

## Ironman

*Using power armor similar to magitek, even simple foot soldiers can be devastating titans on the battlefield. Ironmen are no simple foot soldiers, however, and are among the most elite pilots of these powerful machines.*

The ironman is an archetype of the engineer class.

**Limit Break (Su):** At 1st level, the ironman receives the Limit Break (Empowered Suit).

*Empowered Suit (Su):* This Limit Break allows the ironman to increase the effectiveness of his power armor temporarily. For the duration of 1 round + 1 round per four engineer levels after 1st, the power armor gains a 2/- DR, +1 competence bonus to Attack rolls, +2 competence bonus to Strength and Dexterity, and a +1 deflection bonus to AC with an additional 1/- DR, +1 competence bonus to Attack rolls, and a +1 deflection bonus to AC per four engineer levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Overdrive).

**Power Armor (Ex):** The ironman's automaton is instead a wearable suit of power armor, which can both act autonomously and enhance the ironman's abilities. The power armor must be of Humanoid form. While not wearing the armor, it may act on its own initiative as a regular automaton. However, while wearing the armor, it grants the wearer many of the bonuses normally gained by automatons as they are improved and upgraded (with a ACP of -6 and 35% spell failure), at the cost of taking up the ironman's armor slot. Getting in or out of power armor is normally a standard action. The ironman is considered proficient with this power armor.

While wearing the suit, the ironman gains the automaton's hit points as temporary hit points. These temporary hit points can be restored any way in which the engineer could restore his automaton's hit points, including the repair skill. Furthermore, the ironman can use his Repair ability on his power armor as a swift action so long as he's piloting it and the power armor is not destroyed.

When inside his power armor, the ironman uses the automaton's size and shape rather than his own. He gains the automaton's base movement and movement capabilities, armor bonuses (including armor plating) and a slam attack. The ironman gains the automaton's Strength and Dexterity modifiers as equipment bonuses to his own Strength and Dexterity scores, and the ironman uses the automaton's base attack bonus. He does not gain the Share Trick ability, and does not gain the Automaton Upgrades (but see below).

If the power armor's hit points are reduced to half its maximum while the ironman is wearing it, it gains the broken condition, and the ironman takes penalties for wearing a broken suit of armor (attacks are unaffected). If the power armor's hit points are reduced to 0, it breaks as a regular automaton. The ironman may only take mental actions, use the Repair ability, or exit the power armor. Using Repair on an inactive power armor requires a standard action, and exiting an inactive power armor requires a full-round action.

This ability modifies and replaces automaton.

**Engineer Tricks (Augmentations):** The ironman loses access to the Feral Intelligence augmentation engineer trick but can add the following engineer tricks to his repertoire.

*Core Blast (Ex):* The power armor gains the ability to empower its energy blasts with far more power than it probably should. Whenever the armor uses its energy blasts ability, it may sacrifice hit points up to twice the ironman's level to deal half that much additional damage with the blast.

*Install Weapon (Ex):* The ironman can install a single one-handed melee weapon, one-handed firearm, or crossbow into his power armor. This weapon is always considered drawn and wielded by the power armor. It

also gains a +1 circumstance bonus on attack rolls with the installed weapon. The ironman may also use the weapon if he is wearing the power armor. The bonus increases by +1 at 6th, 10th, 14th, and 18th level.

*Iron Fist (Ex):* The power armor gains the benefits of the Improved Unarmed Strike feat and its unarmed strikes deal 1d6 points of bludgeoning damage. The ironman also gains these bonuses if he is wearing the armor. The damage increases by +1d6 at 6th, 10th, 14th, and 18th level.

*Shared Proficiency (Ex):* The ironman chooses one weapon with which he is proficient. The power armor is considered proficient with that weapon even while the ironman isn't piloting it. The ironman may change what weapon the armor is proficient with with 8 hours of work.

*Smooth Exit (Ex):* The ironman may exit the suit as a move action instead of a standard action, and may move up to half his speed as part of the same move action.

**Energy Blasts (Su):** At 3rd level, the power armor can fire an energy blast as a standard action. These energy blasts require a ranged touch attack with a range increment of 30 feet and deals 1d6 points of non-elemental damage + an additional 1d6 points of non-elemental damage per three levels after 3rd. The ironman may also use this ability if he is wearing the power armor. The power armor can use this ability a number of times per day equal to the iron man's level + his Intelligence modifier.

This ability replaces demolish.

**Improved Power Armor (Ex):** At 4th level, the ironman, through repairs and improvements, makes his power armor tougher and stronger, granting the power armor a +1 magical enhancement bonus that improves its armor bonus to AC by 1 and increasing its attack and damage rolls with its slam attack by 1. If using a weapon, it gains just a +1 to attack rolls.

At 8th level and every 4 levels thereafter, the power armor gains an additional +1 enhancement bonus.

This ability replaces the support droid ability and support droid upgrades.

## Power Armor Upgrades

**Power Armor Upgrade 1:** The ironman adds this upgrade to his power armor at 5th level. Adding the first upgrade to a set of power armor allows the power armor to fly (60', perfect maneuverability) for a number of minutes per day equal to the iron man's level. This duration does not need to be consecutive, but must be spent in 1-minute increments. The power armor also gains DR 5/-, as does the ironman if he is wearing it. In addition, the ironman may add a +2 equipment bonus to Strength or Dexterity to his power armor.

**Power Armor Upgrade 2:** The ironman adds this upgrade to his power armor at 10th level. The power armor can make an additional attack with its slam as part of its full-attack action, at its highest bonus. In addition, the ironman can select one feat for which he qualifies. The power armor gains the use of that feat. The ironman may also gain the additional slam and is treated as having the feat while wearing the power armor, but cannot use it for prerequisites. The ironman can retrain the bonus feat once a level. In addition, the ironman may add a +2 equipment bonus to Strength or Dexterity to his power armor.

**Power Armor Upgrade 3:** The ironman adds this upgrade to their power armor at 15th level. Adding the third upgrade to the power armor grants it the use of an elemental energy attack. At the time of the upgrade the ironman 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 power armor possesses. A successful Reflex save (DC 10 + 1 per 2 HD the power armor possesses) halves the damage. Activating the attack is a standard action. This ability is usable once every 3 rounds and cannot be changed until

the power armor is upgraded again. The power armor's slam attack also gains the Grab special ability. The ironman may activate the elemental energy attack as a standard action while wearing the power armor and use its Grab with his slams, as if he possessed the ability. In addition, the ironman may add a +2 equipment bonus to Strength or Dexterity to his power armor.

**Power Armor Master Upgrade:** The ironman adds this upgrade to their power armor at 20th level. The ironman can select one feat for which he qualifies, and for this feat only, he may use the feat gained from his second upgrade as a prerequisite. The power armor gains the use of that feat. The ironman may also gain the additional slam and is treated as having the feat while wearing the power armor, but cannot use it for prerequisites. The ironman may also increase the size of the power armor to the size of Large (gaining +6 Strength and additional temporary hit points) and may change the power armor's elemental energy attack to earth, water or wind damage. The power armor's DR increases to 10/-. In addition, the ironman may add a +2 equipment bonus to Strength or Dexterity to his power armor.

These abilities replace automaton upgrades.