

Technomancer

Technomancers have found ways of making technology almost magical. While spellcasters specialize in the often difficult methods of controlling magic, technomancers tinker with extraordinarily advanced science. They have dubbed this practice magitek. Their understanding of both magic and technology is on a different level than most spellcasters, especially in how magic and physical objects interact.

The technomancer is an archetype of the engineer class.

Class Skills: The technomancer adds Knowledge (Arcana) to his list of class skills. This replaces Knowledge (Dungeoneering) as a class skill.

Limit Break (Su): At 1st level, the technomancer receives the Limit Break (Absorption Burst).

Absorption Burst (Su): This Limit Break creates a 30-ft.-radius field centered on the technomancer that absorbs magical energy. Enemies that cast spells at the technomancer or into the field must make a caster level check (DC 10 + the engineer's level) or the field absorbs the spells. In addition, any spells active on enemies within the area of effect, the caster must also make a caster level check (DC 10 + engineer's level) or the field absorbs the spells. This limit break lasts for a duration of 1 round + 1 round per four engineer levels after 1st. As soon as the limit break ends, the absorption field bursts, dealing 1d4 points of non-elemental damage per MP absorbed to all enemies within 30 feet of the technomancer.

This ability replaces the Limit Break (Overdrive).

Spells: Beginning at 1st level, a technomancer gains the ability to cast black magic spells, which are drawn from the black mage spell list. A technomancer begins play with 3 1st level black mage spells of her choice. The technomancer also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to her list of spells. Each time a character attains a new engineer level, she gains two spells of her choice to add to her list of spells. These two free spells must be of spell levels she can cast. Like most spellcasters, a technomancer can find or purchase scrolls with spells to add to her repertoire.

To learn or cast a spell, the technomancer must have an Intelligence score equal to at least 10 + the spell level (Int 11 for 1st-level spells, Int 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a technomancer's spell is 10 + the spell level + the technomancer's Intelligence modifier. In addition, a technomancer gains additional MP for having a high attribute (Intelligence).

Level	Base MP	Spell Level
1 st	1	1 st
2 nd	2	1 st
3 rd	3	1 st
4 th	4	2 nd
5 th	6	2 nd
6 th	8	2 nd
7 th	10	3 rd
8 th	14	3 rd
9 th	17	3 rd
10 th	20	4 th
11 th	25	4 th
12 th	29	4 th
13 th	33	5 th
14 th	40	5 th

15 th	46	5 th
16 th	50	6 th
17 th	59	6 th
18 th	66	6 th
19 th	74	6 th
20 th	79	6 th

In addition, a technomancer learn a number of cantrips, or 0-level black magic spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Technomancers begin with 2 0-level spells and gain an additional 0-level spell every three levels after 1st level.

This ability replaces automaton.

Droid Familiar (Ex): At 1st level, a technomancer forms a close bond with a support droid, a specialty-crafted construct that helps to guide her along her path.

Familiar Basics

Use the basic statistics for a support droid (see below), but with the following changes.

Support Droid

Starting Statistics

Size: Tiny; **Speed:** Fly 30 ft. (perfect); **AC:** +1 natural armor; **Ability Scores:** Str 1, Dex 17, Con -, Int 8, Wis 6, Cha 6; **Special Qualities:** Construct traits.

Hit Dice: For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the master's base attack bonus, as calculated from all her classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to calculate the familiar's melee attack bonus with natural weapons.

Saving Throws: For each saving throw, use either the familiar's base save bonus (Fortitude +0, Reflex +2, Will +2) or the master's (as calculated from all her classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

Skills: For each skill in which the master has ranks, use the normal skill ranks for the master's skill ranks. The familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use. Familiars treat Acrobatics, Climb, Fly, Perception, Stealth, and Swim as class skills.

Familiar Ability Descriptions

All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities are cumulative.

Master Class Level	Natural Armor Adjustment	Ability Scores	Special
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1st–2nd	+1	Int 8, Wis 6, Cha 6	Alertness, improved evasion, support modes (repair and shield)
3rd–4th	+2	Int 9, Wis 6, Cha 6	Instant Message
5th–6th	+3	Int 10, Wis 7, Cha 7	Support Droid Upgrade 1
7th–8th	+4	Int 11, Wis 7, Cha 7	Shielded Circuits
9th–10th	+5	Int 12, Wis 8, Cha 8	Support Droid Upgrade 2
11th–12th	+6	Int 13, Wis 8, Cha 8	Spell Resistance
13th–14th	+7	Int 14, Wis 9, Cha 9	—
15th–16th	+8	Int 15, Wis 9, Cha 9	Support Droid Upgrade 3
17th–18th	+9	Int 16, Wis 10, Cha 10	—
19th–20th	+10	Int 17, Wis 10, Cha 10	Support Droid Master Upgrade

Natural Armor Adjustment: The number noted here is in addition to the support droid's existing natural armor bonus.

Ability Scores: The support droid's Intelligence, Wisdom, and Charisma scores.

Alertness (Ex): While the support droid is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, the support droid takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Support Modes (Ex): The support droid has no combat capabilities until level 10, 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 any designated machinery the technomancer commanded it to fix. The support droid repairs 1 damage per engineer level its master 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 technomancer 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 engineer levels its master 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.

Instant Message (Su): While the support droid is capable of understanding human speech of any language its master knows, it can also be reached and communicate through the internet with email, voice chat, and instant messaging like any smart device.

Support Droid Upgrade 1: A technomancer may add this upgrade to her Support Droid at 5th level. Adding the first upgrade to a Support Droid creates a telepathic link between the master and her familiar. 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 technomancer may improve her familiar with the following abilities: Increase Flight Speed by 30

feet, Increase Dexterity Score by 2, Grant the familiar a Feat (must meet prerequisites), or Grant the familiar a DR of 2/-.

Shielded Circuits (Ex): If the master is 7th level or higher, the familiar is no longer vulnerable to lightning.

Support Droid Upgrade 2: A technomancer may add this upgrade to her Support Droid at 10th 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 technomancer may improve her 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 technomancer commanded it to attack. The support droid uses a ranged touch attack and deals 1d6 points of half fire/half lightning damage per two engineer levels its master 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.

Spell Resistance (Ex): If the master is 11th level or higher, the support droid gains spell resistance equal to the master's level + 5. To affect the support droid with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the support droid's spell resistance.

Support Droid Upgrade 3: A technomancer may add this upgrade to her Support Droid at 15th 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 technomancer may improve her 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 technomancer 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 engineer levels of its master 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: A technomancer may add this upgrade to her 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 technomancer may improve her Support Droid with any of the abilities from the 1st upgrade.

This ability replaces repair.

Arcane Battery (Su): At 2nd level, as a standard action, a technomancer can power or shut down an electronic device with a touch. A device powered by this ability remains active as though it had power for 1 minute, but a device that was shut down by this power can be powered up again immediately as long as it has power. A technomancer can use this ability a number of times per day equal to 3 + her Intelligence modifier.

This ability replaces combat awareness.

Study Technology (Ex): At 3rd level, a technomancer can study a robot, technological object, or technological trap within 30 feet as a move action and attempt a Knowledge (engineering) check (DC 10 + CR of robot or

trap) to identify it. If she succeeds, she gains a competence bonus equal to half her level on attack rolls, combat maneuver checks, saving throws, and skill checks involving the studied creature, object, or trap, as well as a dodge bonus of the same amount against attacks from the subject of her study. This bonus lasts a number of rounds equal to her Intelligence modifier (minimum 1). If she studies a new subject, she loses her bonus against the previous subject.

This ability replaces rough and ready.

Analyzer: At 4th level, technomancers that prize knowledge or their surroundings build an analyzer. An analyzer communicates audio and visual information to the technomancer. Using an analyzer is a standard action. All analyzers are tiny, have AC 10 (when not being held); hardness 5, HP 10. It can be held or worn. If worn, it utilizes the magic item slot for either eyes (goggles), or wrist (bracer). The technomancer can use some analyzer powers at will, while others expend charges. These charges return automatically if not used for 8 consecutive hours. An analyzer has a number of charge equal to half the engineer's level (minimum 1) + his Intelligence modifier per day. Caster level of the abilities is equal to his engineer level.

At 8th and every four levels thereafter, the technomancer upgrades the analyzer in order to represent his growing skill and power. Upgrades must be performed in order and the technomancer must meet the level requirements for the upgrade. The capabilities granted by previous upgrades remain.

When using an analyzer, the technomancer adds half his engineer level (minimum 1) to all Knowledge (Arcana) checks, and gains darkvision up to 60 feet while wearing an analyzer.

The analyzer grants the following at-will spell-like ability – *detect magic*; and for 1 charge – *identify*, and *true strike*.

Analyzer Upgrade 1: A technomancer may add this upgrade to his analyzer at 8th level. After adding this upgrade, the technomancer now adds half his engineer level to all Knowledge (dungeoneering), Knowledge (engineering), Knowledge (geography), Knowledge (nature), Knowledge (planes), and Knowledge (technology) checks while wearing an analyzer.

The analyzer grants the following at-will abilities: *detect secret doors*, and *detect undead*, and for 1 charge – *greater detect magic*, and *see invisible*.

Analyzer Upgrade 2: A technomancer may add this upgrade to his analyzer at 12th level. After adding this upgrade, the technomancer's analyzer gains the scent ability.

The technomancer can use the following spell-like abilities while wearing his analyzer: 1 charge – *detect curse*, *detect disease*, or *detect snares and pits*; and for 2 charges – *clairaudience/clairvoyance*.

Analyzer Upgrade 3: A technomancer may add this upgrade to his analyzer at 16th level. After adding this upgrade, the technomancer can use the following spell-like abilities while wearing the analyzer: 2 charges – *locate object*, or *locate weakness*; or for 3 charges – *analyze dweomer*, *prying eyes*, *scrying*, *tongues*, or *true seeing*.

Analyzer Master Upgrade: A technomancer may add this upgrade to his analyzer at 20th level. After adding this upgrade, the technomancer gains the tremorsense ability out to 30-feet while wearing their analyzer.

The technomancer can use the following spell-like abilities for 4 charges – *find the path*, *foresight*, *greater scrying*, or *moment of prescience*.

This ability replaces support droid.

Engineer Tricks (Augmentations): The technomancer loses access to the augmentation engineer tricks for automatons as well as any engineer tricks that involve automatons but can add the following engineer tricks to his repertoire of the appropriate level.

Arcane Analyzer (Sp): The technomancer installs a spell analysis and arcane energy capture module into his analyzer. The technomancer, while wearing their analyzer, gains a +1 circumstance bonus to Spellcraft checks for every 3 engineer levels he possesses. When using his Axiom ability, he may make a Spellcraft check with a DC of 25 + spell level to steal the dispelled spell. The analyzer may hold one spell at a time, and the spell remains available for 24 hours after it is stolen, retaining its original caster level and other effects. **Prerequisite:** A technomancer must be at least 8th level before selecting this engineer trick.

Chance Optimizer (Su): Whenever the technomancer rolls a 1 on an attack roll, skill check, or saving throw, as an immediate action, he can spend 2 charges from his analyzer to reroll the check. He must always take the second result. **Prerequisite:** The technomancer must be at least 6th level to select this engineer trick.

Constant Function (Su): The technomancer chooses one spell-like ability granted by his analyzer as an at-will ability. This ability becomes a constant effect so long as the technomancer is wearing the analyzer. The analyzer can only have 1 constant spell-like ability effect. **Prerequisite:** A technomancer must be at least 16th level before selecting this engineer trick.

Extra Charges (Su): The technomancer learns to efficiently increase the output from the core located in his analyzer. The analyzer gains 3 more charges for the technomancer's use.

Motion Analyzer (Ex): The technomancer adds a module to his analyzer that allows him to find weaknesses in the defenses of foes and give him the best means of bypassing them. As a standard action, he can spend one charge from his analyzer to study one foe he can see. For a number of rounds equal to his Intelligence modifier, the technomancer gains +1 insight bonus on attack and damage rolls against that opponent. This bonus increases by +1 at 8th level and every 4 levels thereafter to a maximum of +5 at 20th level.

Swift Motion Analyzer (Su): As a swift action, the technomancer can activate the motion analyzer function on his analyzer. **Prerequisites:** The technomancer must be at least 8th level and possess the motion analyzer trick to select this engineer trick.

Spell Copier (Su): As a full-round action, the technomancer can spend 2 charges to scan and completely copy a scroll into his analyzer's data bank. Doing so erases the scroll, as if it were used normally. The technomancer can then, as a standard action, spend a number of charges equal to the spell level of the scanned scroll to cast it from his analyzer. In this case, the technomancer is treated as a caster of the appropriate type using the scroll's original save DC and caster level. If the spell requires an expensive material component, the technomancer can only use the spell once in this way before he must provide the necessary material components for each future use of this ability. A technomancer can only store one scroll in the analyzer at once. If a technomancer scans another scroll, the new scroll erases the old one from the analyzer. **Prerequisite:** The technomancer must be at least 8th level to select this engineer trick.

Chemical Mixture (Ex): The technomancer is also well versed in the advanced sciences of chemistry and alchemy. To this end she is capable of creating potent, nearly magical mixtures on the fly beginning at 5th level. The technomancer gains the Craft Alchemical Item feat as a bonus feat at this level. If the technomancer already has this feat, he may pick another Item Creation feat for which he meets the prerequisites for.

Additionally, she can create dangerous or beneficial mixtures which she can utilize in battle to maximum effect. The level of a mixture created by the technomancer is equal to the total number of mixtures she knows - 1. However, the technomancer can increase the level of a mixture by 1 when she creates it by doubling the listed

cost of gil pieces that she must sacrifice in the transmutation process to create the mixture. Creating a mixture requires a Craft (alchemy) check (DC 15 + double the mixture's level). Saves made against a technomancer's mixtures have a DC of 10 + double the mixture's level + her Intelligence modifier. A mixture has a shelf life equal to 1 day per engineer level, after which they become inert and useless. A technomancer may not salvage anything from an inert mixture.

The technomancer gains 2 mixtures from the list below at 5th level, and gains 1 more mixture every 4 engineer levels thereafter. Each mixture lists a base cost amount and a time required to transmute the cost into the mixture. The base cost is multiplied by the mixture's level to determine the full cost. Bomb mixtures are considered grenade like weapons with a thrown range of 30 feet. Injections require the technomancer to touch the subject to inject them, which may require a melee touch attack if the subject is unwilling. Oils, salves, and the like require a full round action to apply, which is separate from the time the technomancer needs to make the item.

Amphetamines: A quick injection of concentrated stimulants allows an ally to wake up instantly. The target cannot sleep for 1 hour, gains a bonus to Strength and Dexterity equal to the mixture level + 2, and is no longer *exhausted* or *fatigued*. These effects last 10 minutes per mixture level. After the effects expire, the target is *fatigued*. Base cost 100 gil, standard action.

Callus Maker: This sticky liquid encourages cell growth over the area of application, giving it a thick layer of callus-like skin. Use of this mixture grants a natural armor bonus to the subject equal to the level of the mixture and lowers base land speed of the subject by 5 ft. These effects last for 1 hour per mixture level. Base cost 200 gil, standard action.

Chemical Bandage: By spreading this salve over an afflicted area, the technomancer can seal wounds and encourage healing in allies. The target gains fast healing (2 per mixture level) for one round per mixture level. Base cost 200 gil, full round action.

Flash Bomb: When activated, this mixture releases a burst of extremely bright light. All creatures within an explosive radius of 10 feet per mixture level are *blinded* for 1 round per mixture level and must succeed in a Fort save or also be *stunned* for 1 round. Base cost 50 gil, move equivalent action.

Grease-Chlorine Bomb: By mixing oil commonly used to grease axles and chemical purifier, the technomancer creates an explosion of fire and dangerous gases. This mixture deals 1d6 fire damage per mixture level for 1 round per mixture level, with an explosive radius of 5 feet per mixture level. A Reflex save halves this damage. In addition, the explosive area is filled with an inhaled poison, dealing 1d4 Constitution damage. A Fortitude save against the poison negates the effect. Base cost 150 gil, standard action.

Gunpowder Bomb: By mixing ammonium nitrate, salt and sugar the technomancer creates gunpowder. This bomb deals 2d6 damage per mixture level and has a knockback explosive radius of 10 feet. Creatures caught in the explosion are knocked back to the edge of the affected area, falling prone and suffering damage as if they had fallen that amount of feet. A Reflex save will halve the damage from both the explosion and the knockback. This mixture requires 10 ranks in Craft (alchemy) and Tin-Base Bomb before it can be selected. Base cost 500 gil, standard action.

Hydrogen Fluoride: By mixing di-oxygen fluoride with hydrogen sulfide, the technomancer creates an even more volatile gas that dissolves flesh on contact. This mixture functions like the tin-based bomb, but increase the damage to 2d6 per mixture level, damage is considered earth instead of fire, and the damage continues for 2 rounds after the initial explosion for any that get caught in that explosion. A Reflex save halves the initial damage and all secondary damage, but only the initial Reflex save is allowed. This mixture requires 15 ranks in Craft (alchemy) and Gunpowder Bomb before it can be selected. Base cost 1,000 gil, standard action.

Instant Healer: A fast-acting flesh healing salve, this mixture instantly heals an ally, granting Fast Healing 10 until 10 hit points per mixture level are healed. This mixture requires 10 ranks in Craft (alchemy) and Chemical Bandage before it can be selected. Base cost 500 gil, full round action.

Insulation Jelly: Any body part covered by this cream instantly becomes much more resistant to most elemental attacks. This mixture grants resistance 2/mixture level to earth, fire, ice, lightning, water, and wind damage for 1 minute/mixture level. Base cost 300 gil, full round action.

Mind Lens: This oily substance instantly makes the subjects feel incredibly focused when spread on the head. For each level of the mixture, this grants a +1 insight bonus to attack rolls, Reflex saves, armor class and skill checks for 1 minute/mixture level. Base cost 200 gil, standard action.

Opiates: An injection of concentrated depressants allows you to give allies extra strength. The target must sleep for an extra hour within 12 hours, takes a penalty to Dexterity (Fort negates) equal to the mixture level + 2 and gains a bonus to Constitution equal to the mixture level + 2. The subject is also immune to nonlethal damage, does not go unconscious when below 0 hit points, and does not die until he reaches double his (newly modified) Constitution score in negative hit points. These effects last 1 hour per mixture level. Base cost 100 gil, standard action.

Tin-Base Bomb: By mixing tin and a strong base, the technomancer creates large amounts of gas and boiling liquid. This mixture deals 1d6 fire damage per mixture level, with an explosive radius of 10 feet per mixture level. A Reflex save halves the damage. Base cost 50 gil, standard action.

This ability replaces crafting expertise.

Axiom (Sp): Beginning at 7th level, the technomancer develops an innate ability to ground magic with science. Usable a number of times per day equal to his Intelligence modifier, the technomancer can use *dispel* as a spell-like ability of a caster level equal to his engineer level.

This ability replaces quick craft.

Magical Salvage (Ex): At 8th level, a technomancer gains the ability to salvage the gil piece value from a magic item and use those funds to create another magic item. The technomancer must spend a day with the item. After one day, the item is destroyed and the technomancer gains the gil value it took to create the item. This value is cannot be spent as gil, it may only be used in the creation of another magic item.

This ability replaces durable materials.

Metamagic Science (Ex): At 11th level, a technomancer gains the ability to apply a metamagic feat she knows to a spell trigger item (such as a materia). Using this ability expends additional charges from the item equal to the number of MP the metamagic feat would cost.

This ability replaces unflustered.

Improved Metamagic Science (Ex): At 15th level, a technomancer gains the ability to apply a metamagic feat she knows to a spell completion item (a scroll, for example). The DC for the Use Magic Device check is equal to 20 + (Double the modified level of the spell).

This ability replaces construct expertise.