

Machinist

The war with Dravania rages on, brutal and unrelenting. With no end in sight, the Holy See grows desperate. As her dragoons lay down their lives in defense of their home, Ishgard turns to technology to protect her sons and daughters. Great cannons and ballistae now line the city walls, plucking dragons from the sky. Following the example of Cid Garlond, who has demonstrated the potency of magitek, the Skysteel Manufactory works tirelessly on the development of advanced armaments. As new and devastating weapons are brought to the fray, a new class of champion arises to wield them—the machinist.

The machinist is an archetype of the gunner class.

Wily Gunner: A machinist uses his Intelligence rather than Wisdom for all gunner class features as well as this archetype.

Deeds: A machinist has some unique deeds, which replace some of the standard gunner deeds as listed in each entry. These deeds follow all the general rules and restrictions of gunner deeds.

Split Shot (Ex): At 1st level, as a standard action, the machinist can spend 1 grit point to make a shot that will hit an opponent adjacent to the target. Make two ranged attacks with a -2 penalty to the first target and a -5 to the second target that is adjacent to the first. At 7th level, the penalty to the second target decreases to -2.

Reload Effect: While using Reload's special ammunition, the next Slug Shot damage increases by 2d6, this extra damage is not multiplied upon a critical hit. This damage doesn't stack with the gauss barrel effect. **Gauss**

Barrel Effect: While under gauss barrel, the machinist has a 50% chance to increasing Slug Shot damage by 1d6 and allowing him to use Slug Shot as a swift action.

This deed replaces deadeye deed.

Slug Shot (Ex): At 1st level, as a standard action, the machinist can spend 1 grit point to make a shot that ignores damage reduction equal to the machinist's Intelligence modifier. **Reload Effect:** While using Reload's special ammunition, the next Clean Shot damage increases by 2d6, this extra damage is not multiplied upon a critical hit. This damage doesn't stack with the gauss barrel effect. **Gauss Barrel Effect:** While under gauss barrel, the machinist does full damage against objects and has a 50% chance to increasing Clean Shot damage by 1d6 and allowing him to use Clean Shot as a swift action.

This deed replaces steady aim deed.

Clean Shot (Ex): At 1st level, as a standard action, the machinist can spend 1 grit point to make a shot that ignores cover.

This deed replaces gunner's dodge deed.

Reload (Ex): At 1st level, as a move-equivalent action, the machinist can spend 1 grit point to load his firearm with five rounds of special ammunition. One round of ammunition is used instead of grit each time a deed (other than this one) that would use grit is executed. No more than five rounds can be loaded at one time.

This deed replaces quick clear deed.

Lead Shot (Ex): At 1st level, as a standard action, the machinist can spend 1 grit point to make a shot the causes bleed damage equal to the machinist's Intelligence modifier. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage.

This deed replaces sure shot deed.

Leg Graze (Ex): At 3rd level, as a standard action, the machinist can spend 1 grit point to make a shot that reduces a creature's movement speed by 10 feet (to a minimum of 5 feet). This reduce in movement speed can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage.

This deed replaces pistol-whip deed.

Blank Shot (Ex): At 3rd level, as a standard action, the machinist can spend 1 grit point to make a shot that knocks back a creature from him. If this attack hits, he can make a free bull rush combat maneuver attempt, using his gunner level as his CMB and his Dexterity modifier in place of his Strength modifier.

This deed replaces utility shot deed.

Reassemble (Ex): At 7th level, as a swift action, the machinist can spend 1 grit point to make the next firearm attack a confirmed critical hit if it hits. This does not allow the machinist to regain a grit point for a critical hit, however.

This deed replaces dead shot deed.

Foot Graze (Ex): At 7th level, as a standard action, the machinist can spend 1 grit point to make a shot that can knock a creature prone. If this attack hits, he can make a free trip combat maneuver attempt, using his gunner level as his CMB and his Dexterity modifier in place of his Strength modifier.

This deed replaces startling shot deed.

Hot Shot (Ex): At 7th level, as a standard action, the machinist can spend 1 grit point to fire a shot, causing the creature to be distracted and be flat-footed until the start of its next turn.

This deed replaces targeting deed.

Spread Shot (Ex): At 11th level, as a standard action, the machinist can spend 2 grit points to fire shots in a 20-ft.-cone. All creatures within the area of effect can make a Reflex save (DC 10 + half of the gunner's level + his Dexterity modifier) to reduce the damage by half.

This deed replaces bleeding wound deed.

Gauss Round (Ex): At 11th level, as a standard action, while under gauss barrel effect, the machinist can spend 2 grit points to fire an explosive shot, hitting all creatures in a 10-ft.-radius burst from the target. All creatures except the target within the area of effect takes an additional 5d6 points of fire damage, but can make a Reflex save (DC 10 + half of the gunner's level + his Dexterity modifier) to reduce the damage by half.

This deed replaces clipping shot deed.

Head Graze (Ex): At 15th level, as a standard action, the machinist can spend 1 grit point to make a shot that can that grazes a target's head, causing him to become dazed for 1 round.

This deed replaces menacing shot deed.

Grenado Shot (Ex): At 19th level, as a standard action, the machinist can spend 2 grit points to fire a grenade, hitting all creatures in a 20-ft.-radius burst. All creatures within the area of effect takes 10d6 points of fire damage and must make a Reflex save (DC 10 + half of the gunner's level + his Dexterity modifier) to reduce the damage by half.

This deed replaces cheat death deed.

Ricochet (Ex): At 19th level, as a standard action, the machinist can spend 2 grit point to make a shot that can hit secondary targets. When the machinist uses this deed, and hits his target, it can hit secondary targets as long as it is within 30 feet of the previous one, allowing him to make additional ranged touch attacks and dealing damage to the secondary targets if he hits. The machinist can't target the same creature more than once with this deed. If he misses any target with ricochet, the attack ends there. Each target struck after the first takes half the damage dealt to the first target.

This deed replaces dazing shot deed.

Autoturrets (Ex): At 4th level, a machinist can build an autoturret. Autoturrets are unintelligent constructs that follow the machinist's instructions unflinchingly. Deploying an autoturret requires a standard action to deploy and has a range of 30 feet. Once deployed, it becomes stationary, unable to move, but floats 5 feet above the ground. A machinist can redeploy or fold away an autoturret by spending a standard action while adjacent to the autoturret. If an autoturret is destroyed, the machinist must rebuild from scratch, costing him 100 gil per hit dice in material components, to rebuild his autoturret. Remaking a destroyed autoturret requires 8 hours of uninterrupted work.

Autoturret

Starting Statistics

Size: Tiny; **Speed:** —; **AC:** +1 natural armor; **Ability Scores:** Str 3, Dex 17, Con -, Int -, Wis 10, Cha 1;

Special Qualities: Construct traits, Float status.

Table 3-18: Autoturret 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	—
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	—
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	—
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	—

- *Class Level:* The character's gunner level.
- *HD:* This is the total number of ten-sided (d10) Hit Dice the autoturret possesses.
- *BAB:* This is the autoturret's base attack bonus.
- *Saves:* These are the autoturret's base saving throw bonuses. An autoturret has poor saving throws.
- *Armor Bonus:* The number noted here is the autoturret's base total armor bonus. This number is modified by the autoturret's base form. An autoturret cannot wear armor of any kind, as the armor

interferes with the machinist's operation of the autoturret. A machinist can enchant his autoturret's body as if it were armor.

- *Dex Bonus*: Add this modifier to the autoturret's Dexterity score.
- *Fine-Tuning (Ex)*: The autoturret 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.
- *Improved Fine-Tuning (Ex)*: The autoturret gains the *Improved Evasion* ability. Even if it fails a Reflex saving throw against an attack, it takes half damage.
- *Stout Servant (Ex)*: The autoturret is more durable and resilient. The autoturret gains DR 5/-.

There are two types of autoturrets, the rook and bishop autoturrets, as detailed below.

- *Rook Autoturret*: This autoturret has a range of 50 feet and can fire a single shot, dealing 2d6 points of piercing damage plus its Dexterity modifier and its hit dice. **Hypercharge effect**: While under hypercharge, damage increases by 2d6, this extra damage is not multiplied upon a critical hit. **Promotion Effect**: While under promotion, the rook autoturret stops firing and provides a Fast Healing effect in a 10-ft.-radius equal to half of its hit dice.
- *Bishop Autoturret*: This autoturret creates a blast of lightning energy around it in a 15-ft.-radius burst. All creatures within the area of effect take 1d6 points of lightning damage per two HD it has, a successful Reflex (DC 10 + half of its HD + its Dexterity modifier) reduces the damage by half. **Hypercharge Effect**: While under hypercharge, damage increases to 1d6 points of lightning damage per HD instead. **Promotion Effect**: While under promotion, the bishop autoturret stops releasing lightning energy and provides a MP Regen effect in a 10-ft.-radius of 1 plus an additional 1 per three HD after its 4th HD..

This ability replaces gun training.

Hypercharge (Su): At 4th level, the machinist increases the effectiveness of his autoturrets. It lasts for a number of rounds equal to the machinist's Intelligence modifier and can be used a number of times per day equal to his Intelligence modifier.

This ability replaces flanking fire.

Promotion (Su): At 5th level, the machinist harnesses the bit of magitek inside his turrets to provide special benefits. It lasts for a number of rounds equal to the machinist's Intelligence modifier and can be used a number of times per day equal to his Intelligence modifier.

This ability replaces improved gunner style.

Quick Reload (Ex): At 7th level, the reload deed requires only a swift action and increases the number of special ammunition to 10.

This ability replaces disengage.

Gauss Barrel (Ex): At 9th level, as a swift action, a machinist can attach a gauss barrel to his firearm. This causes all standard action deeds (except gauss round deed) to become full-round actions, but increasing their damage by +2d6, this extra damage is not multiplied upon a critical hit. This damage increases to +4d6 at 13th level and to +6d6 at 17th level. In addition, split shot and slug shot deeds have an additional effect while under the gauss barrel effect. As a swift action, the machinist can remove the gauss barrel.

This ability replaces belly shot.

Rapid Fire (Ex): At 10th level, while under gauss barrel effect, the machinist can reduce full-round action deeds back to standard actions. This ability lasts a number of rounds equal to the machinist's Dexterity modifier and can be used a number of times per day equal to his Dexterity modifier.

This ability replaces a gunnery talent gained at 10th level.