



## GUNS & GEARS

### CLASS PLAYTEST

Welcome to the playtest for *Pathfinder Guns & Gears*! This upcoming sourcebook, scheduled for late fall of 2021, brings you rules for siege engines, new vehicles, firearms, and more. This content includes two classes that are the focus of this playtest: the gunslinger and the inventor.

- The gunslinger is a class for players who love pulling off cool tricks with a unique signature weapon. Skilled in firearms and crossbows, gunslingers can perform powerful trick shots, precision sniping, or wade into melee with a sword in one hand and a pistol in the other.
- The inventor is for players who want to combine their wits with unusual technological gimmicks. Each inventor has a special innovation that represents the culmination of their crafting skills: a powerful suit of armor, an unusual weapon, or even a clockwork companion to accompany them on their adventures!

The playtest document also includes rules for guns so that you can playtest the gunslinger class, play an inventor with a firearm, or even throw in some guns for PCs from other classes and playtest them separately (see Firearms Rules on page 12).

### HOW TO PLAYTEST

The playtest will run until February 5, 2021. We're looking for your feedback, comments, and criticisms regarding these classes, but we're focusing our attention on feedback from play (both online through play-by-post campaigns and VTTs) and at home tables for those of you who can play such games safely. Make new characters, use them as PCs or adversaries, and run a few game sessions or encounters using them!

Anything can change based on the results of the playtest! These are early iterations of the new classes; some abilities might be a bit extreme or stretch some assumptions of the game, and the best way to find out if we've gone too far (or in the wrong direction) is for us to deliver these classes into your hands. We don't expect to release any changes to these classes during the playtest itself, only in the final version of the book.

Once you've had a chance to try these classes, you can submit your feedback in the following ways.

- **Surveys:** Head to <https://www.surveymonkey.com/r/GGClassSurvey> and <https://www.surveymonkey.com/r/GGOpenResponse> to take surveys that will allow us to gather your responses. These surveys will be available starting January 5, 2021, and they will remain open until the end of the playtest.
- **Forums:** On [paizo.com](https://paizo.com), you'll find a *Guns & Gears* playtest subforum with threads for discussion and announcements, plus threads for each of the two new classes. When you post to the forums, look for existing threads on your topic before starting a new one. Remember that every poster is trying to make the game better for everyone, so please be polite and respectful.

We'd like to thank you for participating in the *Guns & Gears* playtest. We look forward to seeing what you think and using your feedback to make these classes the best they can be!

Sincerely,  
Pathfinder Design Team

### UNCOMMON CLASSES?

The inventor and the gunslinger represent something we haven't seen in Pathfinder Second Edition yet: uncommon classes. Just like with other character options, the uncommon rarity indicates that these classes are relatively rare in Pathfinder's default setting, so you should speak with your GM if you're interested in playing one.

In the world of Golarion, the technology used by the inventor and gunslinger remains largely limited to specific regions. In Avistan, reckless scientists and innovative undead hunters in the nation of Ustalav have championed a technological renaissance. The pirates of the Shackles have begun arming their ships with cannons and stolen guns, while Alkenstar boasts the premier gunsmiths of the entire planet. In Tian Xia, the nations of Goka, Ling Shen, Po Li, and Quain have long worked with black powder, using it to spur other technological advancements. The continent of Arcadia has seen decades of relatively uninterrupted peace, and might contain more gunslingers and inventors than the rest of Golarion combined. Characters from these regions have access to both the inventor and gunslinger classes as well as firearms.

Some regions in Golarion are familiar with clockwork but not gunpowder. The city of Absalom, naturally, has access to engineering techniques from across the world. Further to the north, the nation of New Thassilon has the combined clockwork knowledge of multiple historical eras. Near the border between Osirion and the Mwangi Expanse, the Uomoto people scavenge rare technological wonders from the ruins of the Shory Empire. Characters from these regions have access to the inventor class but not the gunslinger.





PZ02107 GUNSLINGER II

# GUNSLINGER

*A searing flash, the cloying stench of black smoke, and the wild kick of a roaring firearm—these sensations propel you forward. Wielding an unusual and deadly weapon, you're prepared to wade into any fray, trusting your sharpened reflexes to help you evade any threats that make it inside your range of fire. Always alert, you stay on the lookout for the next threat or opportunity, keeping your gun within reach and at the ready.*

## KEY ABILITY

### DEXTERITY

At 1st level, your class gives you an ability boost to Dexterity.

## HIT POINTS

### 8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You strike from range with your firearms, seeking to defeat your opponents before they get close enough to pose a true threat. Depending on your choice of weapon, you might prefer to strike your opponent from a hidden position before they ever realize you're there, to dash through a frenzied melee with pistols blazing, or to glide effortlessly across the battlefield while waiting for the perfect moment to end the conflict with a single, well-placed shot.

## DURING SOCIAL ENCOUNTERS...

You have a keen eye and can see things coming from farther away than most. You might not be the life of the party, but your companions know to pay attention when your subtle nod or concerned grunt indicates that something is amiss.

## WHILE EXPLORING...

You scout around the group's position for incoming threats and help search for secret doors and hidden passages, keeping a sharp eye out for unexpected threats.

## IN DOWNTIME...

You might craft ammunition or keep your complex weapons clean and maintained. You might also look for jobs that match your unique talents, such as working as a blacksmith, engineer, or part of the local watch. You might even wander from town to town, or stay put for a spell to enjoy the silence that falls between the reports of gunshots.

## YOU MIGHT...

- Seek out areas of great conflict where your unique choice of weaponry can help you build your reputation.
- Explore new horizons, trusting your deadly weapon to keep you safe.
- Demonstrate extensive knowledge about various types of guns and ammunition, along with a boundless curiosity about the latest in gun technology.

## OTHERS PROBABLY...

- Assume that since you know how your gun works, you must also understand other mechanical challenges.
- Underestimate you at first glance as just someone who fights with a gun.
- Respect your constant vigilance, unyielding grit, and excellent aim.

## RARITY

Uncommon

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way.

## PERCEPTION

Expert in Perception

## SAVING THROWS

Expert in Fortitude

Expert in Reflex

Trained in Will

## SKILLS

Trained in Crafting

Trained in one or more skills determined by your way.

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

## ATTACKS

Expert in simple firearms and crossbows

Expert in martial firearms and crossbows

Trained in advanced firearms and crossbows

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

## DEFENSES

Trained in light armor

Trained in unarmored defense

## CLASS DC

Trained in gunslinger class DC



**TABLE 1-1: GUNSLINGER ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, gunslinger feat, gunslinger's way, initial deed
2	Gunslinger feat, skill feat
3	General feat, skill increase, stubborn
4	Gunslinger feat, skill feat
5	Ability boosts, ancestry feat, gunslinger weapon mastery, skill increase
6	Gunslinger feat, skill feat
7	General feat, skill increase, vigilant senses, weapon specialization
8	Gunslinger feat, skill feat
9	Ancestry feat, advanced deed, gunslinger expertise, skill increase
10	Ability boosts, gunslinger feat, skill feat
11	Evasion, general feat, skill increase
12	Gunslinger feat, skill feat
13	Ancestry feat, gunslinging legend, light armor expertise, skill increase
14	Gunslinger feat, skill feat
15	Ability boosts, general feat, greater deed, greater weapon specialization, skill increase
16	Gunslinger feat, skill feat
17	Ancestry feat, juggernaut, shootist's edge, skill increase
18	Gunslinger feat, skill feat
19	General feat, incredible senses, light armor mastery, skill increase
20	Ability boosts, gunslinger feat, skill feat

## CLASS FEATURES

You gain these abilities as a gunslinger. Abilities gained at higher levels list the level at which you gain them next to the features' names.

### ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

### GUNSLINGER FEATS

At 1st level and every even-numbered level, you gain a gunslinger class feat.

### GUNSLINGER'S WAY

All gunslingers have a particular way they follow, a combination of philosophy and combat style that defines both how they fight and the weapons they excel with. Your way grants you proficiency with a particular skill

## KEY TERMS

You'll see the following key terms in many gunslinger abilities.

**Flourish:** Flourish actions are actions that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

**Misfire:** Firearms that have been improperly cared for or subjected to unusual strain can misfire. If you attempt to fire a firearm that was used the previous day and that hasn't been cleaned and maintained since then, attempt a DC 5 flat check before making your attack roll. If you fail this misfire check, the weapon misfires and jams. The attack also becomes a critical failure, and you must use an Interact action to clear the jam before you can reload and fire the weapon again. Once you've spent at least an hour cleaning and maintaining a weapon, you don't need to roll for a misfire until the next day unless an effect says otherwise. A weapon can also misfire as a result of using a specific ability.

**Press:** Actions with this trait allow you to follow up earlier attacks. An action with the press trait can be used only if you're currently affected by a multiple attack penalty. You can't use a press action when it isn't your turn, even if you use the Ready activity.

and unique actions, such as an initial deed gained at 1st level (as described on pages 5–7).

The following gunslinger ways are presented in this playtest.

**Way of the Drifter:** You wander across the battlefield, equally at home in and out of the fray.

**Way of the Pistolero:** You carefully maintain your distance at a duelist's ten paces with pistol in hand.

**Way of the Sniper:** You practice a methodical style of shooting, striking from far cover.

## SKILL FEATS

**2ND**

At 2nd level and every even-numbered level, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

## GENERAL FEATS

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat.

## SKILL INCREASES

**3RD**

Like most classes, a gunslinger's ability to use skills increases as they gain levels. At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

## **STUBBORN**

**3RD**

You don't like being told what to do, and you don't give up easily. Your proficiency rank for Will saves increases to expert. Whenever you fail, but not critically fail, a Will save against an effect that would give you the controlled condition, you can attempt a new save against the effect at the start of your next turn. On a successful save, the controlled condition ends, though any other effects remain.

## **ABILITY BOOSTS**

**5TH**

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above or by 2 if it starts out below 18.

## **ANCESTRY FEATS**

**5TH**

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

## **GUNSLINGER WEAPON MASTERY**

**5TH**

You fully understand the best way to utilize your unique weapons. Your proficiency rank increases to master with simple and martial firearms and crossbows. Your proficiency rank for advanced firearms and crossbows, simple weapons, martial weapons, and unarmed attacks increases to expert. You gain access to the critical specialization effects for firearms.

## **VIGILANT SENSES**

**7TH**

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank in Perception increases to master.

## **WEAPON SPECIALIZATION**

**7TH**

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master and 4 if you're legendary.

## **ADVANCED DEED**

**9TH**

You've learned a powerful new technique of your chosen way. You gain the advanced deed ability of the way you chose at 1st level.

## **GUNSLINGER EXPERTISE**

**9TH**

Your special shots are harder for opponents to predict or resist. Your proficiency rank for your gunslinger class DC increases to expert.

## **EVASION**

**11TH**

You've learned to move quickly to avoid explosions, dragon breath, and worse. Your proficiency rank for

Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

## **GUNSLINGING LEGEND**

**13TH**

You've learned unique techniques for wielding firearms that give you unmatched skill in their use. Your proficiency rank increases to legendary with simple and martial firearms and crossbows and to master with advanced firearms and crossbows. In addition, choose one additional weapon group, such as bombs or swords. Your proficiency with simple and martial weapons from this group increases to master.

## **LIGHT ARMOR EXPERTISE**

**13TH**

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

## **GREATER DEED**

**15TH**

You've mastered the pinnacle technique of your chosen way. You gain the greater deed ability of the way you chose at 1st level.

## **GREATER WEAPON SPECIALIZATION**

**15TH**

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

## **JUGGERNAUT**

**17TH**

Your body has become accustomed to physical hazards and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

## **SHOOTIST'S EDGE**

**17TH**

You can make shots that others would consider impossible. Your proficiency rank for your gunslinger class DC increases to master. When using a ranged weapon in which you have master or greater proficiency, you can ignore the penalty for attacking within the weapon's second and third range increments.

## **INCREDIBLE SENSES**

**19TH**

You notice things most ordinary people can't detect. Your proficiency rank for Perception increases to legendary.

## **LIGHT ARMOR MASTERY**

**19TH**

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

## **GUNSLINGER WAYS**

You learn a particular style of shooting and fighting known as a way. Your way grants you training in a particular skill and a unique ability. Your chosen way also affects your ability to choose certain feats.

### WAY OF THE DRIFTER

You're a wanderer traveling from land to land with your gun and a melee weapon as company. Whether you learned to fight with a cutlass and pistol as a Shackles pirate, mastered the hand cannon and katana in Minkai, or practiced with a clan dagger and dueling pistol in Dongun Hold, movement and flexible use of your weapons help you win battles.

**Way Skill** Acrobatics

**Deeds** *Initial* Into the Fray; *Advanced* Rebounding Assault; *Greater* Drifter's Wake

#### INITIAL DEED

#### INTO THE FRAY

##### GUNSLINGER

**Trigger** You roll initiative.

You know trouble can lurk around every corner and your hands never stray far from your holsters. You can Interact to draw a ranged weapon and can then Interact to draw a one-handed melee weapon. As your first action on your next turn, you can Stride toward an enemy you can perceive as a free action. If you can't perceive any enemies or can't end your movement closer to one, you can't Stride in this way.

#### ADVANCED DEED

9TH

#### REBOUNDING ASSAULT

##### GUNSLINGER

**Requirements** You're wielding both a loaded firearm or crossbow and a one-handed melee weapon.

You hurl your melee weapon at an opponent then fire a projectile into the weapon, causing it to deal additional damage and bounce back to your grasp. Make a thrown ranged Strike with the melee weapon, then a ranged Strike with your firearm. Both Strikes use the same multiple attack penalty. If the melee weapon doesn't have the thrown trait, it gains the thrown 10 feet trait during a Rebounding Assault.

If both attacks are successful, the bullet hits the thrown melee weapon instead of your target, adding its force into a single attack. Combine the damage from both Strikes, using the thrown weapon's damage type, and add an additional 1d6 precision damage. The rebound also causes the melee weapon to return to your hand.

In any circumstance other than both attacks hitting, carry out the individual Strikes normally. The thrown weapon doesn't rebound and remains in the target's space as normal for thrown weapons.

#### GREATER DEED

15TH

#### DRIFTER'S WAKE

##### GUNSLINGER

You drift across the battlefield, striking down foes as you go. You Stride; this movement doesn't trigger reactions. You can Strike up to three times at any points during your

### DUAL-WIELDING DESPERADOS

Several gunslinger abilities work best if you dual-wield two ranged weapons or one ranged weapon and a melee weapon. For the purposes of the playtest, you can buy a special set of *doubling rings* that works in a slightly different way to share runes between two firearms. Instead of affecting all melee weapons, when you invest the rings you must choose a one-handed weapon you own as the primary weapon and a second one-handed weapon as the secondary weapon. These weapons can be either melee weapons or ranged weapons. As long as you're wielding both the primary weapon and the secondary weapon, the secondary weapon gains the benefit of the runes on the primary weapon (either the fundamental runes or the fundamental and property runes, as determined by which variant *doubling rings* you have—standard or greater).

movement. Each attack must target a different enemy, and must be made with a firearm, crossbow, one-handed melee weapon, or unarmed attack. Each attack counts toward your multiple attack penalty, but your multiple attack penalty doesn't increase until you have made all your attacks.

### WAY OF THE PISTOLERO

Whether you're a professional duelist or a pistol-twirling entertainer, you have quick feet and quicker hands that never seem to let you down. You might leave a hand free, fight with twin pistols, or duel at any range like a musketeer with pistol and blade.

**Way Skill** Deception or Intimidation

**Deeds** *Initial* Ten Paces; *Advanced* Pistolero's Retort; *Greater* Finish the Job

#### INITIAL DEED

#### TEN PACES

##### GUNSLINGER

**Trigger** You roll initiative.

You react to trouble with lightning speed, positioning yourself just right. You gain a +2 circumstance bonus to your initiative roll, and you can Interact to draw a crossbow, firearm, or one-handed melee weapon. As your first action on your next turn, you can Step up to 10 feet as a free action.

#### ADVANCED DEED

9TH

#### PISTOLERO'S RETORT

##### GUNSLINGER

**Trigger** A foe within either your reach or your weapon's first range increment critically fails an attack roll against you.

You punish your foe's failure. Make a Strike against the triggering foe with a firearm, crossbow, one-handed melee weapon, or unarmed attack; if you make a ranged Strike, the foe must be within that weapon's first range increment.

### GREATER DEED

15TH

#### FINISH THE JOB

##### GUNSLINGER

**Requirements** Your last action was a failed Strike with a firearm or crossbow held in one hand.

Though your last attack failed, it set you up for another. Make a Strike with your other hand, using a second loaded firearm or crossbow, a one-handed melee weapon, or an unarmed attack. Your multiple attack penalty doesn't apply to this Strike. You can't make this Strike if you're holding something in your second hand other than one of the listed options.

#### WAY OF THE SNIPER

You practice a style of shooting that seeks to ensure that your first shot is perfectly placed. You keep hidden or at a distance, staying out of the fray and bringing unseen death to your foes.

**Way Skill** Stealth

**Deeds** *Initial* One Shot, One Kill; *Advanced* Vital Shot; *Greater* Ghost Shot

### INITIAL DEED

#### ONE SHOT, ONE KILL

##### GUNSLINGER

**Trigger** You roll Stealth for initiative.

Your first shot is the deadliest. You Interact to draw a firearm or crossbow. On your first turn of this encounter, the first Strike you make with that weapon that hits deals an additional 1d6 precision damage.

This bonus damage increases to 2d6 at 9th level and 3d6 at 15th level.

### ADVANCED DEED

9TH

#### VITAL SHOT

##### GUNSLINGER

Your careful shot against an unsuspecting opponent pierces a vital organ. Make a ranged Strike. If the target is flat-footed, the Strike deals an extra die of weapon damage, and the foe takes persistent bleed damage equal to the amount of bonus damage listed for One Shot, One Kill.

### GREATER DEED

15TH

#### GHOST SHOT

##### FLOURISH GUNSLINGER

Make a firearm or crossbow Strike. If you're hidden, undetected, or unobserved by the target, the Strike deals additional precision damage equal to the precision damage from One Shot, One Kill. After the Strike, you don't automatically become observed.

## GUNSLINGER FEATS

At every level that you gain a gunslinger feat, you can

select one of the following feats. You must satisfy any prerequisites before selecting the feat.

### 1ST LEVEL

#### COVER FIRE

FEAT 1

##### GUNSLINGER

**Requirements** You're wielding a loaded firearm or crossbow, and a foe you can see within the weapon's maximum range has cover.

You lay down suppressive fire to protect your allies and pin down your opponents. You make a firearm or crossbow Strike targeting the foe, who must decide whether to duck behind cover (no action required) or not before you roll your attack roll. If the target ducks, it Takes Cover against your attack, gaining a +4 circumstance bonus to AC from greater cover, but also takes a -2 circumstance penalty to ranged attacks until the end of its next turn. This greater cover applies only against your Strike, not to future attacks. If the target chooses not to duck, the Strike functions normally.

#### FIREARM ACE

FEAT 1

##### GUNSLINGER

You have a practiced understanding of firearms' workings, their mechanisms, and the best way to utilize them. When you're wielding a firearm and Interact to reload it, you gain a +2 circumstance bonus to the damage roll on your next Strike with that firearm. If the firearm is a simple firearm, increase the damage die size for that attack by one step. You must make the attack before the end of your turn or these benefits are lost.

#### HIT THE DIRT

FEAT 1

##### GUNSLINGER

**Trigger** A creature you can see attempts a ranged Strike against you.

You fling yourself out of harm's way, perhaps through quick thinking or pure instinct. You Leap to avoid harm, gaining a +2 circumstance bonus to AC against the triggering attack. Regardless of whether or not the triggering attack hits, you land prone after completing your Leap.

#### SWORD AND PISTOL

FEAT 1

##### GUNSLINGER

You're experienced in combining melee attacks with shots from a firearm or crossbow, quickly adapting your range and style to the current situation. When you make a successful ranged Strike against an opponent within your melee reach using a firearm or crossbow, that opponent becomes flat-footed against your next melee attack. When you successfully Strike an opponent with a melee weapon, the next ranged Strike you make against that opponent doesn't trigger reactions that would trigger only on a ranged attack but not a melee attack, such as Attack of Opportunity.

The benefit on your next Strike from either use of Sword and Pistol is lost if not used by the end of your next turn.

### 2ND LEVEL

#### ASSISTING SHOT ◆

FEAT 2

GUNSLINGER PRESS

With a quick shot, you interfere with a foe during combat. Make a Strike with a firearm or crossbow. If the Strike hits, the next creature other than you to attack the same target before the start of your next turn gains a +1 circumstance bonus to their roll, or a +2 circumstance bonus if your Strike was a critical hit.

#### BLAST LOCK ◆

FEAT 2

ATTACK GUNSLINGER

**Requirements** You're wielding a loaded firearm.

Sometimes taking the shortest distance between two points involves removing an obstacle or two. You shoot the required firearm at a lock within 10 feet. Make your attack roll against the DC required to Pick the Lock.

**Critical Success** You open the lock, or you achieve two successes toward opening a complex lock.

**Success** You open the lock, or you achieve one success toward opening a complex lock.

**Failure** You fail to open the lock, and your shot makes it harder to open. Future attempts to Pick the Lock take a -2 circumstance penalty.

**Critical Failure** You fail to open the lock, and your shot makes it much harder to open. Future attempts to Pick the Lock take a -4 circumstance penalty.

#### PISTOL TWIRL ◆

FEAT 2

GUNSLINGER

**Prerequisites** trained in Deception

**Requirements** You're wielding a loaded, one-handed ranged weapon.

Your quick gestures and performative flair distract an opponent, leaving them vulnerable to your attack. You Feint against an opponent within the required weapon's first range increment, rather than an opponent within melee reach. On a success or critical success, the foe is flat-footed against your melee and ranged attacks, rather than only your melee attacks. On a critical failure, you're flat-footed against both the target's melee and ranged attacks, rather than only its melee attacks.

#### QUICK DRAW ◆

FEAT 2

GUNSLINGER

You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

#### RISKY RELOAD ◆

FEAT 2

FLOURISH GUNSLINGER

**Requirements** You're wielding a firearm.

You've practiced a technique for rapidly reloading your firearm, but it's a dangerous gamble with your firearm's functionality. Interact to reload a firearm, then make a Strike with that firearm. If the Strike fails, the firearm misfires.

#### WARNING SHOT ◆

FEAT 2

GUNSLINGER

**Prerequisites** trained in Intimidation

**Requirements** You're wielding a loaded firearm.

Who needs words when the roar of a gun is so much more succinct? You attempt to Demoralize a foe by firing your weapon into the air, using the firearm's maximum range rather than the usual range of 30 feet. This check doesn't take the -4 circumstance penalty if the target doesn't share a language with you.

### 4TH LEVEL

#### ALCHEMICAL SHOT ◆◆

FEAT 4

GUNSLINGER

**Requirements** You have an alchemical bomb worn or in one hand, and are wielding a loaded firearm.

You've practiced a technique for mixing alchemical bombs with your loaded shot. You Interact to retrieve the bomb (if it's not already in your hand) and pour it onto your ammunition, consuming the bomb. Then Strike with your weapon. The Strike deals damage of the same type as the bomb (for instance, fire damage for alchemist's fire), and it deals an additional 1d6 persistent damage of the same type as the bomb. If the Strike fails, you take 1d6 damage of the same type as the bomb you used, and the firearm misfires.

The persistent damage increases to 2d6 if the bomb is level 11 or higher, or 3d6 if it's level 17 or higher.

#### BLACK POWDER BOOST ↻

FEAT 4

GUNSLINGER

**Requirements** You're wielding a loaded firearm.

**Trigger** You Leap.

While dashing into position, you fire your weapon behind you to speed yourself along. You fire your weapon beneath or behind you, adding 10 feet to either the horizontal or vertical distance you travel. If your Leap required a roll (such as a High Jump or Long Jump), you can use this reaction after determining the result.

#### RUNNING RELOAD ◆

FEAT 4

GUNSLINGER

You can reload your weapon on the move. You Stride, Step, or Sneak, then Interact to reload.

### 6TH LEVEL

#### CAUTERIZE ◆

FEAT 6

GUNSLINGER

**Requirements** You're wielding a firearm that you've fired this turn, and you or an adjacent ally are taking persistent bleed damage.

You press your gun's heated barrel to your wounds or those of an ally, instantly granting a flat check to end the bleed with a lower DC for particularly effective assistance (*Pathfinder Core Rulebook* 621).



### PISTOLERO'S CHALLENGE ◆

FEAT 6

FLOURISH GUNSLINGER LINGUISTIC

**Prerequisites** way of the pistolero

With a stern callout, a carefully chosen barb, or some other challenging declaration, you demand your foe's attention in a duel. Choose an opponent within 30 feet who you can perceive and can hear you, and make your choice of a Deception or Intimidation check. No matter the result of the check, the foe is temporarily immune to your Pistolero's Challenge until noon the next day. You can have only one challenge in effect at a time; challenging a new opponent ends this effect on any current target. Otherwise, the effect lasts until one of you is defeated or flees or the encounter ends.

**Success** Both you and the opponent gain a +2 status bonus to damage rolls with Strikes made against each other. If you're a master in the skill you used for the check, the status bonus to damage rolls increases to +3, and if you're legendary, it increases to +4.

**Critical Failure** You become frightened 1 and can't use this ability again for 1 minute.

### RELOADING STRIKE ◆

FEAT 6

FLOURISH GUNSLINGER

**Prerequisites** way of the drifter

**Requirements** You're wielding a firearm or crossbow and your other hand either wields a one-handed melee weapon or is empty.

You attack and then reload your gun in one fluid movement. Strike an opponent within reach with your melee weapon or an unarmed attack, and then Interact to reload. You don't need a free hand to reload in this way.

### SCATTER BLAST ◆◆

FEAT 6

GUNSLINGER

**Requirements** You're wielding a loaded firearm that has the scatter trait.

You pack your weapon with additional shot and powder, creating a risky but devastating arc of destruction. Make a ranged Strike with the required weapon. The range of your weapon increases from 15 feet to 30 feet, or 30 feet to 60 feet. If the weapon's range is already 60 feet or greater, this ability has no effect. The Strike gains the following failure conditions.

**Failure** The firearm misfires.

**Critical Failure** The firearm explodes, becoming broken, and deals its normal weapon damage (including fundamental and property runes) to all creatures in a 20-foot burst with a basic Reflex save against your class DC.

### SHATTERING SHOT ◆

FEAT 6

FLOURISH GUNSLINGER

**Prerequisites** way of the sniper

**Requirements** You're wielding a loaded firearm or crossbow and have a worn or wielded bomb that has the splash trait. You fling a bomb into the air and then shoot it, causing a damaging rain over a wide area. If necessary, you Interact to draw the bomb and re-grip your weapon. You throw your

bomb to the corner of a square within your firearm's first range increment and shoot it with your firearm. All creatures in a 15-foot burst of the bomb take splash damage equal to the amount of precision damage One Shot, One Kill deals. The damage type is the same as the bomb would deal.

### 8TH LEVEL

### GRIT AND TENACITY ◆

FEAT 8

GUNSLINGER FORTUNE

**Frequency** once per hour

**Trigger** You fail a Fortitude or Will save.

You call upon deep reserves of toughness and mental fortitude to power through an otherwise debilitating effect. Reroll the triggering save with a +2 circumstance bonus.

### PAIRED SHOTS ◆◆

FEAT 8

GUNSLINGER

**Requirements** You're wielding two loaded one-handed crossbows or firearms.

Your shots strike their target almost simultaneously. Make two Strikes, one with each of your two ranged weapons and each using your current multiple attack penalty. Both Strikes must have the same target.

If both attacks hit, combine their damage and then add any applicable effects from both weapons. You add any precision damage only once to the attack of your choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

### RETURN FIRE

FEAT 8

GUNSLINGER

**Prerequisites** Hit the Dirt!

You're quick enough to line up a shot even while diving to the ground. When you use your Hit the Dirt! reaction, at any point during your Leap, you can also make a ranged Strike with a loaded firearm or crossbow against the creature whose attack triggered the reaction.

### SHOOTER'S AIM ◆◆

FEAT 8

CONCENTRATE GUNSLINGER

You take an extra moment to carefully align your aim and breathing. Make a ranged weapon Strike. You gain a +2 circumstance bonus to this Strike's attack roll and ignore the target's concealment. If you're using a firearm with the unsteady trait, you don't take the normal circumstance penalty for firing without using a tripod or Interact action to aim on this Strike.

### SMOKE CURTAIN ◆◆

FEAT 8

GUNSLINGER

**Requirements** You're wielding a loaded firearm.

You load an extra dose of black powder into your shot, causing it to belch out a roiling cloud of smoke. Make a Strike with your firearm to create a cloud of smoke in a 20-foot

burst centered on your location. Creatures are concealed while within the smoke, and creatures outside the area are concealed to creatures within the smoke. The smoke dissipates in 1 round. The Strike gains the following critical failure effect.

**Critical Failure** The firearm misfires (see sidebar on page 4).

### 10TH LEVEL

#### CALLLED SHOT ◆◆

FEAT 10

FLOURISH GUNSLINGER

You target a specific part of your foe's body, damaging the chosen limb or body part in a way that hinders your foe's ability to move, fight, or think. Declare a portion of your foe's anatomy to target and make a ranged weapon Strike. If you hit and deal damage, apply one of the following effects to the target until the end of your next turn, based on the body part you targeted.

- **Arms (or another limb used for attacks, such as a tentacle)** The target is enfeebled 2. On a critical hit, it's also enfeebled 1 for 1 minute.
- **Head** The target is stupefied 2. On a critical hit, it's also stupefied 1 for 1 minute.
- **Legs (or tail on a legless creature)** The target takes a -10-foot status penalty to its Speeds. On a critical hit, it also takes -5-foot penalty to its Speeds for 1 minute.
- **Wings** If the target is flying using its wings, it immediately falls 20 feet, or 40 feet on a critical hit. The fall is gradual enough that if it causes the target to hit the ground, the target takes no damage from the fall.

#### DEFLECTING SHOT ↻

FEAT 10

GUNSLINGER

**Requirements** You're wielding a loaded firearm or crossbow.

**Trigger** An ally within the first range increment of your firearm or crossbow is hit by an attack, and you can see the attacker.

When your weapon is loaded, you're always ready to fire it to deflect an attack against your ally. The ally gains a +2 circumstance bonus to their AC against the triggering attack. You use this reaction after the result of the attack roll is revealed, so you know whether the +2 will make a sufficient difference (for example, whether it will turn a success into a failure or a critical success into a success).

#### REDIRECTING SHOT ↻

FEAT 10

FORTUNE GUNSLINGER

**Trigger** An ally misses with a ranged attack that uses a thrown weapon or ammunition.

**Requirements** You're wielding a loaded firearm or crossbow.

Seeing your ally's attack about to go astray, you fire your weapon to right its course. Make an attack roll with your firearm or crossbow against the target of the triggering attack, ignoring any bonus the target would gain against you from lesser or standard cover. Your ally's attack uses your attack roll instead of their attack roll.

#### TRICK SHOT ◆◆

FEAT 10

GUNSLINGER

**Requirements** You're wielding a loaded firearm.

You shoot not at your foe, but at an object nearby. Make a Strike with your firearm against an AC of 25, or a different AC at the GM's discretion. Instead of hitting your foe, your attack hits an object behind or to the side of your target, creating one of the following effects. The GM might determine a particular effect isn't a valid option, such as using explosive barrel when there's no such object on the battlefield. The GM determines such cases and should inform you before you spend the actions for a Trick Shot.

- **Dislodge Object** Your attack knocks an unattended object of no more than 2 Bulk out of position, moving it up to 10 feet in a direction of your choice. For example, the weapon could knock a wizard's crystal ball off a table.
- **Explosive Barrel** Your attack strikes a barrel of expensive rum, a vial of volatile alchemical fluids, an erupting demonic pustule, or some other explosive object. The object explodes in a 20-foot burst and all creatures in the area take 6d6 damage with a basic Reflex save against your class DC. The damage type is chosen by the GM based on the exploding object. Increase the damage by 1d6 for every 2 levels you have above 10th.

### 12TH LEVEL

#### GLANCING SHOT ◆

FEAT 12

GUNSLINGER PRESS

Even when your shots don't land cleanly, they still land close enough to inflict some damage. Make a ranged Strike. It gains the following failure effect.

**Failure** Your attack deals any damage it would have dealt on a hit, excluding all damage dice (this removes damage dice from weapons, runes, spells, and special abilities, in addition to weapon damage dice).

#### INCREDIBLE RICOCHET ◆

FEAT 12

CONCENTRATE GUNSLINGER PRESS

After your first shot singles out your opponent's position, you direct another shot that ricochets around obstacles and strikes unerringly. Make a ranged weapon Strike against a creature you previously attacked this turn. You ignore the target's concealed condition and all cover.

#### PENETRATING FIRE ◆◆

FEAT 12

GUNSLINGER

**Requirements** You're wielding a loaded firearm or crossbow.

You blast a bullet through one foe and into another. Choose two targets, one of which would give the other lesser cover against your ranged attacks. Make a single ranged Strike with the required weapon against both targets. This attack ignores any lesser cover the nearer target provides the other. Roll damage only once, and apply it to each creature you hit. Penetrating Fire counts as two attacks for your multiple attack penalty.

### SHOOTER'S CAMOUFLAGE FEAT 12

#### GUNSLINGER

You specialize in blending into a particular type of environment, allowing you to disappear from sight after taking your shot. Choose either natural or urban terrain. In the chosen terrain, you can Hide and Sneak even without cover or being concealed.

### TRUE GRIT FEAT 12

#### GUNSLINGER

**Prerequisites** Grit and Tenacity

Hardened by conflict, you possess an intractable stubbornness. If the reroll granted by your Grit and Tenacity reaction is a success, you get a critical success instead; if it's a critical failure, you get a failure instead.

## 14TH LEVEL

### DANCE OF THUNDER ◆◆◆ FEAT 14

#### CONCENTRATE GUNSLINGER

**Frequency** once per minute

**Requirements** You're wielding a loaded firearm or crossbow and not fatigued.

Your steps echo with the thunderous retort of exploding black powder as you dance a dance of death. Use any of the following actions you choose in any order: Step, Strike against a target within your firearm's first range increment, and Interact to reload. If you attempted a Strike and it succeeds, you can repeat these three actions again in any order. If you attempted a Strike in the second set and succeed, you can repeat the actions one last time. After using Dance of Thunder, you become fatigued for 1 minute.

### SHOWSTOPPER FEAT 14

#### GUNSLINGER

**Prerequisites** Pistol Twirl, expert in Deception

Your twirling weapons create a distracting dance that your enemies find difficult to look away from. When using Pistol Twirl to Feint, you can target all enemies within your weapon's first range increment who you can perceive and who can see you. You roll one Deception check and compare it against each target's Perception DC.

### TWO-WEAPON FLURRY ◆ FEAT 14

#### FLOURISH GUNSLINGER PRESS

**Requirements** You're wielding two weapons, each in a different hand.

You attack with both your weapons in a furious barrage. Strike twice, once with each weapon.

## 16TH LEVEL

### FATAL BULLET FEAT 16

#### GUNSLINGER

You're especially talented at striking your enemies' most vulnerable areas. When you critically hit with a firearm that

has the fatal trait, you deal an additional die of the appropriate size and damage type for that trait after doubling the weapon's damage. For example, after a critical hit with a fatal d12 weapon, you add an additional 1d12 damage to the attack after doubling its damage.

### HAIR TRIGGER FEAT 16

#### GUNSLINGER

**Prerequisite** initial deed that allows you to Interact to draw a weapon

Whether a duel to the death or getting the jump on your foe, no one can react faster than you can pull your trigger. When using your initial deed, instead of Interacting to draw a weapon, you can Strike with a firearm or crossbow you're already wielding. If this Strike hits, the target is also flat-footed until the end of your first turn of the encounter.

**Special** If your initial deed allows you to Interact to draw a weapon more than once, this feat allows you to replace one of these Interact actions and use the other one to draw a weapon. You can't replace both Interact actions with Strikes, but you can draw a loaded firearm or crossbow and immediately shoot it.

### INSTANT RETURN ↺ FEAT 16

#### GUNSLINGER

**Trigger** An enemy misses you with a ranged attack using a type of ammunition appropriate to your weapon (for instance, a bullet if you're wielding a firearm).

**Requirements** You're wielding an unloaded firearm or crossbow. With a single fluid gesture, you catch a projectile out of the air, load it in your weapon, and fire it back at the attacker. Interact to load the projectile into your weapon and then make a Strike with the required weapon against the triggering opponent. Since you're using the foe's ammunition, this Strike applies any special effects that ammunition would have (for instance, if it was *explosive ammunition*, it would explode in a burst of fire).

## 18TH LEVEL

### PIERCING CRITICAL FEAT 18

#### GUNSLINGER

Your attacks with your preferred weapons deal especially devastating wounds. When you Strike with a firearm or crossbow for which you have legendary proficiency, you critically succeed if you roll a 19 on the die as long as that result is a success. This has no effect on a 19 if the result would be a failure.

### UNERRING SHOT FEAT 18

#### GUNSLINGER

Your senses are finely tuned to the slightest variations in the air, allowing you to place your shot exactly where you intend from any range. When attacking with a ranged weapon in which you have master or greater proficiency, ignore the penalty from its range increment (its maximum range is



unchanged). Additionally, if your target has cover against your attack with such a weapon, it doesn't gain the bonus to AC if it has lesser cover, gets only the benefits of lesser cover if it has standard cover, or gains only the benefits of standard cover if it has greater cover.

### 20TH LEVEL

#### PERFECT READINESS

#### FEAT 20

##### GUNSLINGER

You prepare to fire with an instinctive speed that surpasses thought. You're permanently quickened. You can use your extra action only to Step or Interact to reload.

#### SLINGER'S REFLEXES

#### FEAT 20

##### GUNSLINGER

You have a preternaturally sharp ability to react to unexpected circumstances. At the start of each enemy's turn, you gain an additional reaction you can use on only that turn to take a gunslinger reaction.

### FIREARM RULES

The following rules cover the use of firearms and includes the firearms and ammunition types available. All firearms are subject to misfires, as described in the sidebar on page 4.

Firearms require ammunition consisting of projectiles and black powder. Though a round of ammo can vary in its composition, it is typically either a prepackaged paper cartridge including wadding, bullet, and black powder or loose shot that has been packed into a cartridge manually. Some weapons, like hand cannons and blunderbusses, can fire other material, but their ammunition has the same Price due to the cost of the black powder. Because making rounds of firearm ammunition requires creating black powder, you need the Alchemical Crafting skill feat to make them. Firearm rounds are a valid type for magical ammunition, just like arrows or bolts. Crafting magical firearm ammunition

requires you to be able to craft both alchemical and magical items.

### WEAPON TRAITS

These weapons include the following traits, in addition to any described in the *Core Rulebook*.

**Concealable:** This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait.

**Modular:** The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list more complicated configurations.

**Scatter:** This weapon fires a spray of small bullets in a cone that has a size equal to the weapon's listed range (for example, a scatter weapon with a range of 15 feet fires in a 15-foot cone). When attacking with a scatter weapon, choose one target within the cone to be the primary target; this creature is targeted and damaged based on the results of your attack roll as normal. In addition, all creatures within the cone, including the primary target, take splash damage equal to the number of weapon damage dice. This damage is of the same type dealt by the attack.

**Sniper:** When you hit a flat-footed creature, this weapon deals 1 precision damage in addition to its normal damage. The precision damage increases to 2 if the weapon is a +3 weapon.

**Unsteady:** This weapon is difficult to aim without taking measures to stabilize it. Firing this weapon has a –2 circumstance penalty unless the weapon is attached to a deployed tripod or the wielder takes an Interact action to aim before firing. A tripod is uncommon adventuring gear with a Price of 4 sp and 1 Bulk. It can be set up with an Interact action using two hands.

TABLE 1-2: UNCOMMON RANGED WEAPONS

Uncommon Simple Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Flintlock musket	7 gp	1d6 P	40 ft.	1	1	2	Firearm	Fatal d10, versatile B
10 rounds	1 sp				L			
Flintlock pistol	6 gp	1d4 P	20 ft.	1	1	1	Firearm	Fatal d8, versatile B
10 rounds	1 sp				L			
Hand cannon	5 gp	1d4 modular	10 ft.	1	1	1	Firearm	Fatal d8, modular B, P, or S
10 rounds	1 sp				L			
Uncommon Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Arquebus (1st level)	10 gp	1d8 P	80 ft.	1	2	2	Firearm	Fatal d12, sniper, unsteady, versatile B
10 rounds	1 sp				L			
Blunderbuss	8 gp	1d8 P	15 ft.	1	2	2	Firearm	Scatter, versatile B
10 rounds	1 sp				L			
Dueling pistol (1st level)	12 gp	1d6 P	30 ft.	1	L	1	Firearm	Concealable, fatal d10, versatile B
10 rounds	1 sp				L			

## FIREARMS CRITICAL SPECIALIZATION

This playtest introduces the firearm weapon group, which has the following critical specialization effect.

**Firearm:** The target must succeed at a Fortitude save against your class DC or be stunned 1.

## WEAPON DESCRIPTIONS

Each of the weapons listed in Table 1–2: Uncommon Ranged Weapons are detailed below.

**Arquebus:** This long rifle offers more range than the average firearm, though the long barrel makes the weapon particularly unsteady unless a tripod or other stand is used to stabilize it.

**Blunderbuss:** This weapon fires pellets from a trumpet shaped barrel, making it an excellent choice for hunting

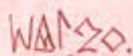
brush fowl or dealing damage in a short but broad area.

**Dueling Pistol:** Made for the settling disputes when diplomacy fails, dueling pistols fit easily into a holster or pocket.

**Flintlock Musket:** The gold standard of firearms in Alkenstar, the flintlock musket includes an external firing mechanism while boasting an efficient and relatively compact frame.

**Flintlock Pistol:** Though less accurate and powerful than a flintlock musket, the flintlock pistol is the preferred weapon of privateers thanks to its more compact size.

**Hand Cannon:** Little more than a hardened tube with a handle and external ignition attached, a hand cannon can be used to fire almost anything that can be packed into its barrel.



## + CONSTRUCT



# INVENTOR

*Any tinkerer can follow directions to construct a device, but you invent the impossible! Every contraption you dream up challenges the definition of possibility, even if it only works for you. Driven by innovation, you're always on the verge of the next great breakthrough.*

## KEY ABILITY

### INTELLIGENCE

At 1st level, your class gives you an ability boost to Intelligence.

## HIT POINTS

### 8 plus your Constitution modifier.

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## RARITY

Uncommon

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way.

## PERCEPTION

Trained in Perception

## SAVING THROWS

Expert in Fortitude  
Trained in Reflex  
Expert in Will

## SKILLS

Trained in Crafting  
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

## ATTACKS

Trained in simple weapons  
Trained in martial weapons  
Trained in unarmed attacks

## DEFENSES

Trained in light armor  
Trained in medium armor  
Trained in unarmored defense

## CLASS DC

Trained in inventor class DC

## DURING COMBAT ENCOUNTERS...

You use your inventions as much as possible, trying them out under a variety of conditions. You're not after something as banal as simply winning a fight, you're collecting valuable data to improve your creations!

## DURING SOCIAL ENCOUNTERS...

You provide useful context in a variety of academic topics, particularly those related to crafting and invention. You might look for opportunities to acquire patronage to fund some of your more expensive or unorthodox experiments.

## WHILE EXPLORING...

You ardently study the construction of your surroundings, taking note of any clever traps, ingenious mechanisms, or especially keen architecture you come across.

## IN DOWNTIME...

You conceptualize new ideas, bring them to fruition through careful crafting, and revise previous inventions according to data you've received in the field. You might work as a local smith or tinkerer where your skills are needed, or you might keep a workshop at the edge of town, where the clanks and clatters of your experiments attract less attention.

## YOU MIGHT...

- Enjoy creating new things the world has never seen before.
- Be willing to take a chance on a theory and test it to see if it works. And if it doesn't, stay determined to discover what you need to adjust for next time.
- Wear clothing covered in oil stains and grime, or have a tendency to dive into excited and technical tangents.

## OTHERS PROBABLY...

- Marvel at your inventions and the wondrous effects they can manifest.
- Believe that you're a genius whose work goes beyond understanding.
- Worry that your inventions might backfire or explode.

**TABLE 2-1: INVENTOR ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, explode, innovation, inventor feat, overdrive, peerless inventor
2	Inventor feat, skill feat
3	General feat, reconfigure, skill increase
4	Inventor feat, skill feat
5	Ability boosts, ancestry feat, skill increase, weapon innovator
6	Inventor feat, skill feat
7	General feat, lightning reflexes, offensive boost, skill increase, weapon specialization
8	Inventor feat, skill feat
9	Ancestry feat, breakthrough innovation, inventive expertise, skill increase,
10	Ability boosts, inventor feat, skill feat
11	General feat, medium armor expertise, resolve, skill increase
12	Inventor feat, skill feat
13	Alertness, ancestry feat, skill increase, weapon mastery
14	Inventor feat, skill feat
15	Ability boosts, complete reconfiguration, general feat, greater weapon specialization, juggernaut, skill increase
16	Inventor feat, skill feat
17	Ancestry feat, inventive mastery, skill increase, revolutionary innovation
18	Inventor feat, skill feat
19	General feat, infinite invention, medium armor mastery, skill increase
20	Ability boosts, inventor feat, skill feat

## CLASS FEATURES

You gain these abilities as an inventor. Abilities gained at higher levels list the level at which you gain them next to the features' names.

## ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

## INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

## EXPLODE

Your innovation is a unique creation barely held together by your own creativity and engineering; it's always on the edge of completely falling apart, though you can coax it to perform far beyond its design specifications using unstable actions. See the Key Terms sidebar above

## KEY TERMS

You'll see the following key terms in many inventor abilities.

**Modification:** A feat with this trait alters the construction of your innovation. If you have the reconfigure class feature (page 18), you can retrain these feats more easily.

**Unstable:** Unstable actions rely on experimental functions of your innovation that even you can't fully predict. After an unstable action is used on an innovation, using another one is dangerous. If you attempt to use another unstable action on it, you must attempt a DC 17 flat check. On a failure, the innovation malfunctions in a spectacular fashion, such as an explosion or shower of sparks, wasting the actions and making the innovation incapable of handling further unstable actions. An innovation's creator can spend 10 minutes retuning their innovation and making adjustments to return it to functionality, making it safe to use an unstable ability on that innovation again.

To use an unstable action, you must be using your innovation (for example, wearing an armor innovation or wielding a weapon innovation). If you have a minion innovation, some unstable actions are taken by the minion instead of you. In these cases, only the minion can take that action—you can't—and the minion needs to have been Commanded that turn to take the action.

Furthermore, your inventor abilities might grant your equipment the following traits, which are reprinted here for convenience.

**Ranged Trip:** The weapon can be used to Trip with the Athletics skill at a distance up to the weapon's first range increment. The skill check takes a -2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check. As with using a melee weapon to Trip, a ranged trip weapon doesn't deal any damage when used to Trip. This trait usually appears only on a thrown weapon.

**Tethered:** If you have a free hand while wielding this weapon, you can use an Interact action to pull the weapon back into your grasp after you've thrown it as a ranged attack or after it has been disarmed (unless it's being held by another creature).

for the definition of the unstable trait and how it affects your innovation.

While inventors can learn various unstable actions over their career, all at least know how to make their innovation Explode.

## EXPLODE

**FIRE** **INVENTOR** **MANIPULATE** **UNSTABLE**

You cause your innovation to blow up, damaging nearby creatures without damaging the innovation... hopefully. The explosion deals 2d6 fire damage in a 5-foot emanation around you (if you're wearing or holding the innovation) or your innovation (if your innovation is a minion) with a basic Reflex save.

As your inventor level increases, so does the power of your explosions. At 5th level, and every two levels thereafter, your explosion deals an additional 1d6 damage. If you have the breakthrough innovation class feature, you can choose either a 5-foot or 10-foot emanation for the area; if you also have the revolutionary innovation class feature, you can additionally choose a 5-foot, 10-foot, or 15-foot emanation.

### INNOVATION

While you always create various minor inventions, there's one in particular that represents your preeminent work, the one that you hope eventually—with iterative experimentation and refinement—might change the world. Choose one of the innovations from the list below. Your innovation's level is equal to your level. An innovation only works due to your constant maintenance and tinkering and, therefore, has no market Price. If your innovation is destroyed, you can spend 1 day of downtime and attempt a Crafting check with a high DC for your level; on a success, you rebuild it.

### ARMOR

Your innovation is a cutting-edge suit of medium armor with a variety of attached gizmos and devices. Your innovation armor has the following statistics: **AC Bonus +4; Dex Cap +1; Check Penalty -2; Speed Penalty -5 feet; Strength 16; Bulk 2; Group composite; Armor Traits** —. Your innovation armor can have fundamental and property runes added to it in the same way as ordinary armor. Because of the unique features of your innovation, everyone except you is untrained in it, even if they're normally trained (or better) in medium armor.

Choose one initial armor modification to apply to your innovation, either from the following or from other initial armor modifications to which you have access. The initial modification grants you resistance equal to 2 + half your level to a number of damage types while you wear the armor. The damage types are listed in parentheses after the modification's name.

- **Harmonic Oscillator (force, sonic)** You designed your armor to inaudibly thrum at just the right frequency to create interference against force and sound waves.
- **Metallic Reactance (acid, electricity)** The metals in your armor are carefully alloyed to ground out electricity and protect from acidic chemical reactions.
- **Otherworldly Protection (see text)** Using science instead of magic, you build your armor with carefully chosen materials and gadgets to protect yourself against otherworldly attacks. One of your types of resistance is to negative damage, or to positive damage if you have negative healing (such as if you're a dhampir). Your resistance also applies to any types of alignment damage (good, evil, chaotic, lawful) that can damage you (note that creatures are immune to a given type of alignment damage unless they're of the opposing alignment; for

instance, you can take evil damage only if you're of good alignment).

- **Thermal Insulation (cold, fire)** A layer of insulation within your armor protects you from rapid temperature fluctuations.

### CONSTRUCT

Your innovation is a clockwork construct of cogs and gears. This innovation is a prototype construct companion (page 26), and you can adjust most of its base statistics by taking feats at higher levels, such as Advanced Companion. If you have the Overdrive action (page 18) and use it after you've already Commanded your construct during the same turn, your construct also gains the same Overdrive benefits you do.

Choose one initial construct modification to apply to your innovation, either from the following or from other initial construct modifications to which you have access. These modifications alter the construct's abilities or form.

- **Amphibious Construction** Increased buoyancy, rudders, and a means of propulsion—like an articulated tail with flukes or a powerful propeller—allow your construct to travel in water. Your innovation gains a swim Speed of 25 feet.
- **Sensory Array** Additional sensory devices grant your innovation low-light vision and darkvision as well as imprecise tremorsense out to a range of 30 feet.
- **Accelerated Mobility** Actuated legs, efficient gears in the wheels or treads, or add-on boosters make your construct move faster. Your innovation's Speed increases to 40 feet.
- **Projectile Launcher** Your construct has a mounted dart launcher, embedded cannon, or similar armament. Your innovation gains a ranged unarmed attack that deals 1d4 bludgeoning or piercing damage (you choose when you pick this modification). It has the propulsive trait and a range increment of 30 feet.
- **Upgraded Cortex** You map specialized skills into your construct's crude intelligence. Your innovation becomes trained in Intimidation, Stealth, and Survival.

### WEAPON

Your innovation is an impossible-looking weapon augmented by numerous unusual gadgets. It begins with the same statistics as a level-0 common simple or martial weapon of your choice or another level-0 simple or martial weapon to which you have access. An innovation weapon can have fundamental and property runes added to it in the same way as ordinary weapons. Because of the unique features of your innovation, everyone except you is untrained in it, even if they're normally trained (or better) in simple or martial weapons.

Choose one initial weapon modification to apply to your innovation, either from the following or from other initial weapon modifications to which you have access.



These modifications grant additional weapon traits, sometimes with extra abilities.

- **Complex Simplicity (simple weapon only)** Increase your innovation's weapon damage die by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12). In addition, it gains one of the following traits of your choice: versatile B, versatile P, or versatile S.
- **Entangling Form (melee only)** You've altered your weapon to including tangling wires or straps or to have a flexible construction. Your innovation gains the grapple and trip traits.
- **Hefty Composition (melee only)** Blunt surfaces and sturdy construction make your weapon hefty and mace-like. Your innovation gains the shove and versatile B traits.
- **Modular Head** You've constructed a multi-purpose, adjustable striking surface for your weapon, or you've made special ammunition you can swiftly alter. Your innovation gains the modular trait for bludgeoning, piercing, and slashing (page 12). When you Interact to use the modular trait, you can also choose to give the weapon the nonlethal trait if it doesn't currently have it or to remove that trait if the weapon is currently nonlethal.
- **Pacification Tools (melee only)** Softer materials make your weapon suited to render foes unconscious instead of kill, and special protrusions let you catch weapons and disarm your foes. Your innovation gains the disarm and nonlethal traits.
- **Razor Prongs (melee only)** Adding sharp, curved blades to your weapon allows you to knock down and slash foes. Your innovation gains the trip and versatile S traits.
- **Segmented Frame** Hinges, clamps, and telescoping parts make your innovation collapsible and adjustable. It gains the modular trait for bludgeoning, piercing, and slashing (page 12). You can Interact to collapse the item down to light Bulk or to return it to its normal form. When it's collapsed to light Bulk, it has the concealable trait, which grants you a +2 circumstance bonus to Stealth checks and DCs to hide or conceal the weapon.

## INVENTOR FEATS

At 1st level and every even-numbered level, you gain an inventor class feat.

## OVERDRIVE

You have a bevy of smaller devices affixed to your body and gear, from muscle stimulators to concussive pistons. When necessary, you can throw them into overdrive to assist you in combat.

## OVERDRIVE ➡

**INVENTOR** **MANIPULATE**

You add greater power to your attacks by throwing an array

of small gadgets and gizmos into overdrive. Attempt a Crafting check with a standard DC for your level.

**Critical Success** You gadgets whirl with overwhelming power. Your Strikes deal additional damage equal to your Intelligence modifier for 1 minute. You can't use Overdrive again until 1 minute after the effect expires.

**Success** You successfully throw your gadgets into overdrive. As critical success, except the additional damage is equal to half your Intelligence modifier.

**Failure** You make a miscalculation and fail to power up your devices, but you can try again.

**Critical Failure** Whoops! Something explodes. You take fire damage equal to your level. You can't use Overdrive again for 1 minute.

**Special** If you have a construct innovation, its Strikes also gain the additional damage, and if you critically fail your Crafting check, it also takes the fire damage.

## PEERLESS INVENTOR

You constantly invent new technologies, rendering your skill at crafting unimpeachable. You gain the Inventor skill feat even if you don't meet its prerequisites.

## SKILL FEATS

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

## GENERAL FEATS

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat.

## RECONFIGURE

**3RD**

You've become an expert in all crafts and always adjust your inventions to achieve the perfect configurations. You can attempt to change the modifications on your innovation by spending 1 day of downtime tinkering with it and attempting a Crafting check with a high DC for your level. On a success, you can change one modification you've chosen for your innovation to a different modification of the same kind (initial, breakthrough, or revolutionary).

If you have any modification feats, on a successful check, you can choose to instead retrain a modification feat to a different modification feat. The new feat has to meet the standard restrictions for retraining.

## SKILL INCREASES

**3RD**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

### ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above or by 2 if it starts out below 18.

### ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

### WEAPON INNOVATOR

5TH

You develop tricks for using your weapons more effectively. Your proficiency ranks for simple and martial weapons and unarmed attacks increase to expert.

If you have a weapon innovation, you gain access to the critical specialization effect with your innovation.

### LIGHTNING REFLEXES

7TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

### OFFENSIVE BOOST

7TH

You've made additions to your innovation to upgrade your offensive capabilities. Strikes that rely on your innovation deal an additional 1d6 damage with a type determined by the boost you choose. If your innovation is armor, the boost applies to your melee unarmed Strikes and to your melee Strikes with one weapon you choose during daily preparations; if your innovation is a construct, the boost applies to your construct companion's Strikes; and if your innovation is a weapon, the boost applies to your Strikes with your innovation. You can spend downtime to switch to a different boost in the same way as switching your modification with Reconfigure.

- **Chill (cold)** Your innovation rapidly absorbs heat, creating an intense chill.
- **Ignition (fire)** Your innovation shoots out jets of flame.
- **Jolt (electricity)** Your innovation jolts foes with electricity.
- **Momentum (bludgeoning)** Your innovation slams into foes with added momentum.
- **Saw (slashing)** Your innovation (or its ammunition) employs spinning sawblades during your attacks.
- **Spike (piercing)** Your innovation (or its ammunition) employs wicked spikes during your attacks.
- **Vitriol (acid)** Your innovation releases spurts of caustic acid.

### WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

### BREAKTHROUGH INNOVATION

9TH

You've made a breakthrough in your field of study and discovered a powerful new way to enhance your innovation. Choose a breakthrough modification for the appropriate type of innovation to apply. You can choose an initial modification for the same innovation type instead if you prefer.

#### BREAKTHROUGH ARMOR MODIFICATIONS

- **Dense Plating** You've encased your armor with incredible plating. While wearing your armor, you gain resistance to slashing damage equal to 2 + half your level.
- **Enhanced Resistance** You've improved upon your initial modification's ability to resist damage. The resistance from your initial armor modification increases to 2 + your level. If you have more than one initial modification, choose one to apply this modification to.
- **Heavy Construction** You've expanded your innovation into a heavy bulwark while taking none of the drawbacks for doing so. Your innovation becomes heavy armor, and your proficiency in your innovation armor (but no other heavy armor) advances to equal to your proficiency in medium armor. If your Strength score is at least 16, you remove the Speed penalty entirely instead of reducing it to -5 feet. The armor's statistics are: **AC Bonus** +5; **Dex Cap** +1; **Check Penalty** -2 **Speed Penalty** -10 feet; **Strength** 16; **Bulk** 3; **Group** composite; **Armor Traits** bulwark.
- **Layered Mesh** You've woven an incredibly powerful network of interlocking mesh around your armor, catching piercing attacks and diffusing them. While wearing your armor, you gain resistance to piercing damage equal to 2 + half your level.
- **Tensile Absorption** You've enhanced the tensile capabilities of your armor, allowing it to bend with bludgeoning attacks. While wearing your armor, you gain resistance to bludgeoning damage equal to 2 + half your level.

#### BREAKTHROUGH CONSTRUCT MODIFICATIONS

- **Advanced Weaponry** You've upgraded your construct's weaponry. Choose one of your construct's unarmed attacks to gain your choice of one initial weapon modification, chosen from the list on page 17 or from other initial weapon modifications to which you have access. The unarmed attack must meet any requirements for the chosen traits (such as being a melee attack for entangling form).
- **Climbing Limbs** With appendages that can claw or create suction, your construct becomes a capable climber. Your innovation gains a climb Speed equal to half its land Speed.

- **Durable Construction** Your innovation is solidly built and can take more punishment before being destroyed. Increase its maximum Hit Points by your level.
- **Refined Cortex** Your innovation gains expert proficiency in Intimidation, Stealth, and Survival. For any of these skills in which it was already an expert (because of being an advanced construct companion, for example), it gains master proficiency instead. If you have the revolutionary innovation class feature, these proficiencies improve to master, or legendary if your innovation was already an expert. You must have the upgraded cortex modification to select this modification.

### BREAKTHROUGH WEAPON MODIFICATIONS

- **Inconspicuous Appearance (melee only)** Your innovation is built for easy concealment and surprise attacks. It gains the backstabber and versatile P traits. If the weapon has light Bulk, it also gains the concealable trait.
- **Advanced Rangefinder (ranged only)** A carefully tuned scope or targeting device makes your innovation especially good at hitting weak points. Your innovation gains the sniper trait (page 12) and increases its range increment by 10 feet.
- **Aerodynamic Construction (melee only)** You carefully engineer the shape of your weapon to maintain its momentum in attacks against successive targets. Your innovation gains the sweep trait and the versatile S trait.
- **Integrated Gauntlet (one-handed weapon only; can't have the two-hand trait)** Combining your weapon with a gauntlet, you make it so that you can quickly switch between attacking with your weapon and tinkering using your hands. Your innovation gains the free-hand trait.
- **Manifold Alloy** You've devised several alloys containing the best properties of various metals, replacing parts of your weapon or its ammunition with pieces from these alloys. Your weapon innovation is cold iron and silver, allowing you to deal more damage to some supernatural creatures, such as demons, devils, and fey.
- **Tangle Line (thrown only)** Your weapon has an extendable line that can be used to knock your enemies over and allow you to quickly recall the weapon. Your innovation gains the ranged trip trait and the tethered trait (see the Key Terms sidebar on page 16).

### INVENTIVE EXPERTISE

9TH

Through innovation and experimentation, you've made your inventions more effective and reliable. Your proficiency rank for your inventor class DC increases to expert.

### MEDIUM ARMOR EXPERTISE

11TH

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

### RESOLVE

11TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

### ALERTNESS

13TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

### WEAPON MASTERY

13TH

You fully understand your weapons. Your proficiency ranks for simple and martial weapons and unarmed attacks increase to master.

### COMPLETE RECONFIGURATION

15TH

When it comes to crafting and tinkering, you've become incredibly adept at changing modifications. When you spend downtime to reconfigure your innovation and succeed at your Crafting check, you can swap any number of modifications, swap your offensive boost, or retrain any number of modification feats. You must swap a modification only with one of the same type (initial, breakthrough, or revolutionary).

### GREATER WEAPON SPECIALIZATION

15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

### JUGGERNAUT

15TH

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

### INVENTIVE MASTERY

17TH

Your inventions are incredibly effective. Your proficiency rank for your inventor class DC increases to master.

### REVOLUTIONARY INNOVATION

17TH

You're an unparalleled genius and have discovered a technique that will revolutionize your chosen field—or, for the time being, your innovation! Choose a revolutionary modification for the appropriate type of innovation to apply. You can choose an initial or breakthrough modification for the same innovation type instead if you prefer.

### REVOLUTIONARY ARMOR MODIFICATIONS

- **Energy Barrier** Your armor's defenses ablate any kind of energy coming your way. While wearing

your armor, you gain resistance to all energy damage (acid, cold, electricity, fire, force, negative, positive, and sonic damage) equal to 2 + half your level. You must have the harmonic oscillator, metallic reactance, or thermal insulation modification to select this modification.

- **Incredible Resistance** You've improved upon your breakthrough modification's ability to resist damage. Choose one of the following breakthrough modifications your innovation has: dense plating, layered mesh, or tensile absorption. The resistance you gain from that modification increases to 2 + your level.
- **Physical Protections** Your armor has so many adjustments and precautions that it can guard against all physical damage. While wearing your armor, you gain resistance to all physical damage (bludgeoning, piercing, and slashing damage as well as bleed damage) equal to 2 + half your level. You must have the dense plating, layered mesh, or tensile absorption breakthrough modification to select this modification.
- **Rune Capacity** Whether you've dabbled in orichalcum or found another engineering solution, you've built your innovation in such a way that it can hold an additional property rune. Your innovation can have one more property rune than a normal item of its kind (to a maximum of four property runes with a +3 *potency* armor).

### REVOLUTIONARY CONSTRUCT MODIFICATIONS

- **Flight Chassis** You fit your construct with a means of flight, such as adding rotors or rebuilding it with wings and a lightweight construction. Your innovation gains a fly Speed of 25 feet.
- **Runic Keystone** By incorporating a runestone-like device into your innovation, you allow it to hold a property rune even though it isn't a weapon or suit of armor. An armor property rune affects your innovation as if it would affect the wearer of the armor. A weapon property rune grants whatever properties it would normally grant to a weapon to your innovation's unarmed attacks, following all the requirements as normal (for instance, a *vorpal* rune only applies to slashing melee unarmed attacks); if the rune affects only ranged attacks, it has no effect unless your innovation has a built-in ranged attack (from the projectile launcher initial modification, for example). If the rune would affect the physical shape or appearance of the weapon or armor, like *glamered*, the rune has no effect when etched into your construct.
- **Resistant Coating** Your innovation is resilient to damage by any means. It gains resistance 5 to all damage (except adamantine).
- **Wall Configuration** Your innovation can transform from a mobile construct to a stationary battlefield

emplacement. As a 2-action activity that has the manipulate trait, your construct unfolds from its usual form into a thin, straight wall of metal and gears up to 10 feet tall and up to 30 feet long. The wall must extend through your innovation's original space. While your construct is a wall, it can't take any actions except to use the same activity to transform back, and it can't defend itself easily, which makes it flat-footed and gives it an additional –2 status penalty to its AC. The wall blocks line of sight and effect unless your innovation has half its maximum Hit Points or fewer, at which point holes in the wall allow creatures to see through and attack with standard cover and Tiny creatures to slip past.

### REVOLUTIONARY WEAPON MODIFICATIONS

- **Attack Refiner** Your weapon makes minute recalibrations after every missed attack to ensure the next lands true. Your innovation gains the backswing and shove traits.
- **Deadly Strike** Through precise calculation, you've found the perfect shape for your weapon to deal extreme damage on a well-placed strike. Your innovation gains the deadly d8 trait. If your innovation already had the deadly trait, it increases its deadly die to d12 instead of gaining deadly d8.
- **Enhanced Damage** Your innovation is more powerful than other weapons of its kind. Increase your innovation's weapon damage die by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12). As normal, you can't increase your die by more than one size, so this modification isn't cumulative with complex simplicity.
- **Momentum Retainer (melee only)** A special, weighted device lets your weapon retain more of its momentum when you attack. Your innovation gains the forceful trait.
- **Extensible Weapon (melee only)** Somehow, you've found a way to construct your weapon so that it can extend while leaving its balance unchanged. Your innovation gains the reach trait. If the weapon already had the reach trait, it increases your reach by an additional 10 feet, instead of the usual additional 5 feet.
- **Impossible Alloy** Other inventors claim it's not even technically possible, but you've managed to create several metal alloys that seem to work for only you, allowing you to damage opponents vulnerable to every one of the seven skymetals. Your innovation is treated as all seven skymetals (abysium, adamantine, djezet, inubrix, noqual, orichalcum, and siccattite). This allows you to deal more damage to a variety of creatures, though you don't apply any of the other special effects for weapons made of those skymetals.
- **Rune Capacity** Whether you've dabbled in orichalcum or found another engineering solution,



you've built your innovation in such a way that it can hold an additional property rune. Your innovation can have one more property rune than a normal item of its kind (to a maximum of four property runes with a +3 *potency* weapon).

### INFINITE INVENTION

19TH

Your ability to adjust your innovation has reached impossible heights. During your daily preparations, you automatically fix your innovation if it's destroyed or broken, and you can change to a different innovation (armor, construct, weapon, or other type you have access to) and change your modifications and offensive boost.

If you have any feats that had your previous innovation as a prerequisite, you can't use them until you retrain the feats as normal. However, it takes only 1 day of downtime to retrain such a feat into a feat that has your new innovation as a prerequisite, instead of 1 week.

### MEDIUM ARMOR MASTERY

19TH

Your skill with armor improves, helping you avoid more blows. Your proficiency ranks for light and medium armor, as well as for unarmored defense, increase to master.

## INVENTOR FEATS

At every level that you gain an inventor feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

### 1ST LEVEL

#### BUILT-IN TOOLS

FEAT 1

INVENTOR MODIFICATION

You've built tools into your innovation, allowing you to use them easily. When you take this feat, choose a set of tools you own of 1 Bulk or less, which become part of your innovation without increasing its Bulk. As long as you are wielding, wearing, or adjacent to your innovation, you have the same quick access to these tools as the tools you're wearing, and they don't count against the usual limit of tools you can wear.

#### EXPLOSIVE LEAP

FEAT 1

FIRE INVENTOR MOVE UNSTABLE

You aim an explosion downward and directly beneath your feet in order to launch yourself into the air. You jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

**Special** If your innovation is a minion, it can take this action rather than you.

#### PROTOTYPE COMPANION

FEAT 1

INVENTOR

You've created a construct companion, and while it might not be an innovation, it serves as a trustworthy minion. You gain a prototype construct companion (page 26).

#### TAMPER

FEAT 1

INVENTOR MANIPULATE

You tamper with a foe's weapon or armor. Choose either a weapon held by an enemy in your reach or a suit of armor worn by an enemy in your reach. Attempt a Crafting check against the enemy's Reflex DC.

**Critical Success** Your tampering is incredibly effective.

If you tampered with a weapon, the enemy takes a -2 circumstance penalty to attack rolls and damage rolls with that weapon. If you tampered with armor, the armor hampers the enemy's movement, causing them to be flat-footed and take a -10-foot penalty to their Speeds. Either effect lasts until the enemy Interacts to remove the effect.

**Success** Your tampering is temporarily effective. As critical success, but the effect ends after 1 round even if the enemy hasn't Interacted to end it.

**Critical Failure** Your tampering backfires dramatically, causing a small explosion from your own tools or gear. You take fire damage equal to your level.

#### UNSTABLE REPAIR

FEAT 1

INVENTOR

You quickly fix your innovation, at the cost of its stability. You Repair your innovation. Repair has the unstable trait when used this way. You don't have to place the innovation on a flat surface, but you do need to be adjacent to it (including holding or wearing it) as well as have a repair kit as normal.

### 2ND LEVEL

#### KICKBACK STRIKE

FEAT 2

INVENTOR

**Prerequisites** weapon innovation

You activate devices on your innovation, causing your weapon to strike with extreme recoil that helps you disengage. Strike a foe and then Stride twice. You must end each Strike further from the foe than you began.

#### NO! NO! I CREATED YOU!

FEAT 2

AUDITORY CONCENTRATE INVENTOR

**Prerequisites** construct companion

**Frequency** once per minute

**Trigger** Your construct companion would become confused or controlled.

You appeal to your construct companion's bond with its creator to have it break free of a controlling effect. Attempt to counteract the effect that confused or controlled your construct companion using your Crafting modifier for the counteract check and half your level rounded up for the counteract level.

#### SEARING RESTORATION

FEAT 2

FIRE HEALING INVENTOR MANIPULATE UNSTABLE

They told you there was no way that explosions could heal people, but they were fools—fools who didn't understand your brilliance! You create a minor explosion using your innovation

that cauterizes wounds and vaporizes medicinal herbs, restoring 1d4 Hit Points for each level you have to you or an adjacent living creature.

**Special** If your innovation is a minion, it can take this action rather than you. Because it's not a living creature, it can't use the ability on itself.

### TRANSFORM ARMOR

FEAT 2

INVENTOR MANIPULATE MODIFICATION

**Prerequisites** armor innovation

**Requirements** You're wearing your armor innovation or holding it in both hands in its compact form (see text).

You've modified your armor to collapse into a much smaller, compact form. In compact form, your armor innovation is easier to carry, with a Bulk 1 lower than the Bulk listed for it, to a minimum of light Bulk (carried armor normally has a Bulk 1 higher than listed in the armor entry).

You can Transform your Armor into or out of its compact form to put it on or take it off in an instant. If you're wearing your armor innovation when you Transform it, you remove it instantly, and it collapses into its compact form, which is held in both of your hands (if you don't have both hands available, it falls to the ground in an adjacent space). If you're holding your armor in compact form when you Transform it, it unfolds back into its armor form onto your body.

### TRANSFORM CONSTRUCT

FEAT 2

INVENTOR MANIPULATE MODIFICATION

**Prerequisites** construct innovation

You've modified your construct companion and built it out of light materials, allowing you to collapse it into a carrying case or another compact and innocuous form. In compact form, your construct is easily carried with a Bulk of 2 if it's Small, 4 if it's Medium, or 8 if it's Large. The compact form has wheels, allowing you to easily drag it behind you at half Speed (rather than the usual slower Speed for dragging). Either your construct or you (if adjacent to it) can Transform your Construct.

## 4TH LEVEL

### ADVANCED CONSTRUCT COMPANION

FEAT 4

INVENTOR

**Prerequisites** construct companion

You've upgraded your construct companion's power and decision-making ability. Your construct companion becomes an advanced construct companion (page 27). During an encounter, even if you don't use the Command a Minion action, your construct companion can still use 1 action on your turn that round to Stride or Strike.

### DIVING ARMOR

FEAT 4

INVENTOR MODIFICATION

**Prerequisites** armor innovation

You've modified your armor with features like fins, rotors, and other gadgets to make it easy for you to move through

the water, plus mechanical gills that can help you extract breathable air from water. While wearing your armor innovation, you can breathe underwater and gain a swim Speed equal to your land Speed.

### DUAL-FORM WEAPON

FEAT 4

INVENTOR MODIFICATION

**Prerequisites** weapon innovation

You've built your innovation with replaceable interlocking pieces, allowing you to transform it into another type of weapon entirely. When you select this feat, choose a level-0 simple or martial weapon: a common weapon or another to which you have access. This weapon becomes your innovation's second configuration.

Select a new set of weapon modifications for this new configuration. You can spend two Interact actions to switch your weapon innovation between the two configurations. These actions don't need to be taken consecutively, but if you've provided the first and not the second the weapon is non-functional. Your weapon's Bulk is always the greater Bulk of the two configurations, regardless of which configuration it's in—if one weapon is smaller than the other, you still need to keep any weapon parts on hand.

### MEGATON STRIKE

FEAT 4

INVENTOR UNSTABLE

You activate gears, explosives, and other hidden gadgets in your innovation to make a powerful attack. If you're wearing your innovation, make a melee unarmed Strike or a melee Strike with one weapon you chose during daily preparations; if you have a minion innovation, it makes a Strike; and if you have a weapon innovation, make a Strike with your innovation. If the Strike hits, it deals double the usual number of weapon damage dice (two for a weapon without a *striking* rune, four for a *striking* weapon, six for a *greater striking* weapon, and eight for a *major striking* weapon).

**Special** If your innovation is a minion, it can take this action rather than you.

## 6TH LEVEL

### CLOCKWORK CELERITY

FEAT 6

INVENTOR MANIPULATE UNSTABLE

**Prerequisites** armor, construct, or weapon innovation

**Trigger** Your turn begins.

Unstable clockwork devices in your innovation allow you to push your innovation to act more quickly. You're quickened for this turn. How you can use the extra action depends on your innovation.

- **Armor** You can use the extra action to Step, Stride, or use another movement action granted by your innovation (such as Swim if you have the Diving Armor feat).
- **Construct** You can use the extra action to Command your minion.
- **Weapon** You can use the extra action to Strike with your innovation.

### MEGAVOLT ◆◆

FEAT 6

**ELECTRICITY** **INVENTOR** **MANIPULATE** **UNSTABLE**

You cause your innovation to shoot out a bolt of electricity, damaging creatures in a line. Creatures in a 60-foot line from you take 3d12 electricity damage with a basic Reflex save against your class DC.

The electricity damage increases by 1d12 at 8th level and every 2 levels thereafter. You can choose to increase the line to 90 feet long if you have the breakthrough innovation class feature and to 90 or 120 feet long if you have the revolutionary innovation class feature.

**Special** If your innovation is a minion, it can use this action rather than you.

### VISUAL FIDELITY

FEAT 6

**INVENTOR**

You've found a way to use a hodgepodge combination of devices to enhance your visual abilities in every situation. You gain darkvision and low-light vision, and you can see invisible creatures and objects as translucent shapes, though these shapes appear indistinct enough to be concealed to you. If an effect would give you the blinded condition, the effect must attempt a counteract check against you. On a failed counteract check, you aren't blinded, as your various devices are able to compensate.

### 8TH LEVEL

### GIGATON STRIKE

FEAT 8

**INVENTOR**

**Prerequisites** Megaton Strike

When you make a Megaton Strike, you can knock your foe back, sending them reeling away from the explosive force of your blow. On a successful Megaton Strike, your target must attempt a Fortitude save against your class DC.

**Critical Success** The target is unaffected.

**Success** The target is pushed back 5 feet.

**Failure** The target is pushed back 10 feet.

**Critical Failure** The target is pushed back 20 feet.

**Special** If your innovation is a minion, this benefit applies on its Megaton Strikes.

### INCREDIBLE CONSTRUCT COMPANION

FEAT 8

**INVENTOR**

**Prerequisites** Advanced Construct Companion

Thanks to your continual tinkering, your construct companion has advanced to an incredible, new stage of engineering. Your construct companion becomes an incredible construct companion (page 27).

### OVERDRIVE ALLY ◆

FEAT 8

**INVENTOR** **MANIPULATE**

**Prerequisites** overdrive

**Requirements** You're currently under the effects of Overdrive. You quickly fling some of your powered-up gadgets to an ally, sharing your benefits briefly with them. Choose an ally within

30 feet. Until the end of their next turn, that ally gains the same amount of additional damage to their Strikes as you currently gain from Overdrive.

### 10TH LEVEL

### ELECTRIFY ARMOR ◆

FEAT 10

**INVENTOR** **MANIPULATE** **UNSTABLE**

**Prerequisites** armor innovation

**Requirements** You're wearing your armor innovation.

You create an unstable chain reaction, causing countless sparks to dance across your armor. For 1 minute, any creature that touches you or that hits you with a melee unarmed attack or non-reach melee weapon attack takes 1d12 electricity damage.

If you have the revolutionary innovation class feature, the damage increases to 2d12.

### MANIFOLD MODIFICATIONS

FEAT 10

**INVENTOR** **MODIFICATION**

**Prerequisites** initial modification

You've modified your innovation using several clever workarounds and unique adjustments, allowing you to include another initial modification. Your innovation gains an additional initial modification from the list of innovations for its type.

### TINKER'S MEDDLING ◆

FEAT 10

**INVENTOR** **MANIPULATE**

**Prerequisites** offensive boost

**Frequency** once per 10 minutes

You don't just tinker with your own innovation, you meddle with your allies' weapons as well. Choose an ally in your reach and one of their weapons. Attempt a Crafting check against a high DC for your level.

**Success** For 1 minute, the chosen ally's Strikes with the chosen weapon gains the same offensive boost your innovation has.

**Critical Failure** Your ally takes damage of the type and amount that your offensive boost normally deals on a successful Strike.

### 12TH LEVEL

### BOOST MODULATION

FEAT 12

**INVENTOR** **MANIPULATE**

**Prerequisites** offensive boost

You aren't satisfied with keeping to just one kind of boost from your constant tinkering. Choose two additional offensive boosts (page 17). You can use an Interact action to change the offensive boost currently affecting your weapon, choosing between the one you chose for the class feature and the two you chose for this modification. If your weapon has the modular trait, when you use an Interact action to change the physical damage type, you can swap the offensive boost as well.

### GIGAVOLT

FEAT 12

**INVENTOR**

**Prerequisites** Megavolt

When you unleash electricity from your innovation, you can cause it to bounce off obstacles, creating a field of electric death. When you use Megavolt, if your line of electricity hits a solid barrier, such as a wall, it bounces off at an angle of your choice and continues until you have reached the full length of the line. Even if a creature is in the area of multiple bounces, it takes the damage only once.

### SHARED OVERDRIVE

FEAT 12

**INVENTOR**

**Prerequisites** Overdrive Ally

You've experimented enough on your teammates to allow you to transfer a substantial amount of powered-up gadgets to them, allowing one of your allies to benefit from the full effects of your Overdrive (page 18). The first time you use Overdrive Ally during an Overdrive, the effect lasts for the remainder of the duration of your Overdrive, instead of just until the end of the target's next turn. Any further uses of Overdrive Ally during the same Overdrive have their normal duration.

### 14TH LEVEL

### ETERNAL MEDDLER

FEAT 14

**INVENTOR**

**Prerequisites** Tinker's Meddling

**Frequency** once per day

You meddle with your allies' equipment so often, the modifications you've implemented grant them benefits throughout the day. During your daily preparations, you can choose one ally and one of their weapons. Attempt a Crafting check against a very high DC for your level. On a success, your ally's Strikes with the chosen weapon gain the same offensive boost you chose for your innovation. This lasts until your next daily preparations. On a critical failure, your ally takes damage of the type and amount that your offensive boost normally deals on a successful Strike.

### PARAGON COMPANION

FEAT 14

**INVENTOR**

**Prerequisites** Incredible Companion

Your construct companion has reached the pinnacle of form and function. Your construct companion becomes a paragon construct companion (page 27).

### UNSTABLE REDUNDANCIES

FEAT 14

**INVENTOR**

**Trigger** You would attempt the flat check to determine whether your innovation is destroyed due to an unstable action, but you haven't rolled yet.

You've built in triple redundancies into your innovation and added all sorts of buffers to protect it from being harmed by your unstable experiments, at least through the first activation. You automatically succeed at the triggering flat check. You can't rely on your Unstable Redundancies again

until you've readjusted your innovation to be safe for using unstable actions again.

### 16TH LEVEL

### SOARING ARMOR

FEAT 16

**INVENTOR MODIFICATION**

**Prerequisites** armor innovation

Whether through releasing jets of flame, propeller blades, magnetic fields, or some combination of the above, you've managed to free your innovation from the bonds of gravity! While wearing your innovation, you gain a fly Speed equal to your land Speed.

### YOU FAILED TO ACCOUNT FOR... THIS!

FEAT 16

**INVENTOR**

**Trigger** A creature you can perceive targets you with an attack against your AC.

When your foes try to attack you, you always seem to have some outlandish gadget you can pull out at the last second to protect you. Describe a device you attempt to use to protect yourself from the foe's attack—for instance, when attacked by a shocker lizard's shock Strike, you might pull out a specially grounded lightning rod from that time you tried to power an invention by harnessing a thunderstorm! Using an invention to defend in this way means that the attack roll for the triggering attack targets your Crafting DC instead of your AC.

Since you use your Crafting DC instead of your AC, any penalties to your AC don't apply, but this feat doesn't remove any conditions or other effects causing such penalties. For instance, if you were flat-footed and used an invention to defend against a sneak attack, the -2 penalty to AC from being flat-footed wouldn't apply to your Crafting DC. However, you're still flat-footed, so if the attack hits, you'd still take the extra damage.

### 18TH LEVEL

### DEVASTATING WEAPONRY

FEAT 18

**INVENTOR**

**Prerequisites** weapon innovation

You release a volley of projectiles from your weapon or power it to fly about and strike multiple creatures. Make a Strike with your weapon innovation against each creature within 30 feet of you. Don't increase your multiple attack penalty until after making all the attacks. If your innovation is a melee weapon and any of the attacks are outside your reach, you Release the weapon before the Strikes, and it returns to your grasp after all of them. If your hands are full when the weapon returns, it falls to the ground in your space.

### ENGINE OF DESTRUCTION

FEAT 18

**INVENTOR**

**Prerequisites** construct innovation

Your construct unleashes a broad swath of devastation by separating its limbs, deploying hidden armaments, or



something similar. You Command your innovation, except that instead of its normal actions, it Strides once, then makes a Strike against each creature within 30 feet of it. The multiple attack penalty doesn't increase until after the construct makes all the attacks.

### MULTIFARIOUS MEDDLER

FEAT 18

#### INVENTOR

**Prerequisites** Eternal Meddler

While others wonder how you can possibly find the time to make so many modifications, you can't help but meddle with all your allies' equipment. After all, how else are they going to learn? During your daily preparations, you can choose up to six allies and six of their weapons for Eternal Meddler, instead of just one. You no longer need to attempt a Crafting check—you automatically apply the boost to all of them.

### NEGATE DAMAGE

FEAT 18

#### INVENTOR UNSTABLE

**Prerequisites** armor innovation

**Trigger** You would take damage.

Your innovation activates various devices you prepared ahead of time, forming an unstable chain reaction to all but negate incoming damage. Reduce the damage you would take by 50.

## 20TH LEVEL

### FULL AUTOMATION

FEAT 20

#### INVENTOR

**Prerequisites** armor, construct, or weapon innovation

You become so entwined with your innovations that you can use them without a second thought. You're permanently quickened. How you can use the extra action depends on your innovation.

- **Armor** You can use the extra action to Stride, Step, or use a form of movement provided by your innovation (such as Fly or Swim), for the armor responds to the most subtle stimulus as long as you wear it.
- **Construct** You can use the extra action to Command your innovation, as your ability to command your construct becomes instinctive.
- **Weapon** You can use the extra action to Strike with your innovation, as the weapon speeds toward its target effortlessly as long as you hold it.

### UBIQUITOUS OVERDRIVE

FEAT 20

#### INVENTOR

**Prerequisites** Shared Overdrive

You keep gadgets on every ally, ready to power them up all at once. During your daily preparations, select up to six willing allies. Whenever you use Overdrive (page 18), you grant the benefits to any of these allies you choose who are within 30 feet of you.

## CONSTRUCT COMPANIONS

A construct companion is a loyal, semi-sentient construct who follows your orders; it possesses roughly the same

intelligence as an animal. Your construct companion has the minion trait, and it gains 2 actions during your turn if you use the Command a Minion action to command it.

If your companion is destroyed, you can spend 1 day of downtime and attempt a Crafting check with a high DC for your level. On a successful check, you rebuild your companion. You can have only one construct companion at a time, and you can have either a construct companion or an animal companion, but not both.

### RIDING CONSTRUCT COMPANIONS

You or an ally can ride your construct companion as long as it's at least one size larger than the rider.

### PROTOTYPE CONSTRUCT COMPANIONS

The following are the base statistics for a prototype construct companion, the first construct companion most characters get. A companion has the same level you do. As you gain levels, you might make further adjustments as your companion grows more powerful. Construct companions calculate their modifiers and DCs like you, but with one difference: the only item bonuses they can benefit from are to Speed.

### CONSTRUCT TRAIT

A construct companion has the construct trait. It isn't a living creature, nor is it undead.

### PROFICIENCIES

Your construct companion is trained in its unarmed attacks, unarmored defense, all saving throws, Perception, Acrobatics, and Athletics. Construct companions can't use abilities that require greater Intelligence, such as Coerce or Decipher Writing, even if trained in the appropriate skill, unless they have an ability that specifically allows them to do so.

### SIZE

Your construct companion is either Small or Medium, chosen by you when you first gain the companion.

### STRIKES

Your construct companion has two kinds of melee unarmed attack. Its first unarmed attack deals 1d8 bludgeoning damage. Depending on the shape of your construct, this unarmed attack could be a fist, a tendril, or other similar form. Its other unarmed attack deals 1d6 slashing or piercing damage (which you choose when you first gain the companion) and has the agile and finesse traits. Depending on the shape of your construct, this unarmed attack could be a spine or spike, jaws or fangs, retractable blade, or other similar form.

### ABILITY MODIFIERS

A construct companion begins with base ability modifiers of **Str** +3, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0.

## **HIT POINTS**

Your construct companion has 10 Hit Points, plus a number of Hit Points equal to 6 plus its Constitution modifier for each level you have. While constructs are usually immediately destroyed at 0 Hit Points, your construct companion is broken at 0 Hit Points instead and can be Repaired without spending a day to recreate it. If it takes damage again while broken in this way, or if it becomes broken in this way more than twice within 10 minutes, it's destroyed.

## **IMMUNITIES**

Your construct companion is immune to bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, and unconscious. Because the construct isn't a living creature, effects that heal living creatures can't help it recover Hit Points. Restoring Hit Points to it requires using the Repair action or other means that can restore Hit Points to objects and nonliving creatures.

## **SENSES**

Your construct companion has normal vision, hearing, and touch, but no sense of smell or taste.

## **SPEED**

Your construct companion has a Speed of 25 feet.

## **ADVANCED CONSTRUCT COMPANIONS**

To improve a prototype construct companion to an advanced construct companion (usually a result of one of your class feat choices), make the following adjustments.

- Increase its Strength, Dexterity, Constitution, and Wisdom modifiers by 1.
- Increase its unarmed attack damage from one die to two dice (for instance 1d8 to 2d8).

- Increase its proficiency rank for Perception and all saving throws to expert.
- Increase its proficiency ranks in Intimidation, Stealth, and Survival to trained. If the construct is your innovation and it was already trained in those skills from a modification, increase its proficiency rank in those skills to expert.
- You can change your companion's Size to Small, Medium, or Large.

## **INCREDIBLE CONSTRUCT COMPANIONS**

To improve an advanced construct companion to an incredible construct companion, make the following adjustments.

- Increase its Strength and Dexterity modifiers by 1 and its Constitution and Wisdom modifiers by 2.
- It deals 2 additional damage with its unarmed attacks. Its attacks become magical.
- Increase its proficiency ranks in Athletics, Acrobatics, and unarmored defense to expert. Its attacks become magical, allowing them to get past resistances to non-magical attacks.

## **PARAGON CONSTRUCT COMPANIONS**

To improve an incredible construct companion to a paragon construct companion, make the following adjustments.

- Increase its Strength, Dexterity, Constitution, and Wisdom modifiers by 1.
- Increase its proficiency rank for unarmed attacks to expert.
- Increase its proficiency ranks for unarmored defense, Athletics, Acrobatics, saving throws, and Perception increase to master.
- Increase its unarmed attack damage from two dice to three dice, and its additional damage with unarmed attacks from 2 to 4.

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