

Engineer

Engineers are vital members of the Lands of Spira. They're responsible for building and maintaining weapons, vehicles, airships, Magitek, and more with the help of their Automatons. Although many Engineers confine themselves to workshops, garages, and shipyards, many are drawn to a life of adventure and prefer to work "in the field." Some of the best and brightest Engineers ply their trade aboard airships, on distant lands, and on the battlefield. Every organization and nation that depends on technology relies on their knowledge. Engineers use their knowledge of how things are put together to more effectively take things apart and are often called in to bypass security measures or whip up special weapons for field troops in dangerous situations.

Role: Engineers travel to pick up new and interesting skills and raw materials for their inventions. Unused to either huge or delicate machines with hissing steam and arcing electricity, common people find engineers disconcerting at the least, and often frightening. Their ability to create useful devices make them well-loved by adventuring parties. A group with an engineer seldom lacks the equipment they require.

Alignment: Any.

Hit Die: d8.

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

Class Skills

The engineer's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Dex), Fly (Dex), Knowledge (dungeoneering, engineering, and technology) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Repair (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points Per Level: $4 + \text{Int modifier}$.

Table 3-15: The Engineer					
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+2	+2	+0	Automaton, Crafter, Repair (1d6), Technologist, Limit Breaks
2 nd	+1	+3	+3	+0	Engineer trick, Tinkering, Combat Awareness
3 rd	+2	+3	+3	+1	Repair (2d6), Demolish (+1d6), Salvage, Rough and Ready
4 th	+3	+4	+4	+1	Engineer trick, Support Droid, Jury-Rig
5 th	+3	+4	+4	+1	Repair (3d6), Crafting Expertise
6 th	+4	+5	+5	+2	Engineer trick, Demolish (+2d6)
7 th	+5	+5	+5	+2	Repair (4d6), Quick Craft
8 th	+6/+1	+6	+6	+2	Engineer trick, Durable Materials
9 th	+6/+1	+6	+6	+3	Repair (5d6), Demolish (+3d6)
10 th	+7/+2	+7	+7	+3	Engineer trick, Salvage Expert
11 th	+8/+3	+7	+7	+3	Repair (6d6), Unflustered
12 th	+9/+4	+8	+8	+4	Engineer trick, Demolish (+4d6)
13 th	+9/+4	+8	+8	+4	Repair (7d6), Precise Timing
14 th	+10/+5	+9	+9	+4	Engineer trick, Master Mechanic
15 th	+11/+6/+1	+9	+9	+5	Repair (8d6), Demolish (+5d6), Rapid Rebuild, Construct Expertise
16 th	+12/+7/+2	+10	+10	+5	Engineer trick, Clockwork Mimicries
17 th	+12/+7/+2	+10	+10	+5	Repair (9d6), Master Engineer

18 th	+13/+8/+3	+11	+11	+6	Engineer trick, Demolish (+6d6)
19 th	+14/+9/+4	+11	+11	+6	Repair (10d6), Primal Technomancy
20 th	+15/+10/+5	+12	+12	+6	Engineer trick, One With Machines

Class Features

All of the following are class features of the engineer.

Weapon and Armor Proficiency: Engineers are proficient with all simple weapons, plus any type of non-exotic crossbows, and simple firearms. Engineers are proficient with light armor, but not with any type of shields.

Limit Breaks (Su): At 1st level, the engineer receives the Limit Breaks (Auto-Repair and Overdrive).

Auto-Repair (Su): This Limit Break grants the engineer an aura that extends out to 30 feet around him. Any damaged items or machinery chosen by the engineer within the area of effect start repairing themselves at 4 hit points + an additional 4 hit points per four engineer levels after 1st for a duration of 1 round + 1 round per four engineer levels after 1st. This limit break requires only a swift action.

Overdrive (Su): This Limit Break increases the overall combat effectiveness of the engineer's automaton. For the duration of 1 round + 1 round per four engineer levels after 1st, the automaton gains a 2/- DR and +2 enhancement bonus to Strength and Dexterity. These bonuses increase by said amount per four engineer levels after 1st. This limit break requires only a swift action.

Crafter (Ex): Few can match the engineer's artifice when creating objects. At 1st level, an engineer gains a bonus equal to half his engineer level (minimum 1) to all Craft skill checks.

Repair (Su): An engineer can fix broken items with a mere touch. Starting at 1st level, as a standard action that provokes attacks of opportunity, the engineer repairs 1d6 points of damage plus 1d6 points of damage for every other engineer level beyond first (2d6 at 3rd, 3d6 at 5th, and so on). In addition, one use of Repair restores an item affected by the broken condition. The engineer can repair a number of times per day equal to 3 + his Intelligence modifier.

Technologist: At 1st level, engineers receive the Technologist feat for free.

Automaton (Ex): Many engineers create automatons capable of performing a host of duties. Whether or not the servitor is created from intricate clockwork, or steam driven pistons, they share the same capabilities. Unless granted a Master Upgrade, all automatons are unintelligent constructs that follow the engineer's instructions unflinchingly. At 5th and every five levels thereafter, the engineer upgrades an Automaton they currently possess in order to represent his growing skill and power. Upgrades must be performed in order and the engineer must meet the level requirements for the upgrade. The capabilities granted by previous upgrades remain and stack with any improvements granted by the new upgrade. When installing a new upgrade, the engineer may reconfigure old design decisions, such as damage types, made at previous upgrades unless otherwise noted. If an Automaton is destroyed, the engineer must rebuild from scratch, costing him 100 gil per engineer level in material components, plus 200 gil per upgrade, to rebuild his Automaton. Remaking a destroyed Automaton requires 8 hours of uninterrupted work, plus 8 hours for each upgrade. In all other respects, this resembles the process for crafting a magic item. Upon creation, the engineer chooses the base form he wishes the automaton to take from the following four types. This form may not be altered upon subsequent upgrades. Then he adds to the base statistics bonuses based on his levels in engineer using Table 3-16: Automaton Base Statistics.

Aquatic

Starting Statistics

Size: Medium; **Speed:** 20 ft., swim 40 ft.; **AC:** (see armor plating); **Attack:** bite (1d6); **Ability Scores:** Str 19, Dex 12, Con -, Int -, Wis 10, Cha 10; **Special Qualities:** Construct traits, Lightning Vulnerability, Critical Hit Vulnerability.

*Humanoid**

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** (see armor plating); **Attack:** slam (1d8); **Ability Scores:** Str 17, Dex 14, Con -, Int -, Wis 10, Cha 10; **Special Qualities:** Construct traits, Lightning Vulnerability, Critical Hit Vulnerability.

*A humanoid Automaton has arms and hands.

Quadruped/Tracked/Wheeled

Starting Statistics

Size: Medium; **Speed:** 50 ft.; **AC:** (see armor plating); **Attack:** slam (1d8); **Ability Scores:** Str 15, Dex 15, Con -, Int -, Wis 10, Cha 10; **Special Qualities:** Construct traits, Lightning Vulnerability, Critical Hit Vulnerability.

Serpentine

Starting Statistics

Size: Medium; **Speed:** 20 ft., climb 20 ft.; **AC:** (see armor plating); **Attack:** bite (1d6); **Ability Scores:** Str 14, Dex 17, Con -, Int -, Wis 10, Cha 10; **Special Qualities:** Construct traits, Lightning Vulnerability, Critical Hit Vulnerability.

Table 3-16: Automaton Base Statistics						
Class Level	HD	BAB	Save	Armor Bonus	Saves Bonus	Special
1 st	2	+2	+0	+0	+0	Armor Plating
2 nd	3	+3	+1	+1	+1	Share trick
3 rd	3	+3	+1	+1	+1	—
4 th	4	+4	+1	+1	+1	Ability score increase
5 th	5	+5	+1	+2	+2	Automaton 1st Upgrade
6 th	6	+6	+2	+2	+2	—
7 th	6	+6	+2	+3	+3	Share trick
8 th	7	+7	+2	+3	+3	Ability score increase
9 th	8	+8	+2	+3	+3	—
10 th	9	+9	+3	+4	+4	Automaton 2nd Upgrade
11 th	9	+9	+3	+4	+4	—
12 th	10	+10	+3	+5	+5	Share trick, Ability score increase
13 th	11	+11	+3	+5	+5	—
14 th	12	+12	+4	+5	+5	—
15 th	12	+12	+4	+6	+6	Automaton 3rd Upgrade
16 th	13	+13	+4	+6	+6	Ability score increase
17 th	14	+14	+4	+7	+7	Share trick
18 th	15	+15	+5	+7	+7	—
19 th	15	+15	+5	+7	+7	—
20 th	16	+16	+5	+8	+8	Automaton Master Upgrade, Ability score increase

Class Level: The character's engineer level. The engineer's class levels stack with levels of any other classes that are entitled to an automaton for the purpose of determining the automaton's statistics.

HD: This is the total number of 10 sided die (d10) Hit Dice the Automaton possesses. No Constitution modifier is applied to the Automaton's hit points. The Automaton gets bonus hit points depending on its size: **Medium** 20 HP, **Large** 30 HP, **Huge** 40 HP.

BAB: This is the automaton's base attack bonus. Automatons do not gain additional attacks using their natural attack for a high base attack bonus.

Saves: These are the automaton's base saving throw bonuses. An automaton has poor saving throws.

Armor Bonus: The number noted here is the Automaton's base total armor bonus. This number is modified by the Automaton's base form. An Automaton cannot wear armor of any kind, as the armor interferes with the engineer's operation of the Automaton. An engineer can enchant his Automaton's body as if it were armor. In addition, magic items interfere with the engineer's connection to his automaton. As a result, the engineer and his automaton share magic item slots. For example, if the engineer is wearing a ring, his automaton can wear no more than one ring. In case of a conflict, the items worn by the engineer remain active, and those used by the automaton become dormant. The automaton must possess the appropriate appendages to utilize a magic item.

Saves Bonus: Add this modifier as an equipment bonus to all of the Automaton's saving throws.

Construct Traits: Automatons count as constructs. And have the following two weaknesses:

- **Vulnerable to Critical Hits:** Whenever an automaton takes extra damage from a critical hit, it must make a DC 15 Fortitude save to avoid being stunned for 1 round. If it makes a successful saving throw, it is staggered for 1 round. The robot remains immune to other sources of the stunned condition.
- **Vulnerable to Lightning:** Automatons take 150% as much damage as normal from lightning attacks, unless they are immune to lightning via other special defenses.

Armor Plating (Ex): At 1st level, the engineer chooses one of the following armor plating:

- **Heavy Armor Plating:** Grants the Automaton a +8 armor bonus to AC (with a max Dexterity bonus of 0), but with a -10 ft. movement speed and a -2 Dexterity to starting Dexterity score.
- **Medium Armor Plating:** Grants the Automaton a +4 armor bonus to AC (with a max Dexterity bonus of +4).
- **Light Armor Plating:** Grants the Automaton a +2 armor bonus to AC (with no max Dexterity penalty), movement speed increases by 10-ft., and a +2 Dexterity to starting Dexterity score.
- *Share Trick (Ex):* At 2nd level, the engineer selects a trick he knows. The Automaton gains the benefit of this engineer trick. If the engineer chooses to share a gadget, the Automaton uses its own abilities to determine its effects with the exception of any saving throw DCs it requires, which are calculated from the engineer's abilities. At 7th level and every 5 levels thereafter, the engineer can select an additional trick to share.
- *Ability Score Increase (Ex):* The automaton adds +1 to any one of its ability scores.
- *Automaton Upgrade 1:* An engineer may add this upgrade to their Automaton at 5th level. Adding the first upgrade to an Automaton creates a telepathic link between the engineer and his creation. They can mentally communicate across any distance as long as they remain on the same plane. Communicating in this way is a free action. The engineer may choose to increase his Automaton by one size category, granting it a size bonus to Strength and additional hit points based on its size. In addition, it gains DR 5/- and the engineer may add a +2 equipment bonus to Strength or Dexterity to his automaton.

- *Automaton Upgrade 2:* An engineer may add this upgrade to their Automaton at 10th level. Adding the second upgrade allows the construct to make a second natural attack (as base form) during a full attack at the Automaton's highest base attack bonus. It also gains a bonus feat from the following list, even if it would not normally qualify: Great Fortitude, Lightning Reflexes, Power Attack, or Toughness. In addition, the engineer may add a +2 equipment bonus to Strength or Dexterity to his automaton.
- *Automaton Upgrade 3:* An engineer may add this upgrade to their Automaton at 15th level. Adding the third upgrade to the Automaton grants it the use of an elemental energy attack. At the time of the upgrade the engineer chooses from fire, ice or lightning elemental energy and picks either a 60 ft. line or 30 ft. cone, inflicting 4d6 points of damage plus an additional 1d6 points of damage for every 2 HD the Automaton possesses. A successful Reflex save (DC 10 + 1 per 2 HD the Automaton possesses + the engineer's Intelligence modifier) halves the damage. This ability is usable once every 1d4 rounds and cannot be changed until the Automaton is upgraded again. In addition, the engineer can choose to increase his Automaton by one size category, granting it an additional size bonus to Strength and possibly additional hit points based on the rules for constructs. The maximum size of an Automaton is Huge. The Automaton also gains the Grab special attack on all of its slam attacks. In addition, the engineer may add a +2 equipment bonus to Strength or Dexterity to his automaton.
- *Automaton Master Upgrade:* An engineer may add this upgrade to their Automaton at 20th level. Adding the fourth upgrade gives the Automaton an Intelligence score of 10. It can now act upon its own volition, but always according to the intention of its creator, gaining an identical alignment as the creator's at the moment it gained sentience. It gains feats appropriate to its hit dice and 2 skill points per hit dice, treating any skill the engineer has ranks in as a class skill. The engineer may also increase the size of the Automaton once more (to a maximum of Huge), and change the Automaton's elemental energy attack to earth, water or wind damage. In addition, the Automaton's DR increases to 10/- and the engineer may add a +2 equipment bonus to Strength or Dexterity to his automaton.

Tinkering (Ex): When it comes to tearing apart salvage, engineers are highly adept. By 2nd level, engineers become so used to tinkering with machinery that they come to understand the finer points of trap mechanisms. An engineer adds half of his engineer level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). An engineer can use Disable Device to disarm magic traps.

Combat Awareness (Ex): At 2nd level, an engineer is ready to spring into action at a moment's notice. He gains his Intelligence modifier as a bonus on all initiative rolls.

Engineer Trick: At 2nd level, and every 2 levels thereafter, an engineer learns a technical innovation called an engineer trick. These engineer tricks come in three forms: augmentations, gadgets, or techniques. Unless otherwise noted, an engineer cannot select an individual engineer trick more than once. Some engineer tricks can only be received if the engineer has met certain prerequisites first, such as learning other engineer tricks. The DC of any saving throw called for by an engineer trick is equal to 10 + half of the engineer's level + his Intelligence modifier.

- Augmentations are engineer tricks that enhance or otherwise add on to an Automaton.
- Gadgets are tangible items that engineers can craft. Generally, they are only usable a certain number of times per day and some require the engineer to provide some form of fuel. Only the engineer knows the peculiarities of their function, preventing others from using them. Unless otherwise noted, they are all Tiny items with AC 10 (when not being held); hardness 5 and 10 HP. If a gadget is lost or destroyed the engineer may spend 100 gil and 8 hours of work in order to rebuild it.
- Techniques are tricks that the engineer has learned that are not tied to any single item, however many require an item to be used in conjunction with them.

Augmentations

Advanced Armor Plating (Ex): The automaton increases its armor bonus to AC by +2. **Prerequisite:** The engineer must be at least 6th level to select this trick.

Arcforged Armor (Ex): The automaton increases its damage reduction by 5/- which stacks with damage reduction gained from automaton upgrades. **Prerequisite:** The engineer must be at least 10th level to select this trick.

Core Reactor (Su): The engineer optimizes the power output of the automaton's core, letting it use the excess power to increase its abilities in other ways. It gains a number of charges equal to the engineer's Intelligence modifier + half of his engineer level (minimum 1). These charges return automatically if not used for 8 consecutive hours. As a swift action, the engineer can command the automaton to use a swift action and expend a charge from its core reactor to gain one of the following benefits: one extra natural attack at its highest base attack bonus, a +4 dodge bonus to armor class, or increase its damage reduction by 2/—. This ability lasts until the start of the engineer's next turn. **Prerequisite:** The engineer must be at least 4th level to select this trick.

Feral Intelligence (Su): The engineer installs a rudimentary but quite advanced intelligence into the automaton. The automaton gains an Intelligence score of 2. This score can never be increased. This intelligence allows the automaton to develop some basic skills and combat tactics, not too dissimilar from beasts. While it still cannot speak, it does develop a simple personality that tends toward being protective of its creator and taking unclear commands too literally. The automaton gains feats appropriate for a character with its Hit Dice. Because of its limited intellect, though, it can only select from the following feats: Acrobatic, Agile Maneuvers, Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Greater Bull Rush, Greater Overrun, Greater Sunder, Improved Bull Rush, Improved Initiative, Improved Natural Attack, Improved Overrun, Intimidating Prowess, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus. The automaton also gains one skill point per Hit Dice. It can only gain ranks in the following skills, which it treats as class skills: Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str). When the automaton receives its master upgrade, it loses this augmentation. In its place, the engineer can select another engineer trick; however, its feats and spent skill points remain unchanged. **Prerequisite:** The engineer must be at least 8th level to select this trick.

Hover Stabilizers (Ex): Automatons with this ability gain hardy landing, as the dragoon ability, except they do not need an adjacent surface to activate it. Treat the engineer's level as his dragoon level to determine the total distance negated by this ability. **Prerequisite:** The automaton must be a Quadruped/Treaded body type with the powered servomotors engineer trick to select this trick.

Increased Power (Ex): The engineer outfits the core inside the Automaton to output more power on command, sending the engineer's Automaton beyond operational limits. As a swift action, the engineer commands the core augmentation to activate, granting the Automaton a +6 bonus on Strength and a +10 ft bonus to movement speed. This bonus lasts for a number of rounds equal to the Automaton's hit dice per day. These rounds need not be consecutive.

Laser Rifle (Ex): The automaton's eye gains an integrated laser rifle with a range increment of 250 feet. It deals 2d10 points of fire damage as a ranged touch attack with a critical range of 20 / x2. The automaton treats this weapon as a natural attack and not a manufactured weapon attack, and cannot make an iterative attack with this weapon. The Laser Rifle can still be targeted by effects that target manufactured weapons (such as magic weapon spells or sunder attempts), but as a general rule cannot be harvested for use outside of the automaton's body once the automaton is destroyed. The automaton is proficient with its Laser Rifle and does not provoke attacks of opportunity when fired in melee combat. **Prerequisite:** The engineer must be at least 4th level to select this trick.

Powered Servomotors (Ex): The automaton is capable of fantastic feats of agility. Automatons with this engineer trick gain a +15 bonus to Acrobatics checks made to perform a long jump or high jump. In addition, they are always considered to have a running start when jumping.

Self-Healing Automaton (Su): The engineer augments his Automaton to use his Repair ability on command. The Automaton can use the Repair ability utilizing all the same bonuses as if the engineer himself was using it. When using the repair ability on itself the Automaton may do so as a swift action. Each use of this ability by the Automaton subtracts from the engineer's uses of that ability for the day. **Prerequisite:** An engineer must be at least 6th level before selecting this trick.

Spiked Automaton (Ex): The engineer covers his Automaton in long wicked spikes. Each time an opponent hits the Automaton with a natural weapon, unarmed strike, or makes a grapple check, the opponent takes 1d4 points of damage plus the Automaton's strength modifier. In addition, the Automaton's slam attack deals an additional +2 damage and deals piercing in addition to bludgeoning damage. **Prerequisite:** An engineer must be at least 4th level before selecting this trick.

Sticky Treads (Ex): The automaton gains a climb speed equal to half its movement speed. **Prerequisite:** This trick can only be taken by automatons with the Quadraped/Treaded body type.

Superior Arcforged Armor (Ex): The automaton increases its damage reduction by 5/-. This stacks with the increase granted by the Arcforged Armor trick. **Prerequisites:** The engineer must have the arcforged armor engineer trick and must be at least 16th level to select this trick.

Superior Armor Plating (Ex): The automaton increases its armor bonus to AC by +3. This stacks with the increase granted by the Advanced Armor Plating trick. **Prerequisites:** The engineer must have the advanced armor plating engineer trick and must be at least 10th level to select this trick.

Thrusters (Ex): The automaton increases its current fly speed by 10 feet and increase its maneuverability by one step. If the automaton did not have a fly speed before taking this trick, it now has a maneuverability of clumsy and the Fly skill as a class skill. Each time the engineer takes this engineer trick, improve his automaton's fly speed by an additional 10 feet and its maneuverability by one step. This engineer trick can be taken up to three times.

Turret Carrier (Su): The engineer installs small bays into the automaton, useful for launching turrets. The engineer can load a single crossbow turret for every four engineer levels he possesses. As a full-round action, the automaton can launch the stored turret as if the automaton had activated it. Releasing a turret in this way provokes an attack of opportunity upon the automaton. **Prerequisite:** An engineer must have the crossbow turret gadget trick before selecting this trick.

Gadgets

Air Compressor (Ex): This small air compressor can be used to upgrade any pressurized air powered gadget the engineer has built (which takes 8 hours of uninterrupted work). The compressor is started as a swift action and recharges at a rate of 1 charge of the gadget it is affixed to per round. It uses half a pint of oil per minute. Once the tank of the attached gadget is full, the compressor automatically shuts down. The compressor weighs 10 pounds, has a hardness of 5, and 15 hit points. **Prerequisite:** The engineer must be at least 10th level to select this trick.

Alchemical Sprayer (Ex): Worn on the back, this set of dual tanks is attached by a sturdy rubber hose to a hollow steel wand, which must be held in two hands. A backpack and alchemical sprayer cannot be worn at the same time. The right tank holds pressurized air, while the left holds up to 12 flasks or bottles of any liquid substance. As an attack, the engineer can spray the substance in a 15-foot cone, affecting those hit with it. Any

creatures that succeed on a Reflex save (DC 10 + half of the engineer's level + his Dexterity modifier) are not affected. As a move action, the engineer can switch the alchemical sprayer into stream mode. In this mode, the sprayer fires a concentrated stream up to 30 feet at one target against its touch AC. Each attack made with the sprayer consumes a single bottle or flask of the substance. Substances cannot be mixed without dire consequences, so the engineer must completely clean the alchemical sprayer before using a different substance. Cleaning the sprayer takes 1 hour of work. Refueling the alchemical sprayer's liquid tanks requires 1 minute of careful funneling and attunement. After 12 discharges of the sprayer, the pressurized air tank must be recharged with 1 minute of working the attached hand pump. The alchemical sprayer has hardness 8 and 15 hit points, and it weighs 30 pounds.

Alchemical Sprayer, Improved (Su): This upgraded version of the alchemical sprayer contains a valve, which lets the engineer attach a single bottle of magical oil to the gadget. Attaching an oil bottle is a standard action, and switching between the normal tank and oil tank is a swift action. The oil can be used between other substances without requiring the sprayer to be cleaned. The oil can be fired just like other substances. However, oil cannot affect more targets than its base spell would allow (e.g., oil of haste would affect multiple targets, but oil of cure would only affect one). **Prerequisites:** The engineer must be at least 6th level to select this trick and must have Alchemical Sprayer gadget trick before selecting this trick.

Automatic Fighter (Ex): This small clockwork construct is built with a single melee weapon and often resembles an armored knight, a terrible demon, or some other violent-looking form. As a full-round action, the engineer can deploy the automatic fighter in any adjacent unoccupied square. Once active, at the start of its turn the automatic fighter makes one attack against every enemy within reach of its weapon, using the engineer's base attack bonus + his Intelligence modifier and dealing the damage of the weapon + half of his engineer's level. It makes separate attack rolls for each opponent. Despite its size, it suffers no size penalties for utilizing weapons up to one category larger than itself. The construct is stationary and will continue to attack until deactivated with a standard action. Each round of activity burns a half pint of oil. The construct can hold up to 10 pints of oil at a time. The construct can be built with any melee weapon the engineer possesses. To change the weapon that the automatic fighter wields, the engineer must spend 20 gil and work for 1 hour to install new parts and readjust the construct's settings. The automatic fighter has 20 AC, hardness 10, 40 hit points, and counts as an object for the purposes of spells and effects. It weighs 50 pounds. **Prerequisite:** The engineer must be at least 8th level to select this trick.

Battle-Ready Utility Tool (Ex): With tweaking and additional parts and pieces, an Engineer's Utility Tool can be upgraded to be a viable option in combat. The tool still has a variety of metal panels, plates and spikes, but it has also been fitted with sharpened and hardened edges to increase its durability and stability. It goes from being a sleek, streamlined 12-inch bar to being a 30-inch bar, fold-able to 15-inches. Alongside the normal capabilities of the Utility Tool (folding, twisting, and manipulating it into an innumerable amount of tools), the addition of these new panels and edges allows it to be changed into any melee weapon the Engineer has seen and is proficient in. The lack of specific parts still prevents the Utility Tool from creating complex items like crossbows or firearms, but it can become any type of one-handed melee weapon, including emulating any combat tricks the weapon is capable of. It takes a full-round action to change the tool from a normal tool to a weaponized tool and from one damage type to another, and a standard action to change one weapon into another of the same damage type. With the process of adding plates and parts, the Battle-Ready Utility Tool now has a hardness of 5 and 20 hit points. The Utility Tool counts as a masterwork tool and a masterwork weapon, however further enhancement can only be done by the engineer that created it. **Prerequisite:** The engineer must have Utility Tool gadget trick before selecting this trick.

Brass Earthworm (Ex): When at rest, the brass earthworm appears to be a heavy brass cylinder roughly the size of a small log. When activated as a full-round action, the earth worm can be set to a specific mode and dropped on the ground, where it will expand to a flexible tube lined with treads and a large drill head that completes one of the following projects in 30 seconds. The brass earthworm requires 2 flasks of oil to power its en-

gine for one run. Refueling it costs 2 full-round actions. If used in combat, the earthworm has a burrow speed of 20 feet and cannot attack. The brass earthworm has hardness 5, 10 AC, and 30 hit points. It weighs 50 pounds.

- **Moat:** The earthworm rushes in circles around the engineer, up to 40 feet away but no less than 10 feet away, creating a circular moat that is 10 feet deep.
- **Trench:** The earthworm rushes back and forth in the direction it is set, creating a ditch roughly 30 feet long and 10 feet deep.
- **Tunnel:** The brass earthworm burrows 100 feet in the direction it is set, leaving a tunnel behind it, 3 feet in diameter.

Crossbow Turret (Ex): The engineer creates a device that can automatically load, aim, and fire, any crossbow it is fitted with. This device is small-sized and swivels on a tripod. It has AC 9, Hardness 10, 15 HP, weighs 30 lbs., and has a magazine attachment capable of holding twenty bolts. It can be fitted to any light, heavy, or repeating crossbow with an hour's work. It takes a full round action to deploy the gadget into a space adjacent to the engineer. This space must be flat solid ground with no obstructions. Once deployed it immediately begins firing at its designated target as often as possible, taking all relevant penalties for doing so, using the engineer's base attack bonus + his Intelligence modifier and any bonuses present on the crossbow or its bolts. It loads and fires at the same speed as it normally takes to fire the crossbow normally and continues to fire until its magazine is empty or one-minute passes. If the target is out of the turret's line of sight it ceases firing until the target is within sight again. An engineer can command a crossbow turret to change targets as a move action. The crossbow turret can remain activated for one minute before it must be recharged. A crossbow turret is recharged by operating the hand crank as a standard action to reset the mechanisms. Crossbow turrets may be attacked or disarmed or disabled with a Disable Device DC of 20, which triggers an attack of opportunity against the person attempting to disable it. Building a crossbow turret costs 50 gil.

Crossbow Turret, Improved (Ex): The engineer builds a second crossbow turret. In addition, he can command one of his crossbow turrets to change targets as a swift action and they have 30 hit points each. Finally the crossbow turrets can automatically load themselves as if they possessed the Rapid Reload feat. **Prerequisites:** An engineer must be at least 6th level and must have Crossbow Turret gadget trick before selecting this trick.

Crossbow Turret, Greater (Ex): The engineer can now build three crossbow turrets. Each turret can be deployed as a standard action and increases their magazine capacity to 40 bolts and their operational time to two minutes. Finally, each crossbow turret has 60 hit points. **Prerequisites:** An engineer must be at least 8th level and must have Improved Crossbow Turret gadget trick before selecting this trick.

Filth Gatherer (Ex): Featuring a tap in its side and an iron crank above, this simple clay jug holds up to four gallons of impure water, poured into the top. Operating the crank pumps the water through a number of filters, chemical separators, and complex mechanisms that separate any impurities in the water into a separate container within the jug, leaving clean, drinkable water on the bottom. Opening the tap releases the purified water, while opening the separate compartment reveals the gathered waste—poisons, dirt, disease—cleansed from the water and safely contained. This brown ooze can be used as a poison coating that causes victims to contract filth fever. If the water contained another disease or poison, this coating also causes that effect with the same DC as the original poison or disease. The filth gatherer is Small, and it has hardness 8 and 30 hit points. It weighs 50 pounds while empty.

Folded Horse (Ex): This two-wheeled contraption folds into a cube roughly the size of a small foot stool for easy carrying and packing. When unfolded it turns into a Medium vehicle with a single seat for a Medium or Small creature and handlebars for steering. Activating the contraption is a full-round action that provokes an attack of opportunity. Once activated, the engineer can ride the folded horse like a horse using Ride; others can ride it if they have the User Friendly Gadget technique. The folded horse has a speed of 60 feet over flat terrain

and 30 feet over rough or hilly terrain. Unlike a horse, the gadget cannot attack, but it does not require training to enter combat. To remain active, the operator must have one hand on the device at all times; otherwise, it stops in place and the rider must make a DC 25 Ride check to avoid being thrown off. One flask of oil allows the folded horse to operate for a half hour. It has 10 AC, hardness 10, and 40 hit points. It weighs 40 pounds and can carry the rider plus 100 pounds. **Prerequisite:** The engineer must be at least 4th level to select this trick.

Force Field Generator (Ex): This medium-sized device enacts a force field, sheathing the engineer in a thin layer of shimmering energy that grants a number of bonus temporary hit points equal to half of the engineer's level x 5 (rounded down). All damage dealt to the engineer with an active force field is reduced from these hit points first. As long as the force field is active, the engineer is immune to critical hits. A force field has fast healing equal to half of the engineer's level, but once its hit points are reduced to 0, the force field shuts down and must be repaired, that takes an hour to do so. The force field generator has a hardness 10, 10 AC, and 30 hit points. It weighs 50 pounds. It takes two flasks of oil to maintain the force field for an hour. **Prerequisite:** The engineer must be at least 6th level to select this trick.

Igniter (Ex): This small handheld gadget looks like a miniature alchemical sprayer. In place of the hose is a small nozzle sprouting from the top of the tanks. For the device to function, one tank must contain oil. When activated, the igniter acts as a tindertwig. The device functions for 15 minutes before needing to be refueled and pumped again, which takes a minute operating a small pump on the device. As a standard action, the engineer can expend all remaining fuel in the igniter to launch a 30-foot cone of flame in any direction. This flame ignites any combustible material in its area and deals 4d6 fire damage with a Reflex save to avoid catching on fire. To be used in this way, the igniter must be at least half full of fuel. The igniter has a hardness 2, 7 hit points, and it weighs 1/4th of a pound.

Invisibility Cloak (Su): The engineer creates a cloak that bends light and effectively turns him invisible. Activating the cloak is a standard action and hides the engineer as the Vanish spell using the engineer's level as the caster level. The engineer can use this cloak once per day before it must be recharged. The cloak can be recharged by exposing it to sunlight for 8 hours. This gadget takes up the engineer's shoulder item slot. **Prerequisite:** An engineer must be at least 4th level before selecting this trick.

Magnetic Grappler (Ex): The engineer builds a powerful device that allows him to reach out and manipulate metallic objects. This device can either be held or worn on a hand taking up a ring magic item slot. As a standard action he can activate it to create an effect identical to the *Grab* (black mage cantrip) using the engineer's level as the caster level with the exception that it can only affect primarily metallic objects. The engineer can use this gadget only after it has been charged. Charging the gadget requires a full hour of operating the hand crank on the gadget for five minutes of use.

Multi-Tool (Ex): The engineer creates a device that has multiple functions. It requires a full-round action to switch between tools. This multi-tool has a hardness of 5 and 20 hit points. This multi-tool counts as masterwork and can be enchanted as normal. **Prerequisite:** The engineer must be at least 6th level before selecting this trick.

- **Chainsaw:** The chainsaw is a complex tool which employs an engine of steam (and sometimes magic) to drive a belt of blades around a vaguely sword-like projection. It is great for cutting through objects such as logs, and rare adamantine versions chew through solid iron walls. It is not intended for use as a weapon however. Those without proficiency take -6 to attack rolls, while those with proficiency still take -2. It may be used as a tool, proficient or not. The chainsaw does special things on a natural 1. On a natural 1, the chainsaw has a 20% chance it may jam. In such a case, the device must be shut off and a Disable Device check of DC 20 is required to bring the chainsaw back into working order. If the weapon is ever sundered, its fuel explodes, dealing 2d6 fire damage to its user. Chainsaws gain +2 on Sunder checks and treat the hardness of the object as -2 less than normal (to a minimum of 0). Any enchantment bonus grants another -1 penalty per bonus. It consumes 10 gil in fuel per encounter or for every minute

used outside of battle. This fuel can be crafted with craft alchemy checks, generally distilled from organic sludge like oils. It deals 2d8 (x3 crit multiplier) points of slashing damage (or 2d6 if small).

- **Debilitator:** This complex tool fires a wired dart up to 30 feet away. If it strikes a foe, it confers an elemental weakness to a random element. Roll a 1d6 (Earth = 1, Fire = 2, Ice = 3, Lightning = 4, Water = 5, or Wind = 6). This effect lasts for a minute and the engineer cannot switch tools or the effect fades.
- **Noiseblaster:** This tool fires a blast of sound, that confuses enemies. At a range of a 30-ft.-cone, all creatures in the area of effect must make a Will save (DC 10 + half of the engineer's level + his Intelligence modifier) or become Confused for 1d6 rounds.
- **Power Drill:** This tool is a sturdy drill, able to bypass defenses. If used in melee attack, the engineer bypasses armor bonus to AC and reduces hardness and damage reduction by 5 (this increases by 1 per +1 enhancement bonus). It deals 2d6 (19-20, x2 crit multiplier) points of piercing damage (or 2d4 if small) upon a hit. It consumes 10 gil in fuel per encounter or for every minute used outside of battle. This fuel can be crafted with craft alchemy checks, generally distilled from organic sludge like oils.
- **Super Wrench:** This stout tool provides a +4 equipment bonus to Craft (Mechanical) skill checks and is very handy in battle. It deals 1d8 (x3 crit multiplier) points of bludgeoning damage (or 1d6 if small).

Multivision Goggles (Ex): These goggles are a mix of many different types of glasses and other devices. Activating one of the functions is a move action. This gadget takes up the engineer's head item slot. The goggles have a hardness of 2, 5 hit points, and it weighs 5 pounds. The different functions of the goggles are:

- **Flash Goggles:** Prevents non-magical Blind status effects.
- **Magnifying Goggles:** Grants a +2 equipment bonus to Craft/Perception skill checks when related to fine details.
- **Nightvision Goggles:** Grants Nightvision up to 60 feet.
- **Sunshades:** Grants Low-Light Vision up to 120 feet.
- **Telescope Goggles:** Grants a +2 equipment bonus to Perception skill checks to notice things from afar.

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

Pneumatic Launcher (Ex): This gadget looks like a large-barreled, two-handed musket with a complex firing mechanism. As a standard action, the engineer loads it with any object able to be shoved down the mouth of the barrel, which is roughly 6 inches wide. When activated as an attack action, the pneumatic launcher pushes the object out with incredible force, using compressed air stored inside a brass tank on the gadget's underside. The object can travel up to 200 feet before impacting the ground. It is an exotic weapon with a range increment of 40 feet and a critical rating of x2. If it hits, it deals 1d6 bludgeoning damage as well as any other effects caused by the chosen ammunition (GM's discretion). Fragile objects stuffed down the barrel—such as a glass bottle, pottery, or even bags of marbles, shards of glass, kitchen utensils—simply shatters upon being launched, spraying a 15-foot cone of jagged shards from the weapon. This effect deals 1d6 slashing damage to all in the affected area, prompting a Reflex save to halve the damage. Each tank of pressurized air holds enough charge for 10 shots. Once emptied the tanks must be recharged by operating a hand crank to pressurize the air within for a minute per shot (maximum 10). It weighs 5 pounds.

Portable Cannon (Ex): Made from lightweight materials and utilizing a clever recoil-absorption mechanism, this cannon packs all the punch of its larger, clumsier brothers but without the weight and crew requirement. The portable cannon is a siege firearm that deals 5d6 points of bludgeoning and piercing damage, has a critical multiplier of x4, and has a misfire chance of 1. Its range increment is 100 feet and its minimum range is

5 feet. Reloading it requires a standard action, but the Rapid Reload feat reduces this load time to a move action. It can be carried by one person, but must be deployed on its mount before it can be fired, which requires a standard action. It occupies the same square as the operator, but it cannot be moved unless the operator spends a move action to pick up the cannon, in which case it must be re-deployed before being used again. Each shell for the cannon costs 30 gil. The cannon can fire any specialized shells or balls a normal cannon can, such as grapeshot. The cannon's peculiar construction and design means the User Friendly Gadget trick cannot be selected for this gadget. If done so, the engineer can reload the portable cannon as a move action, made possible by a built-in automated loading procedure, and it never misfires. It has 50 hit points and weighs 40 pounds.

Prerequisites: The engineer must be at least 6th level and possess the firearms expertise trick to select this gadget

Rampage Armor (Ex): This complex, bulky suit of plate armor is distinguished by the hydraulics and gears visible in its joints and the backpack-sized engine around its shoulders. Like plate armor, rampage armor requires help to don, which takes a half hour to do so correctly. Once inside, the engineer must spend a full-round action to activate the armor, allowing him to move about freely and benefit from its effects. To function, the armor requires one flask of alchemist's fire per hour. If the armor is not put on properly or lacks fuel, it cannot be moved by the wearer in any way, leaving him paralyzed until he can remove himself from the armor, taking 10 minutes, or activate it. When functioning properly, the armor provides a +2 mechanical bonus to Strength, and the wearer's Strength is treated as +10 higher when determining carrying capacity. The armor has the same hit points and hardness as plate armor. Rampage armor can be enchanted like normal armor. **Prerequisites:** The engineer must be proficient in heavy armor and at least 8th level to select this trick.

Rampage Armor, Improved (Ex): This armor functions as rampage armor, except it provides a +4 mechanical bonus to Strength instead of +2. Also, by spending a swift action and 10 minutes of the armor's fuel, the engineer can gain an extra attack while making a full attack. This effect does not stack with *haste*, the *speed* weapon property, or other such effects. **Prerequisites:** The engineer must be at least 14th level to select this trick and must have Rampage Armor gadget trick before selecting this trick.

Razor Saw (Ex): This oil-powered circular saw simplifies the act of breaking down doors or cutting through obstacles. Holding the saw in two hands, the engineer can cut through simple wooden or thin metal doors within moments. As a move action, the engineer can activate the razor saw. Once activated, the saw can run for 10 minutes before needing refueling, which is a full-round action. It cannot cut through thick stone or metal. Each time the saw is used on a reinforced door, iron bars, or a similarly hard structure, it has a cumulative 10% chance to break. The saw is loud with a distinctive noise, imposing on the operator a –20 penalties on all Stealth checks and a –5 penalty on all Perception checks based on hearing. The razor saw can be used as a weapon that the engineer is proficient in. If wielded in such a way, it is a two-handed weapon that deals 1d12 slashing damage with a critical rating of 19–20/×3. It has 25 hit points and weighs 10 pounds. **Prerequisite:** The engineer must be at least 4th level to select this gadget.

Razor Saw, Improved (Ex): This version of the razor saw features improved torque in the motor and an adamantine-edged blade, letting it cut through any material except adamantine as easily as it cuts through wood. If used as a weapon, it counts as an adamantine weapon for sundering or penetrating damage reduction. **Prerequisites:** The engineer must be at least 10th level to select this trick and must have Razor Saw gadget trick before selecting this trick.

Spare Hand (Ex): This long clockwork arm is strapped to the chest and acts as a third arm. Cranking the device's mechanism lets it operate for double the cranking time, and the mechanism can be cranked for up to 1 hour (e.g., cranking for 1 hour would produce 2 hours of operation time). The arm takes up the chest item slot but can aid in a number of tasks, including holding items and wielding shields. The arm provides a +2 mechanical bonus on any skill checks that involve fine work. As a swift action, the arm can retrieve any item from the engineer's person. The arm has hardness 8 and 15 hit points. It weighs 8 pounds.

Steam Engine (Ex): This small steam engine can be used to upgrade any other gadget the engineer has built to change the powering mechanism (which takes 8 hours of uninterrupted work). It uses a pint of oil every 30 minutes. When affixed to a crossbow turret, the crossbow turret can fire until it is out of bolts, when affixed to an "Extra Arm" the arm works as long as the engine runs, etc. It weighs 25 pounds, has a hardness of 15 and 20 hit points. Refueling it is a full round action that provokes an attack of opportunity. The reservoir can hold up to 2 pints of oil. **Prerequisite:** The engineer must be at least 12th level to select this trick.

Thunder Stunner (Ex): This gadget looks like a blunderbuss, but it has a much-shortened barrel and can be operated with one hand. In actuality it's a device that focuses and enhances the effects of thunderstones. Loading a single thunderstone requires a standard action. When fired as an attack action, the thunder stunner fires a loud, concussive cone of force up to 15 feet. Creatures caught in this cone must make a Fortitude save or be deafened for 1 hour and stunned for 1d4 rounds. Creatures that succeed on this save are merely staggered for 1 round.

Turret Upgrade (Ex): This upgrades the engineer's crossbow turrets into either a flamethrower turret, a minigun turret, mortar turret, or rocket launcher turret. The engineer chooses which type of turret and may convert any or all of his crossbow turrets into it. Each time this engineer trick is chosen, the engineer can pick a different turret type. **Prerequisites:** The engineer must have Crossbow Turret, Improved Crossbow Turret, Greater Crossbow Turret engineer tricks and must be at least 10th level to select this trick.

- **Flamethrower Turret:** This turret projects a 60-foot-long line of fire, attempting a separate attack roll against each creature within the line. Each attack roll takes a –2 penalty. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil this line attack. If any of the rolls threatens a critical hit, the turret confirms the critical for that roll alone. All affected creatures take 4d6 points of fire damage, and any creature hit by the flaming stream must also succeed at succeed at a DC 20 Reflex save or catch fire, taking an additional 2d6 points of fire damage each round until the flames are extinguished. A burning creature can attempt a new save as a full-round action, and dropping and rolling on the ground grants a +2 bonus on this save. A flamethrower turret with full tanks is capable of unleashing up to 6 charges of ignited oil, to devastating effect. To refill, the engineer will need to purchase a full tank (costing 50 gil). The tanks have hardness 10 and 5 hit points, and if the tank is ruptured in the presence of any adjacent flame (including the device's own gas igniter), a mighty conflagration erupts, the turret takes 6d6 points of fire damage, and all creatures within a 20-foot radius take 3d6 points of fire damage (Reflex DC 20 for half). Any creatures who take damage must succeed at a DC 20 Reflex save or catch on fire. A flamethrower turret has hardness 10 and 35 hit points. Building a flamethrower turret costs 500 gil.
- **Minigun Turret:** This turret fires a burst of bullets, attacking all creatures in a line. This line starts from any corner of the turret's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. The turret has a range increment of 100 ft. and deals 2d6 points of piercing damage with a critical threat range of 20 / x4. When the minigun turret attacks all creatures in a line, it makes a separate attack roll against each creature in the line. Each creature in the line can only be attacked with one bullet from each burst. Each attack roll takes a –2 penalty to account for recoil. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil the minigun turret's line attack. If any of the attack rolls threaten a critical hit, confirm the critical for that attack roll alone. A single attack from the minigun turret fires 10 bullets and has a capacity of 40. An ammo cartridge costs 40 gil to replace. Reloading a minigun turret takes a full-round action. The minigun turret cannot fire single bullets that target one creature. A minigun turret has hardness 10 and 35 hit points. Building a minigun launcher turret costs 500 gil.
- **Mortar Turret:** This turret is an indirect-fire advanced siege firearm, consisting of a heavy steel barrel, a loading mechanism, and a folding bipod stand, and is used to launch explosives to penetrate enemy defensive lines. It has a range of 250 ft. with a minimum range of 50 ft. A mortar turret has a capacity of 6 and reloading the mortar is a full-round action. The engineer loads a grenade-like projectile into the

breach of the weapon's steel barrel, along with a blank rifle round that propels the bomb when triggered. The weapon uses indirect fire to lob bombs in slow-moving, high arcs, and the engineer targets a specific square. Mortar turrets can also be fired as direct-fire siege engines. When used for direct fire, it takes a –4 penalty on attack rolls and their range increment is halved, but they do not have a minimum range. After the point of impact is determined, the shell explodes and deals 6d6 points of bludgeoning, piercing, and slashing damage to all creatures in a 30-foot radius (Reflex DC 20 for half). A mortar turret has hardness 10 and 35 hit points; it fires special, finned fragmentation bombs that cost 10 gil each and weigh 4 pounds each. Building a mortar launcher turret costs 500 gil.

- **Rocket Launcher Turret:** This turret contains its entire load of rockets and energy charges. The rocket launcher turret has a range increment of 120 ft. Rockets fired from a rocket launcher turret can target a single target or a grid intersection. A creature that takes a direct hit from a rocket cannot attempt a saving throw to reduce the damage taken. When a rocket strikes its target, it explodes in a 30-foot-radius burst that deals 12d6 points of fire and bludgeoning damage to all creatures within that area of effect—a successful DC 20 Reflex save halves the damage for all but the target. A rocket launcher turret has hardness 10 and 35 hit points; it fires rockets that cost 100 gil each and weigh 8 pounds each. A rocket launcher turret has a capacity of 10 and reloading a rocket launcher turret takes a full-round action. Building a rocket launcher turret costs 1,000 gil.

Utility Tool (Ex): The engineer may build an all-purpose tool capable of performing a variety of different functions. This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. As a standard action, it can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well. The utility tool counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset). It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

Techniques

Combat Trick (Ex): An engineer who selects this engineer trick gains a bonus Combat feat. This talent may be taken more than once. Each time, a different feat must be selected. **Prerequisite:** The engineer must be at least 12th level to select this trick.

Construct Smite (Su): As a swift action, the engineer can channel one use of his repair ability through a melee or ranged attack to gain an insight bonus to attack rolls equal to his Intelligence modifier and deal additional damage equal to the engineer's level to constructs. If the engineer has the repair flesh trick, he can also deal half of this additional damage to any living creature.

Core Detonator (Su): The engineer learns how to trigger the core in his Automaton to detonate. The resulting explosion deals 1d8 points of fire damage per engineer level in a 20ft radius from the center of the Automaton's location. The Automaton is immediately destroyed and must be rebuilt as normal. Using this ability is an immediate action.

Durable Technique (Ex): The engineer learns special techniques to increase the durability of any item he creates. Any mundane item, gadget, or masterwork item the engineer creates gains an additional 5 hit points.

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

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

Firearms Expertise (Ex): The engineer gains the Gunsmithing feat as a bonus feat.

Forge Fighter (Ex): The engineer can use crafting tools such as hammers, wrenches, and screwdrivers as weapons without suffering the normal –4 penalty for utilizing improvised weapons.

Heavy Hauler (Ex): Accustomed to carrying heavy machinery and tools, the engineer treats his Strength as 4 higher for the purposes of determining carrying capacity.

Improvised Tool Master (Ex): The engineer does not need a tool kit for any of his Craft skills. If the engineer uses a kit he receives an additional +2 bonus to skill checks.

Mathematical Shooting (Ex): As a full round action, the engineer can make a single ranged attack adding his Intelligence modifier to the attack roll. He also adds his Intelligence modifier as a precision bonus to the damage roll.

Mechanical Mindset (Ex): Constant work with mechanics, logic, and rationality have honed in the engineer an unconscious ability to coldly rationalize and overcome any mental strife. Once per day, the engineer can reroll any saving throw against a mind-affecting effect. The reroll must be used before the engineer knows the result of failing the saving throw. This trick can be selected multiple times, each time allowing an additional reroll per day.

Multi-disciplined Crafter (Ex): The engineer selects one craft specialty. From then on, he can substitute the skill bonus for that specialty for those of associated skills. When doing so, the engineer uses his total Craft skill bonus, including class skill bonuses, in place of the associated skill's bonus, regardless of whether it is a class skill or whether he has ranks in it. The engineer can select this trick again at 8th, 12th, and 16th level, each time selecting a different Craft specialty. **Prerequisite:** The engineer must be at least 4th level to select this trick.

- **Alchemy:** Heal, Knowledge (Nature)
- **Armor:** Disguise, Intimidate
- **Blacksmithing:** Appraise, Sense Motive
- **Bows:** Acrobatics, Perception
- **Clockwork:** Disable Device, Perception
- **Cybertech:** Heal, Knowledge (Technology)
- **Electronic:** Drive, Navigate, Pilot
- **Explosive:** Disable Device, Perception
- **Jewelry:** Appraise, Diplomacy
- **Leather:** Handle Animal, Ride
- **Mechanical:** Disable Device, Survival
- **Sculpting:** Bluff, Sleight of Hand
- **Structural:** Climb, Knowledge (Geography)
- **Traps:** Disable Device, Perception
- **Weaving:** Disguise, Knowledge (Local)
- **Weapons:** Acrobatics, Intimidate
- **Woodcarving:** Knowledge (Nature), Survival

Percussive Maintenance (Ex): Sometimes, the engineer just has to give it a smack to get it working, or to stop it working. The engineer can make a single attack as a standard action using a melee weapon, using his ranks in Repair in place of his base attack bonus, and adds his Intelligence modifier instead of Strength or Dexterity. This only works on constructs and machines.

Reconfigure Weapon (Ex): The engineer can reconfigure a melee or ranged weapon, improving one aspect of it. Reconfiguring a weapon requires 1 hour of work and a successful Craft check (DC 20). An engineer may take 10 or take 20 on this check. Weapons can be reconfigured multiple times; each time a weapon is reconfigured, it imparts a new benefit. Undoing an engineer's weapon reconfiguration requires 1 hour and a successful Disable Device check (DC 20 + half of the engineer's level). The reconfiguration imposes a -1 penalty on attack rolls made with the weapon but grants one of the following benefits indefinitely:

- **Changed Rate of Fire:** The reconfiguration changes the weapon's rate of fire. A semiautomatic-only weapon switches to an automatic-only weapon, or vice versa. This benefit applies only to a ranged weapon with either a semiautomatic or automatic fire setting.
- **Greater Ammo Capacity:** The reconfigured weapon can hold 50% more ammunition than normal. This benefit applies only to weapons that take ammunition.
- **Greater Concealment:** The reconfiguration grants a +2 bonus on Sleight of Hand checks made to conceal the reconfigured weapon.
- **Greater Range Increment:** The reconfigured weapon's range increment increases by 1 range increment. This benefit applies only to weapons with range increments.
- **Signature Shooter:** The weapon is reconfigured for a single individual's use only and is treated as a unique exotic weapon. Anyone else who uses the weapon takes a -4 non-proficient penalty on attack rolls.

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

Sabotage (Ex): The engineer can sabotage an object so that it operates poorly. The engineer must succeed on a Disable Device check (DC 20) to accomplish the downgrade and sabotaging a masterwork object is slightly harder (DC 25). Noticing the engineer's handiwork without first testing the sabotaged device requires a successful Perception check (DC = the engineer's Disable Device check result). Fixing the sabotaged item requires a successful Craft check.

- **Sabotaging a Device:** As a full-round action, the engineer can reconfigure so that anyone who uses it suffers a penalty equal to half of the engineer's level on skill checks made to use the device.
- **Sabotaging a Weapon:** As a full-round action, the engineer can sabotage a weapon so that it has the broken condition the next time it is used. A sabotaged weapon cannot be used effectively until repaired. This use of sabotage also applies to vehicles.

Scavenge Core (Su): The engineer learns to harden the core of his automaton and even imbue it with the magical energies of its constituent item. If the engineer's automaton is destroyed or dismantled, the engineer can harvest the core from the wreckage and place it into a new automaton. This new automaton gains all the magical enhancements of the old one, including enhancement bonuses and other properties. However, these enhancements override all magical enchantments provided by items used to construct the new automaton.

Superior Quality (Ex): The engineer can convert a non-masterwork item into its masterwork equivalent. A normal firearm becomes a masterwork firearm, a suit of armor becomes a masterwork suit of armor, a set of tools becomes masterwork tools, etc. The engineer must spend 1 hour working with the item to upgrade it.

User Friendly Gadget (Su): The engineer can alter one of his gadgets he has already built to work for another person. The engineer designates, using a standard action, one other character and one of the gadgets that he possesses. That character can now operate the gadget as if they were the engineer utilizing all of the engineer's relevant bonuses. The gadget works for the designated person for a number of hours equal to the engineer's level. If the engineer is unable to designate a new person, the gadget becomes inert until the engineer returns it to his possession or is able to designate a new user. **Prerequisite:** An engineer must be at least 8th level before selecting this trick.

Wire-Thin Budget (Ex): The engineer gains Craft Shoddy Item as a bonus feat. Any shoddy item he crafts is treated as a normal item for a number of days equal to his Intelligence modifier. Additionally, he adds his engineer level to the DC required to notice the shoddy condition of the item and half his engineer level as a circumstance bonus on Appraise/Craft checks to determine if an item is shoddy.

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

Salvage (Ex): At 3rd level, the engineer can salvage electrical and mechanical parts from destroyed vehicles, constructs, and airships. Salvaging a destroyed vehicle, construct, or airship takes time as noted in the table below. At the end of this time, the engineer makes a Perception check. If the check succeeds, he gains gil equal to the amount indicated on the table below. A particular vehicle, construct, or airship can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

Table 3-17: Salvage (Vehicle, Construct, and Airship)			
Size	Time Required	Perception Check DC	Gil
Tiny to Small	10 minutes	10	500
Medium	30 minutes	15	1,000
Large	1 hour	20	2,000
Huge	3 hours	25	4,000
Gargantuan	6 hours	30	8,000
Colossal	12 hours	35	16,000

Demolish (Ex): At 3rd level, an engineer has come to understand the key workings of mechanical devices and constructs so well that he can strike constructs or machinery for an additional +1d6 points of damage as long as he is using a blunt or piercing melee weapon. This increases by +1d6 every three levels after 3rd (6th, 9th, 12th, 15th, and 18th). In addition, the engineer can ignore up to 3 points of hardness/damage reduction against any construct. This increases by 3 every three levels after 3rd.

Jury-Rig (Ex): At 4th level, the engineer gains Field Repair as a bonus feat, even if he does not meet the feat's prerequisites. In addition, the engineer can make temporary repairs to broken technology on the fly. Jury-rigging a broken object (including a vehicle's driving devices or engines) has a Craft DC equal to the Disable Device DC to disable a device of the same complexity, and requires the same amount of time; the Craft skill for this check must be relevant to the object being jury-rigged. If the check is successful, the object is relieved of the broken condition for up to 5 minutes. If a jury-rigged object takes any damage, it regains the broken condition. A jury-rigged object cannot benefit from this ability again until it has been repaired.

Support Droid (Ex): At 4th level, an engineer can build a support droid. Support droids, like Automaton, are unintelligent constructs that follow the engineer's instructions unflinching. If a support droid is destroyed, the

engineer must rebuild from scratch, costing him 100 gil per hit dice in material components, to rebuild his support droid. Remaking a destroyed support droid requires 8 hours of uninterrupted work.

Support Droid

Starting Statistics

Size: Tiny; **Speed:** Fly 30 ft. (perfect); **AC:** +1 natural armor; **Ability Scores:** Str 7, Dex 17, Con -, Int -, Wis 10, Cha 1; **Special Qualities:** Construct traits.

Table 3-18: Support Droid Base Statistics						
Class Level	HD	BAB	Saves	Armor Bonus	Dex Bonus	Special
4 th	2	+1	+0	+1	+0	Fine-Tuning
5 th	2	+1	+0	+1	+1	—
6 th	3	+2	+1	+1	+1	—
7 th	3	+2	+1	+2	+2	—
8 th	4	+3	+1	+2	+2	Support Droid Upgrade 1
9 th	4	+3	+1	+2	+2	—
10 th	5	+3	+1	+3	+3	Improved Fine-Tuning
11 th	5	+3	+1	+3	+3	—
12 th	6	+4	+2	+3	+3	Support Droid Upgrade 2
13 th	6	+4	+2	+4	+4	—
14 th	7	+5	+2	+4	+4	—
15 th	7	+5	+2	+4	+4	Stout Servant
16 th	8	+6	+2	+5	+5	Support Droid Upgrade 3
17 th	8	+6	+2	+5	+5	—
18 th	9	+6	+3	+5	+5	—
19 th	9	+6	+3	+6	+6	—
20 th	10	+7	+3	+6	+6	Support Droid Master Upgrade

Class Level: The character's engineer level. The engineer's class levels stack with levels of any other classes that are entitled to a support droid for the purpose of determining the support droid's statistics.

HD: This is the total number of ten-sided (d10) Hit Dice the support droid possesses.

BAB: This is the support droid's base attack bonus.

Saves: These are the support droid's base saving throw bonuses. A support droid has poor saving throws.

Armor Bonus: The number noted here is the Support Droid's base total armor bonus. This number is modified by the Support Droid's base form. A Support Droid cannot wear armor of any kind, as the armor interferes with the engineer's operation of the Support Droid. An engineer can enchant his Support Droid's body as if it were armor.

Saves Bonus: Add this modifier to the Support Droid's saving throws.

The support droid has no combat capabilities until 12th level, but possesses two different support modes (Repair and Shield) at a 30-foot range.

- **Repair (Ex):** In Repair mode, the support droid will start repairing the automaton or any designated machinery the engineer commanded it to fix. The support droid repairs 1 damage per HD it possesses for

a duration of 1 round per engineer level. While repairing, it can only take move actions. If all of the duration is used up for repairing, it must wait 1d4 rounds to regain the energy to repair.

- **Shield (Ex):** In Shield mode, the support droid will shield an ally with a protective barrier. The support droid encases the designated ally the engineer commanded it to with a protective barrier that does the following: +1 deflection bonus to AC, +1 morale bonus to saving throws, and DR 1/- per two HD it possesses for a duration of 1 round per engineer level. While shielding, it can only take move actions. If all of the duration is used up for shielding, it must wait 1d4 rounds to regain the energy to shield.

Fine-Tuning (Ex): The support droid gains the *Evasion* ability. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

Support Droid Upgrade 1: An engineer may add this upgrade to their Support Droid at 8th level. Adding the first upgrade to a Support Droid creates a telepathic link between the engineer and his creation. They can mentally communicate across any distance as long as they remain on the same plane. Communicating in this way is a free action. The engineer may improve his Support Droid with the following abilities: Increase Flight Speed by 30 feet, Increase Dexterity Score by 2, Grant the Support Droid a Feat (must meet prerequisites), or Grant the Support Droid a DR of 1/-.

Improved Fine-Tuning (Ex): The support droid gains the *Improved Evasion* ability. Even if it fails a Reflex saving throw against an attack, it takes half damage.

Support Droid Upgrade 2: An engineer may add this upgrade to their Support Droid at 12th level. The Support Droid gains a new mode, Attack. This new combat mode allows the Support Droid to fire a ray of plasma with a range of 50 feet. In addition, the engineer may improve his Support Droid with any of the abilities from the 1st upgrade.

- **Attack (Ex):** In Attack mode, the support droid will start blasting a target creature the engineer commanded it to attack. The support droid uses a ranged touch attack and deals 1d6 points of half fire/half lightning damage per two HD it possesses for a duration of 1 round per engineer level. While attacking, it cannot take any other actions. If all of the duration is used up for attacking, it must wait 1d4 rounds to regain the energy to attack.

Stout Servant (Ex): The support droid is more durable and resilient. The support droid gains DR 5/-. This damage reduction stacks with any support droid upgrades.

Support Droid Upgrade 3: An engineer may add this upgrade to their Support Droid at 16th level. The Support Droid gains a new mode, Disrupt. This new combat mode allows the Support Droid to focus a beam of disruption energy that becomes a hindrance to any targeted spell-casters with a range of 50 feet. In addition, the engineer may improve his Support Droid with any of the abilities from the 1st upgrade.

- **Disrupt (Ex):** In Disrupt mode, the support droid will fire a concentrated beam of disruption energy at a target spell-caster the engineer commanded it to disrupt. The support droid causes the spell-caster to make concentration checks to cast spells with a -1 penalty for every two HD it possesses for a duration of 1 round per engineer level. In addition, the target must pay an additional MP for any successful casted spell. While disrupting, it can only take move actions. If all of the duration is used up for disrupting, it must wait 1d4 rounds to regain the energy to disrupt.

Support Droid Master Upgrade: An engineer may add this upgrade to their Support Droid at 20th level. Adding the fourth upgrade to the support droid increases its senses. The support droid can now see invisible creatures and objects. It has a darkvision of 120 feet as well as low-light vision. It also gains a force field. A

force field sheathes the support droid in a thin layer of shimmering energy that grants 50 bonus hit points. All damage dealt to a support droid with an active force field is reduced from these hit points first. As long as the force field is active, the support droid is immune to critical hits. A force field has fast healing 10, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours. In addition, the engineer may improve his Support Droid with any of the abilities from the 1st upgrade.

Crafting Expertise: At 5th level, the engineer gains Master Craftsman as a bonus feat.

Quick Craft (Ex): At 7th level, an engineer learns how to craft ordinary scratch-built items more quickly than normal. The engineer reduces the building time of ordinary objects and masterwork objects by half.

Durable Materials (Ex): At 8th level, the engineer learns how to build for durability and toughness. Any item crafted by the engineer receives a bonus to hit points equal to the level of the engineer at the time of its creation.

Salvage Expert (Ex): At 10th level, the engineer has gotten so good at keeping an eye out for spare parts that he can always decrease the cost of repairs or construction by 25%. In addition, when using the Salvage ability, the engineer gains a competence bonus on his Perception checks equal to half of his engineer level.

Unflustered (Ex): An 11th-level engineer can perform complicated tasks without provoking attacks of opportunity from adjacent foes. During any round in which the engineer uses the Craft, Disable Device, or Repair skill, he can first make a concentration check (DC 15, using the engineer's level as his caster level) to use the desired skill without provoking attacks of opportunity.

Precise Timing (Ex): At 13th level, the mechanical timing of a construct or automaton becomes incredibly predictable to someone intimate with how machines act and move. The engineer is now so familiar with this timing that he can never be caught flat-footed by a construct, and gains a +4 dodge bonus to AC against them as well.

Master Mechanic (Ex): At 14th level, the engineer becomes fully experienced in the art of quick repairs and mechanical tinkering, even under pressure. The engineer can always take 10 on his jury-rig check or when using Disable Device, even when under adverse conditions. In addition, the engineer can make repairs or disable a device with masterful speed. He can make repairs on an object or vehicle in half the normal amount of time (repairing double the normal amount of damage per day of work). Furthermore, Simple devices can be disabled as a standard action, Tricky can be disabled in 1d2 rounds, and Difficult and Extreme devices can be disabled in 1d4+1 rounds.

Rapid Rebuild (Ex): At 15th level, the engineer becomes faster at making things he is familiar with. As long as he has built something once in the past, he may rebuild it in half the time it would take to build normally.

Construct Expertise: At 15th level, the engineer gains the Craft Construct feat. The engineer does not need to meet the prerequisites for this feat. He uses his engineer levels as his effective caster level when creating constructs. The engineer can eschew spells needed to craft a construct, but the DC to the skill check increases by 5.

Clockwork Mimicries (Ex): At 16th level, an engineer can use his mechanical mastery to create clockwork mimicries of powerful magic items. Doing so takes 1 hour of uninterrupted work, and allows the engineer to create a wondrous item that functions for a number of hours per day equal to his engineer level. When creating such a clockwork item, the engineer must use materials worth an amount equal to the wondrous item's construction cost. He need not meet any of the item's other creation requirements. An engineer cannot create a mimicry of a consumable wondrous item or a wondrous item with finite charges, and he can have only one mimicry at a time. The clockwork item never functions as a wondrous item for any other creature.

The tinkerer can spend 1 hour disassembling a clockwork mimicry and reassembling it into a mimicry of a different wondrous item. When she disassembles a clockwork mimicry, she can salvage parts worth half of the mimicry's creation cost. She still must pay the full creation cost for the new mimicry. This resets the duration the mimicry functions per day.

Master Engineer (Ex): At 17th level, the engineer's expertise with dealing with crafting and repairing becomes exceedingly easy. The engineer is considered always taking 10 on any Craft and Repair checks. The engineer can also take 20 in half the time.

Primal Technomancy (Su): Beginning at 19th level, an engineer can choose to use a scroll without consuming it or a wand/materia without expending a charge. Whenever he uses the Use Magic Device skill to activate a scroll or a wand he may add an additional +10 to the DC. If he fails this check the charge or scroll is expended as if he failed to activate the item. If he succeeds the scroll or wand is used but is not expended.

One With Machines (Ex): At 20th level, the engineer floods his body with nanobots. The engineer becomes immune to poison and diseases. He also gains Fast Healing 5. In addition, the engineer may use the Repair ability upon himself as if he were a construct. Once per week, these nanobots can bring the engineer back to life as a *Raise* spell. The engineer will no longer takes penalties to his ability scores for aging. Any such penalties that he has already taken, however, remain in place. Bonuses still accrue. When the engineer's natural life span is reached, the biology inside it fails, and its remaining systems become a construct with all of the same stats it had in life, but it no longer has independent thought.