

Gadgeteer

The gadgeteer specializes in applied science and uses esoteric formulas and theories developed in laboratories to create extraordinary devices that aid and support in combat. Many gadgeteers become adventurers not only to right wrongs or fight for country, but also to gather the necessary funding to continue their research and tinkering.

The gadgeteer is an archetype of the engineer class.

Limit Break (Su): At 1st level, the gadgeteer receives the Limit Break (Hypercharge).

Hypercharge (Su): This Limit Break allows the gadgeteer to hypercharge her gadgets. For a duration of 1 round + 1 round per four engineer levels after 1st, her gadgets' abilities are doubled. Bonuses are double, damage is doubled, etc. This limit break requires only a swift action.

This ability replaces the Limit Break (Overdrive).

Gadgets (Ex): A gadgeteer specializes in a couple of devices that she builds from scratch. These gadgets have a multipurpose design to defend, protect, and support the gadgeteer and her allies. Starting at 1st level, the gadgeteer chooses two gadgets from the list below and begins play with them. At 5th and every five levels thereafter, the gadgeteer upgrades her gadgets she currently possess in order to represent her growing skill and power. If a gadget is destroyed, the gadgeteer must rebuild from scratch. Remaking a destroyed gadget requires 8 hours of uninterrupted work and 100 gil per engineer level. Only those who make a Knowledge (Engineering or Technology) DC 15 + the gadgeteer's engineer level may use these devices. The gadgeteer does not need to make a skill check, however. All gadgets attach to the wrist, one per gadget. Each gadget has a hardness equal to half the engineer's level (minimum 1) and an amount of hit points equal to half of the gadgeteer's maximum hit points.

- **Ballistic Shield:** Requiring a swift action to activate, this gadget becomes a full-sized light tower shield, taking up a hand slot as well as a wrist slot. This gadget provides a damage reduction 3/- versus ranged attacks and half that (rounded down) versus other physical attacks as well as a +2 circumstance bonus to Reflex saves versus area of effect spells and effects for the gadgeteer. The ballistic shield also provides the gadgeteer the normal shield bonus to AC as a tower shield, but without the penalties to attack rolls and armor check penalties. The gadgeteer is proficient with her own ballistic shield gadget, while anyone else who uses it must be proficient in tower shields to get its full effects.
- **Chem Launcher:** Requiring a standard action to activate, this gadget becomes a firearm able to shoot canisters of chemicals. The chem launcher begins with riot foam canisters, able to hold an ammo of 4. With a range of 30 feet, this gadget requires a ranged touch attack (using the gadgeteer's base attack bonus and her Intelligence modifier), and if struck, the target is immobilized for a number of rounds equal to the gadgeteer's Intelligence modifier. The target may take a full-round action to use a Strength check (DC 10 + half of the engineer's level + her Intelligence modifier) or an Escape Artist check (DC 15 + half of the engineer's level + her Intelligence modifier) to break free. A canister costs 5 gil to replace. Reloading a chem launcher takes a full-round action.
- **Drone:** Requiring a swift action to activate, when detached from the wrist, this gadget becomes a small flying drone (30' flying speed, perfect maneuverability) able to assault the gadgeteer's enemies. The drone patrols within 50 feet of the gadgeteer, targeting enemies with its turret with a range of 50 feet, using the gadgeteer's base attack bonus and her Intelligence modifier. It deals 2d4 points of piercing damage. **Statistics:** Str 4, Dex 18, Con -, Int -, Wis -, Cha -, it has base Saving Throws of Fort +2, Ref +2, Will +0, and has an AC of 16 (+2 size bonus, +4 Dex bonus) and a CMD of 9 (modified by adding the gadgeteer's base attack bonus). It can hold an ammo cartridge of 40 and costs 40 gil to replace. Reloading a drone takes a full-round action.

- **Firefly:** Requiring a standard action to activate, when detached from the wrist, this gadget becomes a small flying plane (50' flying speed, perfect maneuverability), similar to the drone, that flies forward in a straight line up to 100 feet away, targeting up to 4 enemies within 30 feet of its flight plan. Once targeted, the firefly flashes a bright light, blinding targeted enemies for a number of rounds equal to the gadgeteer's Intelligence modifier. A successful Fortitude save (DC 10 + half of the engineer's level + her Intelligence modifier) negates this status effect. Once the firefly has completed its flight plan, it returns to the gadgeteer and reattaches to her wrist.
- **Hive:** Requiring a standard action to activate, when detached from the wrist, this gadget becomes a small swarm of diminutive-size nano-bots (20' flying speed, perfect maneuverability) that swarms the gadgeteer's enemies up to 50 feet away. The hive swarms the nearest enemy, dealing 1d6 points of lightning damage a round and inflicting the Static status effect while the target is in the swarm. In addition to its swarm traits, it also has the Distraction (DC 10 + half of the engineer's level + her Intelligence modifier) ability. It has an AC of 18 (+4 size bonus, +4 Dex bonus).
- **Pulse:** Requiring a swift action to activate, the pulse scans the immediate area within a 30-ft.-radius of the gadgeteer of any living enemy creatures, even while in stealth, but not invisible creatures. Until the start of the gadgeteer's next turn, all enemies within the area of effect have a bright blue glow around them, granting the gadgeteer and her allies within 30 feet a +2 circumstance bonus on Attack rolls to attack them.
- **Seeker Mine:** Requiring a standard action to activate, when detached from the wrist, this gadget becomes a ball of shrapnel that seeks out the closest enemy within 50 feet. When the seeker mine finds a target, it explodes with shrapnel, dealing 3d6 points of piercing damage to all creatures within 10 feet. A successful Reflex save (DC 10 + half of the engineer's level + his Intelligence modifier) reduces the damage by half. Once the seeker mine has depleted its supply of shrapnel, it becomes inert and must be refilled, costing 10 gil to replace. Reloading a seeker mine takes a full-round action.
- **Turret:** Requiring a standard action to activate, when detached from the wrist, this gadget becomes a miniature automated stationary turret mounted on a tripod which, after a slight delay, opens bursts of ballistic fire upon the targets within its vicinity. The turret can even be tossed (up to 30 feet away) to be set up at a distance from the gadgeteer to provide her with a tactical advantage during combat. The turret can even be deployed near the gadgeteer's feet to provide with cover should she be approached from behind by her enemies. 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 feet and deals 2d6 points of piercing damage with a critical threat range of 20 / x4. When the turret attacks all creatures in a line, it makes a separate attack roll (using the gadgeteer's base attack bonus and her Intelligence modifier) 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 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 turret fires 10 bullets and has a capacity of 40. An ammo cartridge costs 40 gil to replace. Reloading a turret takes a full-round action. The turret cannot fire single bullets that target one creature.

This ability replaces automaton.

Engineer Tricks (Ex): The gadgeteer loses access to the augmentation engineer tricks.

Gadget Upgrade 1 (Ex): At 5th level, the gadgeteer fine-tunes her gadgets, upgrading them.

- **Ballistic Shield:** Damage reduction increases by 3 and the circumstance bonus to Reflex saves increases by 2. In addition, the ballistic shield gains a +1 enhancement bonus.
- **Chem Launcher:** The amount of canisters it can hold increases to 6. In addition, while the target is stuck in the foam, it begins to corrode the target, dealing 2d6 points of earth damage per round.

- **Drone:** The drone can fire on two targets with a -2 penalty on all attack rolls and the damage increases to 3d4. In addition, the drone gains a +1 enhancement bonus and a +1 deflection bonus to AC.
- **Firefly:** The number of creatures it can target increases to 6. In addition, those blinded take 1d6 points of fire damage per round until the blind status effect is negated.
- **Hive:** The swarm's damage increases to 2d6. In addition, the swarm's fly speed increases to 30 feet and gains a +1 deflection bonus to AC.
- **Pulse:** The bonus to attack rolls increases to +4 and the pulse can see invisible targets as well. In addition, the gadgeteer can detach the pulse gadget and throwing it up to 30 feet away where it float stationary and will use the pulse ability once per round until reattached to the gadgeteer's wrist or destroyed.
- **Seeker Mine:** The damage increases to 6d6 and radius increases to 15 feet. In addition, the gadgeteer can exclude a number of allies in the damage radius up to her Intelligence modifier.
- **Turret:** The damage increases to 4d6. In addition, the turret gains a +1 enhancement bonus.

This ability replaces automaton upgrade 1.

Gadget Upgrade 2 (Ex): At 10th level, the gadgeteer further fine-tunes her gadgets, upgrading them. In addition, the gadgeteer can add a new mode to one of her current gadgets or pick a new gadget (though, the maximum number of gadgets is still two). Switching modes require a swift action. If picking a new gadget, switching gadgets require a standard action.

- **Ballistic Shield:** Damage reduction increases by 3 and the circumstance bonus to Reflex saves increases by 2. In addition, the ballistic shield gains a +1 enhancement bonus. *New mode:* Crusader. This new mode allows the gadgeteer to use two-handed firearms while the shield is deployed.
- **Chem Launcher:** The amount of canisters it can hold increases to 8. In addition, while the target is stuck in the foam, it begins to corrode the target, dealing 3d6 points of earth damage per round. *New mode:* Reinforcer. This new mode uses a new canister that when the gadgeteer targets herself or an ally, she or that ally gain Fast Healing equal to the gadgeteer's Intelligence modifier for 1 minute.
- **Drone:** The drone can fire on three targets with a -3 penalty on all attack rolls and the damage increases to 4d4. In addition, the drone gains a +1 enhancement bonus and a +1 deflection bonus to AC. *New mode:* Defender. This new mode causes the drone to hover protectively around the gadgeteer, granting her a deflection bonus to AC and a damage reduction versus ranged weapons equal to her Intelligence modifier. In this mode, it does not engage targets.
- **Firefly:** The number of creatures it can target increases to 8. In addition, those blinded take 2d6 points of fire damage per round until the blind status effect is negated. *New mode:* Burster. This new mode causes the firefly to attach explosive charges to targeted enemies instead. If the targets with the explosive charges come within 10 feet of each other, the charges explode immediately, dealing 5d6 points of fire damage in a 15-ft.-radius. All creatures including the targets will need to make a Reflex save (DC 10 + half of the engineer's level + her Intelligence modifier) to reduce the damage by half for each explosion.
- **Hive:** The swarm's damage increases to 3d6. In addition, the swarm's fly speed increases to 40 feet and gains a +1 deflection bonus to AC. *New mode:* Restorer. This new mode restores hit points to creatures in the swarm equal to the swarm's damage and provides a deflection bonus to AC equal to its own.
- **Pulse:** The bonus to attack rolls increases to +6. *New mode:* Jammer. This new mode allows the gadgeteer to emit an EMP pulse, causing all electrical devices (including automatons, robots, and other electrical gadgets) to be inoperable for 1 round.
- **Seeker Mine:** The damage increases to 9d6 and radius increases to 20 feet. *New mode:* Cluster. This new mode allows the gadgeteer to split seeker mine into smaller number of seeker mines equal to one-third the damage dice. It deals one-third the damage and half the damage radius.
- **Turret:** The damage increases to 6d6. In addition, the turret gains a +1 enhancement bonus. *New mode:* Incinerator. This new mode causes the turret to project 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*, *vanish*, 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 fire damage equal to the turret's damage, and any creature hit by the flaming stream must also succeed at a Reflex save (DC 10 + half of the engineer's level + her Intelligence modifier) or catch fire, taking an additional fire damage equal to half the turret's 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 turret with full tanks is capable of unleashing up to 6 charges of ignited oil, to devastating effect. To refill, the gadgeteer 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 fire damage equal to the turret's damage, and all creatures within a 20-foot radius take fire damage equal to half of the turret's damage (Reflex DC 10 + half of the engineer's level + her Intelligence modifier for half). Any creatures who take damage must succeed at a Reflex save (DC 10 + half of the engineer's level + her Intelligence modifier) or catch on fire.

This ability replaces automaton upgrade 2.

Gadget Upgrade 3 (Ex): At 15th level, the gadgeteer improves and fine-tunes her gadgets, upgrading them.

- **Ballistic Shield:** Damage reduction increases by 3 and the circumstance bonus to Reflex saves increases by 2. In addition, the ballistic shield gains a +1 enhancement bonus.
- **Chem Launcher:** The amount of canisters it can hold increases to 10. In addition, while the target is stuck in the foam, it begins to corrode the target, dealing 4d6 points of earth damage per round.
- **Drone:** The drone can fire on four targets with a -4 penalty on all attack rolls and the damage increases to 5d4. In addition, the drone gains a +1 enhancement bonus and a +1 deflection bonus to AC.
- **Firefly:** The number of creatures it can target increases to 10. In addition, those blinded take 3d6 points of fire damage per round until the blind status effect is negated.
- **Hive:** The swarm's damage increases to 4d6. In addition, the swarm's fly speed increases to 50 feet and gains a +1 deflection bonus to AC.
- **Pulse:** The bonus to attack rolls increases to +8.
- **Seeker Mine:** The damage increases to 12d6 and radius increases to 25 feet.
- **Turret:** The damage increases to 8d6. In addition, the turret gains a +1 enhancement bonus.

This ability replaces automaton upgrade 3.

Gadget Master Upgrade (Ex): At 20th level, the gadgeteer further improves and fine-tunes her gadgets, upgrading them. In addition, the gadgeteer can add a new mode to one of her current gadgets or pick a new gadget (though, the maximum number of gadgets is still two). Switching modes require a swift action. If picking a new gadget, switching gadgets require a standard action.

- **Ballistic Shield:** Damage reduction increases by 3 and the circumstance bonus to Reflex saves increases by 2. In addition, the ballistic shield gains a +1 enhancement bonus. *New mode:* Reflector. This new mode reflects all incoming ranged attacks that does not hit the gadgeteer's AC to a new target within 30 feet.
- **Chem Launcher:** The amount of canisters it can hold increases to 12. In addition, while the target is stuck in the foam, it begins to corrode the target, dealing 5d6 points of earth damage per round. *New mode:* Enlarged Foam. This new mode causes the chem launcher to launch a larger foam that explodes on impact, in a 30-ft.-radius spread.
- **Drone:** The drone can fire on five targets with a -5 penalty on all attack rolls and the damage increases to 6d4. In addition, the drone gains a +1 enhancement bonus and a +1 deflection bonus to AC. *New*

mode: Bombardier. This new mode causes the drone to drop bombs instead. This increases the damage to d6s, changes the damage to fire, and the bomb's impact is in a 10-ft.-radius burst, with a Reflex save (DC 20 + her Intelligence modifier) for half damage.

- **Firefly:** The number of creatures it can target increases to 12. In addition, those blinded take 4d6 points of fire damage per round until the blind status effect is negated. *New mode:* Demolisher. This new mode causes the firefly to find the weakness of the gadgeteer's enemies. Each targeted enemy shows a weakness for the gadgeteer and her allies to exploit, gaining an increase critical hit range equal to the gadgeteer's Intelligence modifier that does not stack with Improved Critical or Keen effects for 1 minute.
- **Hive:** The swarm's damage increases to 5d6. In addition, the swarm's fly speed increases to 60 feet and gains a +1 deflection bonus to AC. *New mode:* Reviver. This new mode causes the hive to revive fallen allies as if affected by an *Arise* spell. During the round that the ally has been raised, it is protected from damage. The hive takes all damage for the ally for that round.
- **Pulse:** The bonus to attack rolls increases to +10. *New mode:* Tactical Link. This new mode allows the gadgeteer to cause a pulse that affects herself and any allies within 30 feet a +10 deflection bonus to AC.
- **Seeker Mine:** The damage increases to 15d6 and radius increases to 30 feet. *New mode:* Air Burst. This new mode causes the seeker mine explode with concussive force, dealing wind damage instead, and knocking all creatures in the area of effect back 30 feet and prone unless they make the Reflex save.
- **Turret:** The damage increases to 10d6. In addition, the turret gains a +1 enhancement bonus. *New mode:* Sniper. This new mode causes the turret to fire at one single target. If struck, the target takes damage as if a critical hit, taking 10d6 x 4 points of piercing damage. The turret can hold 6 rounds before it needs to be reloaded. It costs 100 gil to replace and a full-round action to reload.

This ability replaces automaton master upgrade.