

Mako Weapon Specialist

Some engineers enter battle with powerful energy weapons capable of obliterating targets. These weapons can take the shape from complex rods, high powered energy crossbows, fire arms, swords or axes made entirely of energy, or even more exotic and strange devices.

The mako weapon specialist is an archetype of the engineer class.

Mako Weapon (Su): At 4th level, a mako weapon specialist builds a mako weapon. The mako weapon has statistics equal to the base weapon it is constructed from, with a +1 class bonus to damage. It receives a number of charges equal to half of the engineer's level + his Intelligence modifier (minimum 1). The charges renew after 8 hours of uninterrupted non-usage.

Regardless of the shape it takes all mako weapons generally function the same. The mako weapon specialist must be proficient with the weapon used as the base for their mako weapon, as well as physically possess it, either through purchase, discovery as treasure, or through a feat, trait, or other ability. It takes one hour to fit the weapon with the mako generator. If the mako weapon is lost or destroyed, the mako weapon specialist must provide a new weapon to create a new mako weapon, similar to the normal steps in building an Automaton. If the mako weapon specialist wishes to create a new mako weapon, and the original is still intact, he must either destroy the mako generator upon the old weapon, or disassemble the old weapon. Disassembling a mako weapon is a Craft (weaponsmithing) check with a DC equal to the mako weapon specialist's level + his Intelligence modifier + any enhancement bonuses that the weapon possesses. Success indicates that the mako core has been removed and can be placed on a new weapon with only an hour's work. Otherwise the mako weapon must be rebuilt from scratch, as normal. Only the mako weapon specialist that created the mako weapon knows the intricacies of the operating it.

A mako weapon, through the expenditure of 1 charge as a swift action, grants a feat to the wielder. If the mako weapon is based on a melee weapon, the mako weapon specialist may choose from Combat Expertise, Combat Reflexes, Dazzling Display, Power Attack, Weapon Finesse, Weapon Focus (mako weapon), or Two-Weapon Fighting. If the weapon is ranged, it may grant Deadly Aim, Far Shot, Point-Blank Shot, Precise Shot, Rapid Shot, or Weapon Focus (mako weapon). The mako weapon specialist does not have to meet the feat's normal qualifications, but retains the feat only for a number of minutes equal to his Intelligence modifier (minimum 0), as long as they are wielding their mako weapon. If the mako weapon is dropped, lost, or destroyed, the feat is lost. The mako weapon specialist may replace the current feat by using an additional charge and a swift action. The base mako weapon can only grant a single feat at one time.

This ability replaces support droid.

Engineer Tricks (Augmentations): A mako weapon specialist can add the following engineer tricks to his repertoire at the appropriate level.

Elemental Weapon (Su): As a move action, the mako weapon specialist may expend two charges from his mako weapon to convert the cutting or impacting surfaces of the weapon into elemental energy, choosing from earth, fire, ice, lightning, water, or wind. For a number of rounds equal to the mako weapon specialist's Intelligence modifier, all damage dealt by the mako weapon is of the chosen elemental type. Weapon enhancements such as flaming that deal additional elemental damage remain unchanged. **Prerequisite:** The mako weapon specialist must be of at least 4th level before selecting this engineer trick.

Explosive Ammunition (Su): As a swift action, the mako weapon specialist may expend one charge from his ranged mako weapon to charge his next attack with explosive energy. If the attack hits, it does its normal damage and additional damage equal to its minimum possible damage to all adjacent creatures and objects. A

successful Reflex save (DC 10 + half of the engineer's level + his Intelligence modifier) reduces this damage to half. **Prerequisite:** A mako weapon specialist must be of at least 4th level to select this engineer trick.

Impact Hammer (Ex): Whenever the mako weapon specialist confirms a critical hit with his mako weapon, he can spend a charge from his weapon to emit a concussive burst into the enemy. This enemy must succeed on a Fortitude save (DC 10 + half of the engineer's level + his Intelligence modifier) or be stunned for 1d4 rounds. This engineer trick can only be applied to mako weapons that deal bludgeoning damage.

Prerequisite: The mako weapon specialist must be at least 6th level to select this engineer trick.

Phantom Stroke (Su): As part of a full attack action, the mako weapon specialist can spend 1 charge from his mako weapon to attack again at his full base attack bonus. This extra attack does not stack with *haste*, the speed weapon property, or any similar effects. **Prerequisite:** The mako weapon specialist must be at least 6th level to select this engineer trick.

Proficiency Enhancer (Su): The mako weapon specialist installs a device that allows his weapon to follow his mental commands, letting him strike his enemies more surely. For attack rolls, the mako weapon specialist can use his Intelligence modifier in place of his Strength modifier (or Dexterity modifier for ranged weapons). This trick can be selected one additional time. If chosen again as an engineer trick, the mako weapon specialist can use his Intelligence modifier in place of his Strength modifier to determine the damage of his melee mako weapon or he can add his Intelligence modifier to the damage dealt by ranged mako weapons.

Prerequisite: The mako weapon specialist must be at least 6th level to select this engineer trick.

Serrated Blade (Ex): This engineer trick replaces each sharp edge of the mako weapon with a vibrating serrated blade, making it cut far deeper than before. As a swift action, the mako weapon specialist can spend 1 charge from his mako weapon to deal an additional 2 points of bleed damage for a number of rounds equal to his engineer level. This damage does not stack with itself. **Prerequisite:** The mako weapon specialist must be at least 4th level to select this engineer trick.

Superior Maneuver (Ex): The mako weapon specialist selects a single feat from the following list: Improved Dirty Trick, Improved Disarm, Improved Drag, Improved Feint, Improved Redirection, Improved Steal, Improved Trip. This feat becomes available to use with his mako weapon. If this trick is taken at 8th level or higher, the mako weapon specialist can choose the greater version of a feat he has already selected with this trick. A mako weapon specialist can select this trick multiple times. Each time, he must either select a different feat or a greater version of a feat he already possesses on his weapon.

Mako Weapon Upgrade 1: A mako weapon specialist may add this upgrade to their mako weapon at 8th level. The mako weapon becomes sturdier and more difficult to destroy. It gains an additional 5 hp. The following feats become available to the mako weapon specialist with his mako weapon if it is a melee weapon: Cleave, Improved Trip, Improved Sunder, or Weapon Specialization (mako weapon). If it is a ranged weapon, he may choose from Double Tap, Manyshot, Shot on the Run, Rapid Reload, or Weapon Specialization (mako weapon). Finally, when he expends a charge to be granted a feat, he may choose up to two feats instead of one to activate.

This ability replaces support droid upgrade 1.

Mako Weapon Upgrade 2: A mako weapon specialist may add this upgrade to their mako weapon at 12th level. The class bonus to damage of the mako weapon increases to +2. The following feats are available to choose from by expending a charge if it is a melee weapon: Critical Focus, Improved Two-Weapon Fighting, Lunge, or Vital Strike. If it is a ranged weapon, he may choose from Critical Focus, Improved Critical (mako weapon), or Improved Precise Shot.

This ability replaces support droid upgrade 2.

Mako Weapon Upgrade 3: A mako weapon specialist may add this upgrade to their mako weapon at 16th level. When the mako weapon specialist expends a mako weapon charge, he may now choose three feats to be activated. Additionally, as a swift action, he may expend a charge to add his Intelligence modifier as a luck bonus to all damage rolls made with his mako weapon for one round.

This ability replaces support droid upgrade 3.

Mako Weapon Master Upgrade: A mako weapon specialist may add this upgrade to their mako weapon at 20th level. The mako weapon gains hardness 10 and 15 more hit points. The following feats may be selected upon expending a charge: Bleeding Critical, Greater Weapon Focus (mako weapon), Greater Weapon Specialization (mako weapon), Exhausting Critical, or Stunning Critical. Finally, by expending charges when confirming a critical hit, they may add the number of charges expended (up to their Intelligence modifier) to the confirmation roll.

This ability replaces support droid master upgrade.