Proficiencies: An artiforged is proficient with all simple and martial weapons plus the hand crossbow. He is also proficient in light armor, medium armor, and shields (except tower shields).

This ability modifies the engineer's starting weapon and armor proficiencies.

Limit Break (Su): At 1st level, the artiforged receives the Limit Break (Absolute Perfection).

Absolute Perfection (Su): This Limit Break allows the artiforged to gain perfection in herself for a short period of time. For a duration of 1 round + 1 round per four engineer levels after 1st, the artiforged gains a +1 competence bonus to attack and damage rolls, and a damage reduction of 2/-. For every four engineer levels after 1st, he gains an additional +1 competence bonus to attack and damage rolls, and damage reduction of 2/-. This limit break requires only a swift action.

This ability replaces the Limit Break (Overdrive).

Martial Prowess: An artiforged's base attack bonus increases by one step (from 3/4 BAB to Full BAB). Also increases artiforged's hit dice from d8 to d10.

This ability replaces automaton.

Integrated Weapon (Ex): An artiforged can attach a manufactured weapon to his body and wield it without occupying a hand. He always adds his full Strength modifier to the damage rolls of his integrated melee weapon, and such attacks are never considered off-hand attacks. The weapon retains all properties and special materials while attached. A masterwork integrated weapon can be magically enhanced as normal. An integrated weapon can be sundered, but not dropped or disarmed. An artiforged can draw his integrated weapon as a free action or retract it into his body using the sheathe weapon action. Integrated weaponry has the following options and restrictions. Upon reaching 5th level, he can apply his full Dexterity modifier to the damage rolls of his integrated ranged weapons.

- **Gauntlet:** The artiforged can integrate a gauntlet as an integrated melee weapon. Attacks with an integrated gauntlet deal 1d6 points of damage for a Medium creature, are treated as armed attacks, and do not provoke attacks of opportunity. He may add the gauntlet's enhancement bonus (if any) to any combat maneuver checks using the gauntleted hand, including maneuvers that normally do not add a weapon's enhancement bonus to the check (such as grappling).
- **Melee:** The artiforged can integrate a light or one-handed melee weapon, but not a two-handed weapon. He cannot wield an integrated melee weapon with two hands or use it as a thrown weapon. An artiforged takes no attack roll penalties for wielding an undersized integrated melee weapon. However, he does not benefit from undersized reach weapons and can never integrate double weapons.
- **Ranged:** The artiforged may integrate a ranged projectile weapon that he can wield with one hand (such as a hand crossbow). He cannot integrate ranged weapons that require two hands to wield.

The artiforged may only have a single integrated weapon (or a pair of gauntlets) at a time. Integrating and/or detaching a weapon in the artiforged's possession requires 1 hour of work. Detaching a weapon deals an amount

of damage to it equal to 1 + half the weapon's maximum hit points (bypassing hardness) and grants the broken condition until repaired.

This ability replaces technologist.

Power Surge (Ex): At 1st level, an artiforged can begin a power surge by raising his tension by 1 as a free action. For 1 round, he gains a +1 bonus on attack and damage rolls when using integrated weapons. In addition, the artiforged adds the bonus to the DCs of his artiforged class features as well as Strength checks and Acrobatics, Climb, Escape Artist, Fly, and Swim skill checks. This power surge bonus increases by 1 at 5th, 10th, 15th, and 20th levels. An artiforged can continue his power surge on each following round by raising his tension by 1 as a free action. If his power surge ends, he must wait 1 round before beginning a new one.

This ability replaces repair.

Power Source: Each artiforged relies on a system that sustains his enhancements and determines the nature of his augmentations. At 1st level, he chooses a power source. Once chosen, it cannot be changed. Each power source grants source powers as the artiforged advances in levels. Unless otherwise noted, the saving throw DC for a power source's abilities equal to 10 + half of the engineer's level + his Intelligence modifier.

Tension: An artiforged can stress his power source in order to push his augmentations beyond their limits. Using such abilities raise his tension. The artiforged can sustain a maximum amount of tension equal to half his engineer level (minimum 1) + his Intelligence modifier. Raising his tension any further fatigues the artiforged and disables his power source until his tension reduces to its maximum or lower. An artiforged with a disabled power source cannot use any ability that raises his tension. Tension can be removed through magical healing and proper upkeep of the power source. An artiforged can spend 1 hour each day performing maintenance on his power source. Afterward, his tension lowers by 1 each passing hour for the next 24 hours. During this period, when a spell or spell-like ability restores the artiforged's hit points, his tension lowers by an amount equal to the spell level. Healing from the channel energy class feature also lowers tension by an amount equal to the number of channel energy dice. He benefits from this only once per casting or use of channel energy.

Arcane Source: Arcane symbols, runic tablets, and other works of spellcraft empower the artiforged's augmentations. Many of his upgrades consist of implanted magical devices, complex glyphs, or raw arcane energies infused into his being. His body radiates a magical aura as if it were a magical item with a caster level equal to his engineer level.

Arcane Surge (Su): At 1st level, during a power surge, the artiforged's integrated weapons gain the effect of the Arcane Strike feat and inflict an arcane mark on creatures hit for 1 round. Allied weapons also gain the benefits of your Arcane Strike when damaging a marked creature. The artiforged's Arcane Strike has a caster level equal to his engineer level.

Integrated Arcane Strike (Su): At 4th level, the artiforged gains Arcane Strike as a bonus feat with a caster level equal to his engineer level. Only his integrated weapons may benefit from this feat.

Crippling Mark (Su): At 8th level, the artiforged may raise his tension by 1 as an immediate action to cripple a creature marked by arcane surge. The creature receives a penalty on attack rolls and saving throws against spells, spell-like abilities, supernatural abilities, and his artiforged class features. This penalty equals to his power surge bonus and lasts until the end of the creature's next turn.

Dispelling Strike (Su): At 12th level, the artiforged may raise his tension by 2 as a swift action to imbue his integrated weapon with energy disruptive to magic. The next creature or object struck by the weapon within 1 minute becomes subject of a targeted *dispel*, using his engineer level as his caster level.

Spell Resistance (Su): At 16th level, when the artiforged begins a power surge, he may choose to gain spell resistance equal to 10 + his engineer level that lasts until the end of his power surge.

Overwhelming Arcana (Su): At 20th level, the artiforged becomes a living magical device with an oppressive arcane aura that overwhelms spellcasters. Marks from arcane surge linger for a number of rounds equal to his Intelligence modifier. When a marked creature casts a spell, the artiforged may raise his tension to its maximum as an immediate action to have the spell fail spectacularly with a burst of wild magic (functioning as if the spellcaster was targeted with a rod of wonder). The creature can avoid spell failure and triggering the wild magic effect with a successful concentration check (DC 15 + twice spell level + the artiforged's Intelligence modifier). He may designate a number of creatures equal to his Intelligence modifier to gain immunity to the effects of the wild magic burst. The artiforged cannot use this ability when at his maximum tension.

Biological Source: For a skilled fleshcrafter, an organic body functions much like a machine made of flesh instead of steel. With the same mindset, the artiforged grafts his body with upgrades taking the form of artificially grown organs, mutations, or strange biological machines. When performing maintenance on his power source, he requires an alchemist's kit to manage the metabolism of his artificially grown augmentations.

Bio Surge (Ex): At 1st level, during a power surge, his integrated weapons deal damage as if one size category larger. This does not stack with lead blades, gravity bow, or similar effects.

Bio-Modification (Ex): At 4th level, the artiforged can forge one of the following biological modifications while performing maintenance on his power source: two claw attacks that deal 1d4 points of damage or an extra prehensile limb (such as a tail or tentacle) that functions as the tentacle chemist discovery. Natural attacks from the modification benefit from power surge and source powers as if they were integrated weapon attacks. This modification withers away after 24 hours or until he performs maintenance on his power source, whichever occurs first.

Forged Wings (Ex): At 8th level, when the artiforged begins a power surge, he may sprout a pair of wing-like appendages that grant him a fly speed of 30 feet with average maneuverability. The wings remain until the end of his power surge whereupon they shrivel up or become dormant until he begins another power surge. At 12th level, this fly speed increases to 60 feet.

Biological Weaponry (Ex): At 12th level, his integrated weapons can move and stretch with the flexibility of a living limb. During a power surge, his integrated melee weapons and limbs/attacks gained from the bio-modification source power gain an additional 5 feet of reach. When using an integrated ranged weapon, artiforged can choose to have the attack originate from an adjacent square for the purpose of determining cover, concealment, and range.

Regeneration (Ex): At 16th level, the artiforged gains fast healing 4 during a power surge. He may raise his tension to its maximum as a full-round action to regenerate a severed body member or grow back a ruined organ. He cannot use this ability if already at his maximum tension.

Evolution Chamber (Ex): At 20th level, the artiforged achieves a marvelous form of artificially crafted evolution that he can reshape to adapt to any situation. He may raise his tension to its maximum and spend 1 hour forging an organic stasis chamber. By sealing himself inside this chamber and resting helpless for 8 hours without interruption, the artiforged can retrain an upgrade or advanced upgrade that is not a prerequisite for another upgrade, feat, or other character option. In effect, he loses the upgrade or advanced upgrade and gain another of the same type. The chamber becomes ruined if his rest is interrupted, and he must wait 24 hours before forging another.

Clockwork Source: The artiforged rigged his body with a carefully calibrated system of turning gears and cogs that would drive a person mad to understand. Joints and augmentations possess spring loaded mechanisms that give him inhuman agility. He requires access to a set of artisan's tools designed for the Craft (clockwork) skill when performing maintenance on his power source.

Clockwork Surge (Ex): At 1st level, during a power surge, the artiforged gains a 10-foot enhancement bonus to all movement speeds he possesses. At 4th level, this bonus increases to 20 feet. At 6th level, this bonus increases to 30 feet.

Fluid Steps (Ex): At 4th level, during a power surge, the artiforged does not take a penalty for moving at full speed when using Acrobatics to move through a threatened area or an enemy's space. In addition, after a successful integrated weapon attack during a full-attack action, he may move 5 feet towards the target or to a space that causes him to threaten the target. This is not a 5-foot step, but does not provoke an attack of opportunity from the target of his attack. He may take this movement once per round. At 16th level, this increases to twice per round.

Overclock (Ex): At 8th level, when performing a full-attack action during a power surge, the artiforged may perform an additional attack with an integrated weapon at his full base attack bonus. This does not stack with haste or similar effects.

Blurred Motion (Ex): At 12th level, when the artiforged moves 10 feet or more in a turn during a power surge, he gains 20% concealment for 1 round.

Greater Blurred Motion (Ex): At 16th level, when the artiforged takes two actions to move or make a withdraw action during a power surge, he gains 50% concealment until the beginning of his next turn.

Inhuman Reflexes (Ex): At 20th level, his clockwork reflexes prove too tenacious and difficult to follow with normal sight. While his power source is not disabled, the artiforged gains immunity to stunning and cannot become fatigued or exhausted. Once per day, during a power surge, he may raise his tension to its maximum as a swift action to double clockwork surge's enhancement bonus to movement speed. In addition, all creatures without the uncanny dodge class feature become flat-footed to him. This lasts until the end of his turn, and cannot be used if his tension is already at its maximum.

Cybernetic Source: Bleeding from cutting-edge technology, the artiforged integrates electronic devices of metal and circuitry into his body. his hybrid mechanical existence lends him a number of tools for detecting and disabling technological devices. He requires a set of artisan's tools for the Craft (electronic) skill in order to perform maintenance on his power source.

Cybernetic Surge (Ex): At 1st level, during a power surge, the artiforged gains a +2 enhancement bonus to his Strength, Dexterity, or Constitution score chosen when beginning the surge. This bonus increases to +4 at 8th level and +6 at 15th level.

Wired Stunt (Ex): At 4th level, once per round during a power surge, the artiforged can roll 1d6 and add the result to an Acrobatics, Climb, Escape Artist, Fly, Sleight of Hand, or Swim skill check. He can do this after making the check but before the results are revealed. If he rolls a natural 6 on the d6, he can roll another d6 and add the result to the check. He can continue rolling extra d6 dice on each natural 6 up to a maximum number of times equal to his Dexterity modifier or Intelligence modifier (whichever is higher). The artiforged can use this ability more than once per round during a power surge, but each additional use raises his tension by 1. He cannot use it more than once on the same skill check.

Power Drain (Ex): At 8th level, the artiforged's power source can drain energy from magical devices. As a standard action, he can expend 2 charges from a touched wand to heal himself for 1d6+2 for every spell level

(maximum 4d6+8 for a wand of a 4th level spell). This ability counts as a cure spell of the wand's spell level for the purpose of relieving tension from his power source. Wands of 0-level spells cannot be power drained.

Discharge Strike (Ex): At 12th level, the artiforged can raise his tension by 1 as a swift action to imbue an integrated weapon with energy disruptive to mechanical devices. The next mechanical or technical object struck by the weapon within 1 minute becomes disabled whereupon any functionality powered by electrical or complex mechanical means becomes suppressed for 1d4 rounds. Technological devices lose all charges (if any) and technological devices without charges power down. He can make a sunder attempt to use this on an item on a creature's person. If he strikes a creature with the robot subtype, a shindroid, or a mechanical construct, then the energy discharges and the creature becomes staggered for 1d4 rounds. Creatures and attended objects receive a Fortitude save to negate this effect.

Cybernetic Optimization (Ex): At 16th level, during a power surge, the artiforged's cybernetics optimize based on which ability score he enhances using cybernetic surge. If he chooses Strength, his integrated weapon attacks and sunder attempts ignore an amount of hardness equal to his level. If he choose Dexterity, he can perform one additional attack at his highest base attack bonus when performing a full-attack action. This does not stack with haste or similar effects. If he chooses Constitution, he can optionally have the bonus hit points gained from increasing his Constitution modifier become temporary hit points that last until the end of his power surge.

Cyber Transcendance (Ex and Su): At 20th level, the artiforged's mind and soul transcend beyond flesh and can be stored as raw information embedded in his power source. As long as he performs daily maintenance on his power source, he takes no physical penalties for aging and cannot die of old age. In addition, he can transfer his consciousness to a nearby mechanical or technological device. This raises his tension by 2 plus an additional 1 for every 10 minutes spent possessing the device. If he is slain while his power source is not disabled, he can immediately use this ability and transfer his consciousness to his power source, causing it to detach from his body as a Tiny technological object with hardness 15, 40 hit points, and a break DC of 30. Though he is still dead and cannot raise his tension or use any class features, his consciousness remains in the power source until he returns to life or the power source is destroyed. He cannot use this ability if he is slain by an attack that utterly destroys his body.

Elemental Source: The metaphorical heart of an elemental beats inside his chest, drawing energy from the Plane of Air, Earth, Fire, or Water. The artiforged's augmentations take the shape of energy-infused matter associated with the plane empowering his systems, such as prosthetics made of volcanic rock, ice weapons as sharp as steel, or armor crackling with solid lightning. At 1st level, choose one elemental type to associate with his power source: earth, fire, ice, lightning, water or wind. Depending on his associated energy type, the artiforged requires a source of earth, fire, ice, lightning, water, or wind energy when performing maintenance on his power source. Having a flask of acid, liquid ice, bottled lightning, or alchemist fire can suffice (this does not consume these items).

Elemental Surge (Su): At 1st level, during a power surge, his integrated weapons deal an additional 1d4 points of damage of his source's element type. At 4th level, this functions as the earthen, flaming, frost, jetstream, roaring, or shock ability as appropriate for his source's energy type. At 8th level, this functions as the earthen burst, flaming burst, icy burst, jetstream burst, roaring burst, or shocking burst ability as appropriate for his source's element type.

Energy Throw (Su): At 4th level, during a power surge, the artiforged can fling a fragment of his power source's energy as a thrown weapon attack with a 10-foot range increment. This deals an amount of energy damage equal to 1d6 + his Intelligence modifier and gains his power surge bonus to attack and damage rolls. When using flurry assault, he can use energy throw in place of the extra integrated weapon attack.

Scorched Path (Su): At 8th level, when beginning a power surge, the artiforged can choose to leave behind a 5-foot-wide scorched path of energy on the ground he treads that lasts for 1 round. This path is considered

difficult terrain, and creatures that move through it take elemental damage equal to 1d6 + his power surge bonus.

Elemental Charge (Su): At 12th level, during power surge, the artiforged can briefly transform into energy when making a charge. During this charge, he gains a fly speed equal to his land speed and can pass through creatures and obstacles unobstructed as long as he has line of effect to his target.

Unstable Aura (Su): At 16th level, the artiforged's power source has grown so powerful that it lashes out at assailing foes. During a power surge, creatures provoke an attack of opportunity from him when striking him with a melee weapon. He must use his energy throw source power for this attack of opportunity. This attack does not provoke attacks of opportunity.

Elemental Awakening (Su): At 20th level, the artiforged's flesh and soul become truly one with the elemental forces within. He gains immunity to the elemental type associated with his power source. Once per day, when he is slain, he can provoke his power source to rise from his body and transform into an elder air, earth, fire, or water elemental as appropriate his source's element. The creature dissipates into a flurry of energy after 20 minutes. If the elemental is not slain before then, he resurrects, as the *Raise* spell, from its remains with his artiforged class features intact. Other gear (including integrated armor and weapons) still remain on his previous body, and his tension raises to its maximum (if not already at its maximum).

Nanite Source: The artiforged's body hosts a colony of Fine constructs that actively empower him in extraordinary ways. Difficult to see without visual aid, these tiny devices can combine together to perform specialized functions, such as assembling weapons protruding from his arms or form metallic contraptions grafted to his flesh. The nanites can also crawl out off his body to deconstruct or repair creatures and objects, like a swarm of mechanical worker ants. In order to perform maintenance on his power source, he requires a set of artisan's tools meant for the Craft (electronic) skill.

Nanite Surge (Ex): At 1st level, once per round during a power surge, the artiforged can infect a creature struck by his integrated weapons with nanites as a free action. A creature struck must succeed on a Fortitude save or take a -2 penalty to Strength-based attack rolls, damage rolls, skill checks, and ability checks for a number of rounds equal to his power surge bonus. This penalty increases to -4 at 8th level and -6 at 16th level. If he strikes the creature more than once with integrated weapons since the beginning of his turn, it takes a -1 penalty to the saving throw for each hit beyond the first.

Object Deconstruction (Ex): At 4th level, nanite surge's penalty applies to a creature's hardness (if any). In addition, nanite surge affects objects struck by the artiforged's integrated weapons. On a failed save, the object takes nanite surge's penalty to hardness for the duration down to a minimum hardness of 0. If this would reduce the object's hardness below 0, the nanites deal 1d6 points of damage to the infected object each round. Non-magical objects crumble to dust when destroyed while infected. If a creature is slain while infected with nanite surge, the infection transfers to its corpse (but not equipment) for the remainder of the duration.

Nanite Dispersal (Ex): At 8th level, when the artiforged moves or charges during a power surge, he may disperse his body into a cloud of nanomachines until the end of the movement. The artiforged and all his gear becomes insubstantial, misty, and translucent. His material armor (including natural armor) becomes worthless, though his size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. He gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. He can't attack or cast spells while in gaseous form. An artiforged can't run, but he can fly at a speed of 30 feet with perfect maneuverability and automatically succeeds on all Fly skill checks. He can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in his hands, as long as he remains in this form. He is subject to the effects of wind. He also can't manipulate objects or activate items, even those carried along with in this form. Continuously active items remain active, though in some cases their effects may be moot.

Refabrication (Ex): At 12th level, the artiforged can raise his tension by 4 to have his nanites fabricate an item using the remains of a non-magical object destroyed while infected with nanite surge within the last 5 minutes.

Nanite Regeneration (Ex): At 16th level, the artiforged's integrated armor and weapons automatically heal at a rate of 4 hit points per round. In addition, he gains fast healing 4 during a power surge. He may raise his tension to its maximum as a full-round action to regenerate a severed body member or grow back a ruined organ. He cannot regenerate if already at his maximum tension.

Bodily Reconstruction (Ex): At 20th level, the artiforged's body and the nanites of his power source become one, rendering him immune to poison and diseases. He may have his nanites consume an amount of organic compounds valued at 5,000 gil in a process that takes 1 hour to complete. Once complete, he may have his power source disperse into a cloud of shimmering nanomachines the next time he is slain. The cloud spends each round flying towards a safe location of the artiforged's choice with a speed of 20 with perfect maneuverability. Once there, the nanites begin rebuilding his body. If the nanites complete this task in 24 hours without interruption, he revives into the newly created body with his artiforged class features (but not integrated weapons and armor) intact. He must have his power source consume more organic compounds in order to use this ability again. Disintegrate and other effects that utterly destroy his body thwart this ability.

Solar Source: The all-revealing light of the sun sustains the artiforged's augmentations. He merged his body with reflective devices, light absorbing runes, or perhaps armor and weapons composed of solidified golden radiance. He can only perform maintenance on his power source if he has been exposed to sunlight or a sunrod for at least 10 minutes in the last 24 hours.

Solar Surge (Su): At 1st level, during a power surge, the artiforged's integrated weapons radiate magical light as a torch. This light cannot be suppressed or dispelled by darkness spells and spell-like abilities with a spell level lower than half his engineer level.

Blinding Radiance (Su): At 4th level, creatures struck by solar surge's integrated weapons must succeed on a Will save or treat other creatures as if they had concealment (20% miss chance) for a number of rounds equal to his power surge bonus. Creatures immune to blindness are not affected.

Path of Light (Su): At 8th level, when beginning a power surge, the artiforged may choose to leave behind a trail of light until the end of the power surge. Each 5-foot square he exits becomes illuminated in light that raises the light level by one step in that square. Any enemy entering such a square becomes affected by this light effect and must succeed on a Will save or become Blinded for a number of rounds equal to his power surge bonus. Each path of light he creates lasts until the beginning of his next turn.

Shadow Bane (Su): At 12th level, during a power surge, the artiforged's integrated weapons gain the bane special ability against creatures from the Plane of Shadow and creatures possessing a vulnerability to holy. When struck by the artiforged's integrated weapons during a power surge, a creature already affected by Blind must succeed on a Will save or become panicked for the remainder of Blind's duration.

Luminant Trespass (Su): At 16th level, during a power surge, the artiforged can raise his tension by 1 as a move action to transform himself into a flash of light and travel from one light source to another. He moves into a light source in an adjacent square and arrive at an unoccupied square adjacent to another light source he sees within 100 feet.

True Source (Su): At 20th level, the artiforged's power source becomes self-sustaining and no longer requires sunlight to maintain. While his power source is not disabled, he emits a 5-foot-radius aura that reveals creatures and objects within the area as if any creature looking at them has true seeing. He can suppress or reactivate this aura as a full-round action. Once per day, he can raise his tension to its maximum to discharge a powerful

sunburst centered on a corner of his square and exclude himself and allies from the area effect, as per *Holy Burst* spell. He cannot use this if his tension is already at its maximum.

Steam Source: Nestled beside the artiforged's heart lies a blazing furnace empowering his augmentations. Mechanical devices of iron adorn his body and rely on pressurized gases to function. He requires access to a supply of water and lumber when performing maintenance on his power source. Alternatively, he can use an alchemist's kit.

Steam Surge (Ex): At 1st level, during a power surge, the artiforged's power surge bonus to damage rolls doubles on integrated weapon attacks made during a charge or on the first attack performed during a full-attack action. In addition, when performing an integrated melee attack during a charge, he adds 1 -1/2 his Strength modifier to this attack's damage roll.

Steam Trail (Ex): At 4th level, the artiforged can see through fire, fog, mist, smoke, and steam as long as the light is sufficient enough for him to see normally. During a power surge, he can choose to leave behind a trail of steam. Squares he exits become filled with vapor similar to obscuring mist for 1 round.

Heat Aura (Ex): At 8th level, whenever the artiforged raises his tension, the heated air generated by his power source obscures vision of him, granting him 20% concealment for 1 round.

Charging Flurry (Ex): At 12th level, the artiforged can forgo the normal benefits of steam surge to perform a full-attack action with integrated weapons when he charged during a power surge. He must perform these attacks against the same target.

Unstoppable Machine (Ex): At 16th level, the artiforged may raise his tension by 2 as a swift action to gain the benefits of *freedom of movement* until the end of his turn. This does not allow him to move and attack freely underwater.

Steampowered Charge (Ex): At 20th level, the artiforged becomes a tireless, steam-powered machine. He does not need to sleep and cannot become fatigued or exhausted while his power source is not disabled. He can raise his tension to its maximum in order to move 10 times his speed during a charge or 20 times his speed during a run. The artiforged's carry capacity triples during this movement.

These abilities replace crafter, support droid, durable materials, precise timing, construct expertise, and one with machines.

Flurry Assault (Ex): At 2nd level, an artiforged can perform a flurry assault as a full-attack action. When doing so, he may perform an extra attack using an integrated weapon. He takes a -2 penalty on all attacks this turn and applies his full Strength modifier to the integrated weapon's damage roll.

The artiforged may attack multiple times with the same integrated weapon on his turn using this ability. When he hits a creature with a melee attack during flurry assault, his next ranged attack against it in this turn does not provoke an attack of opportunity from that creature. Flurry assault does not stack with two weapon fighting or the Rapid Shot feat and cannot be combined with natural attacks.

This ability replaces tinkering.

Upgrades (Ex): As he gains levels, an artiforged learns new ways to augment his body. Starting at 2nd level, an artiforged gains an upgrade and one additional upgrade every two engineer levels thereafter. He may not choose the same upgrade multiple times unless noted in the description. Some upgrades may require the artiforged to raise his tension. Unless otherwise noted, the saving throw DC for an artiforged's upgrade is equal to 10 + half

of the engineer's level + his Intelligence modifier. An artificer may pick Extra Engineer Trick with these Upgrades.

Climbing Attachments (Ex): The artificer gains a climb speed equal to half his base land speed, and a +8 enhancement bonus to Climb checks. He cannot use this climb speed to scale surfaces with a Climb check DC higher than 20.

Deflection Barrier (Su): During a power surge, an artificer with this upgrade gains a +2 deflection bonus to AC against ranged attacks, with an additional +1 for every five engineer levels he possesses (to a maximum of +8 at 20th level). He may raise his tension by 1 as a free action to increase the deflection bonus by +2 until the end of his power surge.

Disguise (Ex): The artificer may raise his tension by 1 as a full-round action to rearrange parts of his body to hide his augmentations. He gains a +10 bonus on Disguise checks to appear as a non-artificer member of his race, and he receives a +4 circumstance bonus on Sleight of Hand checks to hide his integrated weapons. The artificer can use this disguise to change his face as well. This disguise lasts until the artificer deploys an integrated weapon or he ends it as a free action. The artificer's integrated weapons must be retracted to activate this upgrade.

Extending Mechanism (Ex): Melee weapons gain a 10-foot range increment (if they do not already have a range increment) while integrated to the artificer. The artificer can eject his integrated melee weapons as thrown weapon attacks and immediately retrieve them as a free action using an attached chain with hardness 10 and 10 hit points. If the chain breaks, the weapon becomes unusable until the artificer replaces the chain. If an integrated weapon has the grapple special feature, the artificer may use it as a grappling hook.

Extra Integrated Weapon (Ex): The artificer may have one additional weapon integrated at a time. He can deploy multiple integrated weapons as a free action or retract multiple integrated weapons as a move action. A free hand must be used to wield any deployed integrated weapons beyond the first. These weapons may be used as off-hand weapons as long as they are wielded in a free hand. An artificer may select this upgrade more than once.

Firearm Upgrade (Ex): The artificer is proficient with integrated firearms and gains Gunsmithing as a bonus feat. The artificer can remove the broken condition from an integrated firearm as a standard action, provided the firearm gained the condition from a misfire and his power source is not disabled. The artificer can raise his tension by 1 in order to remove the condition as a move action.

Grasping Weaponry (Ex): Melee weapons gain the grapple special feature while integrated to the artificer. When the artificer strikes a creature with such weapons, he may attempt to grapple the creature as a swift action by raising his tension by 1. This does not provoke an attack of opportunity. Using an integrated weapon to grapple a creature in this way follows the same restrictions as grappling a creature using the grapple special feature.

Improved Integrated Armor (Ex): The artificer gains proficiency in heavy armor and may use a set of heavy armor as his integrated armor. Additionally, integrated medium armor does not reduce the artificer's movement speed (integrated heavy armor still does). At 7th level, the artificer can install one additional configuration to his integrated armor.

Increased Damage Reduction (Ex): The artificer's damage reduction increases by 1. The artificer may raise his tension by 1 as an immediate action to double the total damage reduction gained from this class feature against a single attack. The artificer may select this upgrade up to three times, the damage reduction increasing by 1 each time. **Prerequisite:** The artificer must have the damage reduction class feature to select this upgrade.

Integrated Finesse (Ex): The artificer may add his full Dexterity modifier instead of his full Strength modifier to damage rolls when wielding an integrated weapon that benefits from the Weapon Finesse feat. If he has a negative Strength modifier, the penalty also applies to damage rolls as normal.

Integrated Grappling Hook (Ex): The artificer can integrate a grappling hook in the same manner as an integrated weapon. While attached, he can use a free hand to fire the grappling hook as an integrated ranged attack with a ranged increment of 20 feet, or 30 feet if the artificer has the extending mechanism upgrade. He can raise his tension by 1 as a free action when using the hook to attack a wall or other firm fixture within 60 feet. If the attack deals at least 1 point of damage (after applying hardness), the grappling hook firmly embeds itself in the object, requiring a DC 20 Strength to remove. The artificer can easily disengage the grappling hook and reel it back to himself as a move action. At 4th level, by raising his tension by 1 as a move action, the artificer can reel himself along the rope up to 30 feet towards the grappling hook or half this speed when moving upwards vertically. At 8th level, this speed doubles. Due to limited space, an integrated grappling hook can only possess a length of rope no greater than 60 feet.

Integrated Shield (Ex): The artificer can graft a buckler, light, or heavy shield his arm that uses up his hand as normal for a shield of its type. This functions similarly to integrated armor, except the artificer may deploy the integrated shield as a free action or retract it as a move action. In addition, he treats a shield bash with his integrated shield as an integrated melee attack for the purpose of power surge, source powers, and other artificer class features. The artificer may spend 1 hour to change the type of damage dealt by the shield bash to bludgeoning, piercing, or slashing. This lasts until he chooses to change the damage type again in the same manner.

Internal Storage (Ex): The artificer rigs a number of internal storage pockets inside of his body equal to his Intelligence modifier. Each can store a single arm-length item (such as a dart, dagger, or wand), 5 arrows or crossbow bolts, or 1 pound of ammunition. As a free action, he can load a piece of ammunition from one of these storage pockets to an integrated ranged weapon currently deployed. The artificer can deposit the contents of one of these storage pockets into a free hand as a move action or swift action, provoking an attack of opportunity. In place of an integrated weapon attack, the artificer can raise his tension by 1 to eject the contents of a single storage pocket as an improvised thrown weapon with a range increment of 10 feet.

Maneuver Programming (Ex): The artificer grafts a cognitive device containing the memory of a martial artist's technique to his head. He gains his choice of Improved Bull Rush, Improved Disarm, Improved Grapple, or Improved Trip as a bonus feat without meeting the prerequisites. The artificer treats the ability score of his Intelligence modifier as his Strength or Dexterity score for the purpose of feat prerequisites that list his chosen feat as a prerequisite. He is also treated as having Combat Expertise for the prerequisites of these feats. An artificer can select this upgrade multiple times, each time selecting a different feat.

Nonlethal Precision (Ex): The artificer's integrated weapons become calibrated to subdue targets effectively. He takes no penalty to attack rolls when attempting to deal nonlethal damage with an integrated weapon that deals lethal damage. An artificer with the senselink upgrade may attempt to deal nonlethal damage with lethal integrated ranged weapons to creatures within the first ranged increment.

Penetrating Shot (Ex): The artificer may raise his tension by 1 as a free action when making a ranged attack with an integrated weapon against a creature benefiting from cover (but not improved or total cover). The creature loses its bonuses to AC from cover against this attack, but takes reduced damage (if any) from the attack equal to the hardness of the object granting cover. If the obstacle is a creature that grants soft cover and the attack roll succeeds against the ACs of both creatures, then each creature takes half the result of the attack's damage roll. Precision damage, the flaming special ability, and similar abilities only apply against the intended target.

Personal Archive (Ex): The artiforged augments his mind with artifice that can store and rapidly recall written records at incredible speed. When consulting a book or similar item, he can store its information into his personal archive. The artiforged can consult the book in his archive as a free action instead of the normal time required to gain its circumstance bonus to relevant Knowledge checks. Alternatively, the artiforged can store up to one page of information and can recall any details from it as if he were reading it. The artiforged can store only a single book or record in his personal archive at a time. He can store an additional book or record at 6th level and every four engineer levels thereafter.

Pile Driver (Ex): The artiforged gains a piston-like device on his body that can be primed by raising his tension by 1 as a swift action. He can discharge the piston when attempting an integrated melee attack. If successful, the artiforged may attempt a bull rush against the target as a free action with a +2 circumstance bonus to CMB. This combat maneuver does not provoke an attack of opportunity. If the artiforged possesses the terrain breaker upgrade and succeeds on the combat maneuver check, he may use terrain breaker as a free action and center the difficult terrain on a corner of the space occupied by the target after the bull rush maneuver.

Poison Injection (Ex): The artiforged possesses a hidden chamber in his body to store a vial containing a single dose of poison as a full-round action that provokes an attack of opportunity. As a swift action, the artiforged can apply this poison to a deployed integrated weapon. He never risks poisoning himself when applying poison with this upgrade.

Senselink (Ex): The artiforged's integrated weapons gain sensors that allow him to perceive through his weaponry as an extension of his vision. He can use his weapons to see around corners, but any attacks made this way take a -4 penalty to attack rolls due to awkwardness. After a successful attack with an integrated weapon, the artiforged may raise his tension by 1 as a free action in order to predict the target's movements. The creature loses the benefit of concealment against the artiforged's integrated weapon attacks until the beginning of the artiforged's next turn or until the artiforged attacks another target (whichever happens first).

Shattering Charge (Ex): The artiforged receives a +2 bonus to sunder and break objects when charging. As a free action during movement, the artiforged may raise his tension by 1 in attempt to attack or break an object that obstructs his path. He may attempt this on an object large enough to grant a creature of his size cover, but not large enough to grant improved cover or total cover. If the artiforged breaks or destroys this object, it no longer obstructs his path and he may continue his movement uninterrupted (even if charging).

Spike Missile (Ex): When the artiforged has integrated armor with armor spikes deployed, he may eject the spikes as a ranged weapon with a 10-foot range increment. When performing a ranged attack with these spikes, the artiforged may raise his tension by 1 as a swift action to launch barbs in a 15-foot cone in the direction of his target. This area is treated as though covered with caltrops. At 6th level, the artiforged uses his own base attack bonus for determining whether a creature steps on them. Launching spikes does not damage the function of the armor spikes as each ejected spike is immediately replaced. **Prerequisite:** The artiforged must have integrated armor to select this upgrade.

Spring Heels (Ex): While his power source is not disabled, the artiforged is considered as having a running start when jumping. During a power surge, he gains a +8 bonus to Acrobatics checks to jump. At 4th level, the artiforged never takes damage from falling deliberately from a height equal to or less than 10 feet per engineer level. At 6th level, the artiforged can raise his tension by 1 to make a powerful leap as a standard action. Until the end of his movement, he gains a fly speed of 40 feet (30 feet if his movement speed is hindered by armor or carrying a medium or heavy load). He has clumsy maneuverability, cannot hover, and cannot change direction unless he propels himself using an adjacent wall or other means. During this leap, he may use his Acrobatics skill instead of Fly for any Fly checks. During a power surge, the artiforged may perform this powerful leap as a move action.

Stealth Mode (Ex): The artiforged rigs active imaging devices to his body to blend with the surrounding environment. He gains concealment during a power surge. This concealment can be thwarted by effects that negate the benefits of invisibility.

Swimming Attachments (Ex): The artiforged gains a swim speed equal to half his land speed, and a +8 enhancement bonus to Swim checks.

Telescopic Limbs (Ex): The artiforged can extend his limbs using mechanical or magical devices mounted in his joints to extend his reach by 5 feet. Due to awkwardness, he takes a –4 penalty to attack rolls when using this extended reach for attacks and combat maneuvers. The artiforged can raise his tension by 1 as a free action in order to negate this penalty until the end of his turn. The extra reach with this upgrade does not stack with the long arm spell or any source powers that extend reach.

Terrain Breaker (Ex): Once per round in place of a weapon attack, the artiforged can raise his tension by 1 to strike the ground beneath him with an integrated weapon. This attack automatically hits and deals damage normally. If the artiforged deals at least 1 point of damage after applying the floor's hardness, he creates an area of difficult terrain in a 5-foot-radius centered on a corner of his space. Alternatively, the artiforged may strike a wall within reach. Instead of creating difficult terrain, this attack decreases the Climb check DC by 5 in a 5-foot-radius on the wall's surface. At 6th level, the artiforged can increase the radius to 10 feet. At 10th level, he can increase the radius to 15 feet.

Thrusters (Ex): While his power source is not disabled, the artiforged can gain the effects of *choco feather* as an immediate action. At 4th level, he gains the effects of *glide* instead. At 6th level, the artiforged may fly up to 30 feet (20 feet in medium armor or carrying more than a light load) with average maneuverability as a move action during a power surge. Thrusters emit loud noises and bright lights that bestow a –4 penalty to Stealth checks and reveals an invisible artiforged's location while active.

Vision (Ex): The artiforged gains low-light vision and darkvision 30 feet. If he already has darkvision, its range increases by 30 feet. The artiforged can raise his tension by 1 as a swift action to gain blindsense 15 feet for 1 round. This increases to 30 feet at 8th level and 60 feet at 16th level.

These abilities replace engineer tricks gained at 2nd, 4th, 6th, 8th, and 10th level.

Integrated Armor (Ex): At 3rd level, an artiforged can integrate a set of light or medium armor to his body. The armor retains all properties and special materials, and a masterwork integrated armor can be magically enhanced as normal. The artiforged can deploy or retract his integrated armor, which folds into a compact form stored inside his body. While retracted, the armor provides no benefits or penalties as if the artiforged were not wearing it. Attacks with armor spikes from integrated armor are treated as integrated melee attacks for the purpose of power surge, source powers, and other artiforged class features. The artiforged may only have one set of armor integrated at any time. Integrating or detaching armor requires 1 hour of work. A detached armor takes an amount of damage equal to 1 + half its maximum hit points (bypassing hardness) and gains the broken condition until repaired.

This ability replaces rough and ready.

Artiforging (Ex): At 5th level, an artiforged learns to repair and salvage magical devices without the need of spellcasting. He can repair constructs, magic armor, magic weapons, and wondrous items as if he possessed the necessary item creation feats. When doing so, he may destroy an existing magic armor, magic weapon, or wondrous item in his possession to deduct half its market price from the repair cost. The artiforged gains Master Craftsman as a bonus feat without meeting the prerequisites. When he receives this feat, the artiforged may select Knowledge (engineering) instead of a Craft or Profession skill for the feat's benefits. The artiforged may also use Master Craftsman to qualify for the Craft Construct feat.

This ability replaces crafting expertise.

Armor Configuration (Ex): At 7th level, an artificer can spend 1 hour to install one of the following configurations to his integrated armor. Configurations remain active while integrated armor is deployed and last until the artificer reconfigures his armor again or detaches his integrated armor. At 11th level and every four engineer levels after, he may install an additional configuration when he customizes his armor (up to a maximum of 4 at 19th level). He may not have multiple installations of the same configuration active unless otherwise noted.

- **Buoyant:** The artificer lines his integrated armor with buoyant material, allowing him to float on any water at least 1 foot deep provided he does not exceed his maximum load. If the artificer deliberately attempts to submerge, he must succeed on a DC 20 Swim check every round to remain underwater.
- **Camouflage:** The artificer augments his armor to better blend into an environment chosen from the geomancer's favored terrain list. He gains a +2 circumstance bonus to Stealth checks while in this terrain. He may select this configuration more than once, each time choosing a different terrain.
- **Environment:** The artificer can rig his armor to protect him from his choice of cold environments or hot environments, as endure elements. He may select this configuration again to protect himself from both cold and hot environments instead of one or the other.
- **Fortified:** Integrated armor protects the artificer from critical hits, as the light fortification armor ability. He can select this configuration a second time to gain medium fortification and a third time to gain heavy fortification.
- **Maneuverable:** The artificer rigs his armor to better support his tactile movements. He chooses one Dexterity- or Strength-based skill check. When using this skill, he can ignore his integrated armor's armor check penalty. He can select this configuration more than once. Each time it applies to a different skill.
- **Steady:** Integrated armor grants a bonus equal to the artificer's Intelligence modifier to CMD and on CMB checks against one type of combat maneuver of his choice. He may select this configuration more than once, each time applying to a different combat maneuver.
- **Warded:** Integrated armor protects the artificer from earth, fire, ice, lightning, water, or wind damage. He chooses one type and adds his Intelligence modifier to saving throws and touch AC against effects that deal this type of element damage. He may select this configuration more than once, each applying to a different energy type.

This ability replaces quick craft.

Damage Reduction (Ex): At 10th level, an artificer gains damage reduction, reducing the damage he takes from weapons and natural attacks by 1. Adamantine weapons bypass this damage reduction. At 12th level and every two engineer levels thereafter, this damage reduction increases by 1.

This ability replaces salvage expert.

Advanced Upgrades (Ex): At 12th level and every two engineer levels thereafter, an artificer may select one of the following advanced upgrades when he can select a new upgrade.

Active Camouflage (Ex): An artificer can spend a full-round action to shift the hue and perceived texture of his body to match the surrounding terrain. He may use the Stealth skill without the need of concealment or cover while in this terrain. This lasts for a number of minutes equal to the artificer's level. The artificer may raise his tension by 1 to activate his camouflage as a swift action instead of a full-round action.

Advanced Climbing Attachments (Ex): The artiforged can use his climb speed to climb surfaces with a Climb DC 30 or lower, including vertical surfaces and ceilings. In addition, he is not denied his Dexterity bonus to AC while climbing. **Prerequisite:** The artiforged must have the climbing attachments upgrade to select this advanced upgrade.

Advanced Disguise (Ex): The artiforged can use his disguise upgrade to appear as a Medium or Small humanoid creature. By raising his tension by 2 (instead of 1), the artiforged may assume the appearance of a specific humanoid creature, provided he has line of sight to the creature while activating this upgrade. **Prerequisite:** An artiforged must have the disguise upgrade to select this advanced upgrade.

Advanced Senselink (Ex): When using senselink to deny a target concealment against his integrated weapon attacks, the artiforged can raise his tension by 2 (instead of 1) to gain blindsight against that target for the duration. He may raise his tension by 1 as a free action on each following turn to extend the duration by 1 round. **Prerequisite:** An artiforged must have the senselink upgrade to select this advanced upgrade.

Advanced Shattering Charge (Ex): The artiforged may raise his tension by 2 (instead of 1) while using shattering charge to make a break or attack any object of his size category or smaller. If an object obstructs the artiforged's line of sight to a creature and he successfully discerns the creature's location using a Perception check, he may charge that creature and use shattering charge as necessary to attack or break the object. **Prerequisite:** The artiforged must have the shattering charge upgrade to select this advanced upgrade.

Advanced Spring Heels (Ex): When performing a powerful leap using the spring heels upgrade, the artiforged may raise his tension by 2 (instead of 1) to increase the fly speed to 60 feet (40 feet if movement speed is hindered by armor or carrying greater than a light load). The artiforged may perform a powerful leap as the movement of a charge. If the artiforged has the terrain breaker upgrade, he may attempt to break terrain as a free action (without replacing an attack) when landing on solid ground at the end of the powerful leap's movement. **Prerequisite:** The artiforged must have the spring heels upgrade to select this advanced upgrade.

Advanced Terrain Breaker (Ex): The artiforged may raise his tension by 2 (instead of 1) to use terrain breaker to knock down foes. Creatures adjacent to the artiforged must succeed on a Reflex save or fall prone. **Prerequisite:** The artiforged must have the terrain breaker upgrade to select this upgrade.

Advanced Thrusters (Ex): The fly speed gained from the thrusters upgrade increases to 60 feet (40 feet with poor maneuverability if movement is hindered by armor or carrying greater than a light load). **Prerequisite:** The artiforged must have the thrusters upgrade to select this advanced upgrade.

Agile Deflection (Ex): When a ranged attack is performed against the artiforged, he can raise his tension by 1 to deflect the thrown weapon or ammunition out of the air so the target takes no damage. As an attack of opportunity, he makes an integrated melee attack roll at his highest base attack bonus. If the attack roll is greater than the attack roll of the incoming ranged attack, the attack is deflected. The artiforged must be aware of this attack and not flat-footed. Unusually massive ranged weapons (such as boulders or siege weapons) and ranged attacks created by spell effects cannot be deflected. An artiforged with the Snap Shot feat can use this upgrade with an integrated ranged weapon.

Device Interface (Su): The artiforged adds his Intelligence modifier to Use Magic Device checks during a power surge. The artiforged can telepathically query a touched magical or mechanical device for information related to its functionality and to creatures and objects that have directly interacted with it. The device can provide descriptions and testimony of its operations, but can only convey factual information based on objective observation. The artiforged can converse with devices a number of minutes per day equal to his engineer level. The duration can be used in 1 -minute increments. This upgrade has no effect on intelligent items or items with an artificial intelligence.

Inhuman Reflexes (Ex): The artiforged can make an additional number of attacks of opportunity equal to his Intelligence modifier (minimum 1). This stacks with Combat Reflexes.

Life Support (Ex): While his integrated armor is deployed, the artiforged can survive airless environments and becomes immune to the effects of extreme heat, extreme cold, and airborne toxins. The armor also provides oxygen for a number of hours equal to the artiforged's level.

Mimic (Ex): When using the disguise upgrade, the artiforged can raise his tension by 2 (instead of 1) to assume the shape of an object matching his size category or having one size category less than his own. While in this form, he has a land speed of 10 feet and gains a +10 bonus on Disguise checks to appear as an ordinary object. This bonus increases to +20 when the artiforged assumes the shape of an object closely matching the nature of his power source, such as an artiforged with a clockwork power source assuming the appearance of a clockwork item. Regardless of shape, the assumed appearance feels as hard as the artiforged's integrated armor (or as metal if no armor is integrated) and has a similar texture. **Prerequisite:** The artiforged must have the disguise upgrade to select this advanced upgrade.

Mobility Form (Ex): The artiforged can raise his tension by 2 as a full-round action to assume a highly mobile form resembling a Tiny quadruped creature, a ball, or a vehicle. A single movement speed he possesses increases by 30 feet. In addition, the artiforged gains a +4 size bonus to Dexterity and a -2 penalty to Strength while in this form. The artiforged loses use of his hands and integrated weapons while in this form, but gains a single slam attack that deals 1d6 damage. This natural attack is considered an integrated melee attack for the purpose of power surge and source powers. An artiforged with integrated armor deployed with armor spikes may choose to deal piercing damage with this natural attack.

Self-Destruct (Ex): Once per day as a standard action, the artiforged can detonate his power source to unleash a devastating explosion in a 20-foot radius. Creatures and objects within the area take 1d6 points of damage per engineer level (Reflex halves). This damage bypasses damage reduction and any hardness less than the artiforged's level. The artiforged and any creature grappled by the artiforged do not receive a saving throw to halve the damage. If the artiforged survives, his power source becomes disabled until he performs maintenance on the following day. When performing maintenance on his power source, the artiforged can choose a condition, such as being reduced to less than 0 hit points. Until the next time he performs maintenance, he can trigger the explosion as an immediate action when the condition occurs, even if he is stunned, unconscious, or suffers another condition that renders him unable to perform immediate actions.

Sentinels (Ex): Once per day when performing maintenance on his power source, an artiforged with this upgrade can create a number of Diminutive optical creature-like devices equal to his Intelligence modifier. Each sentinel has 10 hit points, hardness 10, and a fly speed of 60 feet with perfect maneuverability. As a move action, the artiforged can direct one or more sentinels to fly 60 feet or direct them to follow an object or creature until another command is given. He can raise his tension by 1 to witness a single sentinel's surroundings for 1 minute. He must raise his tension by 1 each additional minute spent seeing through the sentinel's senses. An artiforged with the disguise upgrade can disguise his sentinels as ordinary Diminutive objects.

Spell Trigger Chamber (Su): An artiforged with this upgrade possesses a chamber in his arm or body that can store a wand, a rod, or another spell trigger item of similar size. He can store this item into the chamber as a full-round action and retrieve it into his hand as a swift action. The artiforged can use this stored spell trigger item as if he was wielding it in his hand.

Turning Apparatus (Ex): Once during a charge, the artiforged can raise his tension by 1 as a free action to make one turn of up to 90 degrees without interrupting the charge. He may use this advanced upgrade to change directions while performing a powerful leap using the spring heels upgrade.

Transformative Weaponry (Ex): The artiforged may raise his tension by 1 as an immediate action when he takes damage from a manufactured weapon. One of his integrated weapons instantly reassembles into a form matching that of the opponent's weapon as if possessing the transformative special ability. The integrated weapon's size category does not change, and the new form must match the same general shape and handedness of the integrated weapon's base form. An integrated ranged weapon may transform into another ranged weapon, any loaded ammunition also transforming to match. An integrated weapon cannot transform in response to a siege weapon, natural attack, or another type of weapon the artiforged cannot use as an integrated weapon. The weapon retains this form until the artiforged reverts it as a swift action or until he uses this ability again. The weapon also reverts to its original shape when it is no longer integrated to the artiforged.

These abilities replace engineer tricks gained at 12th, 14th, 16th, 18th, and 20th level.

Forged Perfection (Ex): At 19th level, an artiforged finally crafts himself into a perfect form and becomes a true melding of flesh and artifice. For effects that differ depending on creature type (such as bane weapons), he is treated as either a construct or his normal creature type, whichever is more favorable for him.

This ability replaces primal technomancy.

Ex-Artiforged: Though an artiforged can be raised or resurrected normally, when his body becomes lost or destroyed, he loses access to all artiforged class features except for artiforging, and proficiencies in armor, shields, and weapons. He cannot gain levels as an artiforged until he spends 8 hours of work reinstalling his augmentations in a new body (such as one created from reincarnate or resurrection). Regaining artiforged class features has no cost, but an artiforged may need to integrate new weapons and armor to replace those lost or destroyed from his previous body.