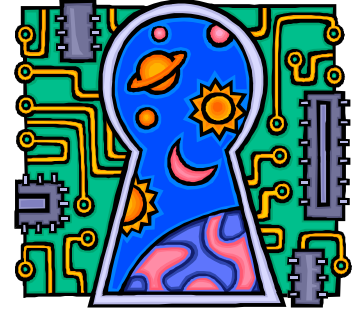


## Gadgetteer

A gadgetteer is a person that specializes in the combination of science and magic. He or she has a keen understanding of arcana and possess a genius for designing unique machines. A gadgetteer loves to combine both science and magic to create powerful magical artifacts. Gadgetteers are not ones to shy away from conflict and they can be found on the frontlines testing their prototype on the field of battle. All Gadgetteer tend toward lawful alignments. The nature of their studies encourages them to view the universe as one large complex machine that operates in a ordered manner. Their arcane magic is based on the fact that there are universal constants that are always true for both science and magic. Exact blueprints and scientific formulas are the basis of their trade. A change in the character's alignment means abandoning the obsessive lifestyle of a gadgetteer.



### Core Class

Hit Dice: d6

Alignment Restrictions: Only lawful alignments

Skill Points: 4 per class level

Class Skills: Alchemy, Appraise, Craft (Any), Concentration, Decipher Script, Disable Device, Knowledge (Arcana), Knowledge (Architecture and Engineering), Profession (Any), Spellcraft, Open Lock, Search, Use Magical Device, Use Rope

Starting Gold: 4d4x10 coins

Weapon Proficiencies: All simple weapon, all black powder firearms, plus two exotic "mechanical" weapons of choice (i.e. repeating crossbow, chainsaw, etc.)

Armor Proficiencies: All light armors

Lvl	BAB	Fort	Ref	Will	Special	-----Spells/Day-----						
						0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Gun Bunny, Brass Familiar	2	-	-	-	-	-	-
2nd	+1	+0	+0	+3	Arcane Gadget	2	0	-	-	-	-	-
3rd	+2	+1	+1	+3	Armored Casting	3	1	-	-	-	-	-
4th	+3	+1	+1	+4	Traps	3	1	0	-	-	-	-
5th	+3	+1	+1	+4		3	2	1	-	-	-	-
6th	+4	+2	+2	+5	Gun Bunny	3	2	1	-	-	-	-
7th	+5	+2	+2	+5		4	3	2	0	-	-	-
8th	+6	+2	+2	+6	Gun Whiz	4	3	2	1	-	-	-
9th	+6	+3	+3	+6		4	3	3	1	-	-	-
10th	+7	+3	+3	+7	Bonus Feat	4	3	3	2	0	-	-
11th	+8	+3	+3	+7	Gun Bunny	5	4	3	2	1	-	-
12th	+9	+4	+4	+8		5	4	3	3	1	-	-
13th	+9	+4	+4	+8	Bonus Feat	5	4	4	3	2	0	-
14th	+10	+4	+4	+9		5	4	4	3	2	1	-
15th	+11	+5	+5	+9	Gun Bunny	6	5	4	3	3	1	-
16th	+12	+5	+5	+10	Bonus Feat	6	5	4	4	3	2	0
17th	+12	+5	+5	+10		6	5	5	4	3	2	1
18th	+13	+6	+6	+11	Gun Bunny	6	5	5	4	3	3	1
19th	+14	+6	+6	+11	Bonus Feat	6	6	5	4	4	3	2
20th	+15	+6	+6	+12	Eureka	6	6	5	5	4	3	2

## Class Abilities:

**Spell Casting:** Similar to a wizard, a gadgeteer keeps his spell in his magic journal. He must study his journal to prepare his spells for the day the same as any wizard. Intelligence is the key attribute to a gadgeteer's spell casting and any attribute modifier is applied to increase the number of spells cast per day as well as the saving throw for each spell. The gadgeteer can not copy spells from a wizard's grimore or visa versa since each follows a slightly different philosophy of magic. A gadgeteer starts with four cantrips. She learns two more spells from any level she can cast every additional gadgeteer level gained. In addition, the gadgeteer can learn new spells from the work of other gadgeteers. The cost to incorporate these new gadgeteer spells into her magic journal is  $10 + (10 \times \text{the spell's level})$  in gold pieces.

**Gun Bunny (Su):** A supernatural link is forged between a weapon and the Gadgeteer. It provides the weapon with a **+1 magical weapon bonus**, but only to one specific firearm or exotic mechanical weapon (i.e. repeating crossbow) wielded by the character. Once this link is forged, it lasts for 24 hours. This +1 bonus stacks with all weapon feats and increases by +1 at levels 6, 11, 15, and 18. It does not stack with any spells or magic weapon bonuses and is lost in anti-magic areas.

**Brass Familiar (Su):** This is a construct that acts as a familiar for the gadgeteer. If the brass familiar is destroyed the gadgeteer loses 1d4 hit points permanently. It requires a craft (clockworks) roll (DC 25) for the gadgeteer to design his familiar, takes a full week to build, and costs 100 gp to create. A gadgeteer can only have one brass familiar at a time.

### Brass Familiar

Tiny Construct

Hit Points: Equal to one half the caster's hit points.

Initiative: +2

Speed: 20ft

Armor Class: 14 (+2 size, +2 DEX)

BAB: Same as the gadgeteer creator

Attacks: 1 bite: BAB +2

Damage: Bite:

Face/Reach: 2.5ft x 2.5ft / 0ft

Special Attacks: Starts with none

Special Qualities: DR: 2/bludgeoning

Saving Throws: Same as gadgeteer

Abilities: STR 10, DEX 14, CON --, INT 10, WIS 12, CHA 7.

Skills: Hide: 8

Climate/Terrain: Any

Feats: Starts with none

Organization: Solitary

CR: Half of the caster

Treasure: None

Alignment: True Neutral

Brass familiars often resemble animals, but they are unable to fly or swim. It gains special abilities according to the class level of the gadgeteer as indicated below.

<b>SPECIAL ABILITIES</b>			
CLASS LEVEL	NATURAL ARMOR BONUS	INT	SPECIAL
1ST-2ND	+1	6	ALERTNESS, IMPROVED EVASION, SHARE SPELLS, EMPATHIC LINK
3RD-4TH	+2	7	DELIVER TOUCH SPELLS
5TH-6TH	+3	8	SPEAK WITH MASTER
7TH-8TH	+4	9	SHARE SKILLS
9TH-10TH	+5	10	
11TH-12TH	+6	11	SPELL RESISTANCE: MASTER'S LEVEL +5
13TH-14TH	+7	12	SCRY ON FAMILIAR
15TH-16TH	+8	13	
17TH-18TH	+9	14	
19TH-20TH	+10	15	

**SHARE SKILLS:** THE GADGETTEER CAN SHARE HIS SKILLS (AT HALF HER NORMAL VALUE) WITH HER FAMILIAR AS LONG AS HE MAINTAINS LINE OF SIGHT ON THE FAMILIAR.

**Arcane Gadget (Su):** With this ability, the gadgetteer can create a single use, spell completion device. The Gadgetteer can store one of her known spells within a piece of non-magical apparel by adding a mechanical device that costs 10gp +20gp x spell level x caster level and 10xp x caster levels x spell level. Each arcane gadget fills one clothing slot (necklace, hat, ring, belt, boots, gloves, etc.). Activating the arcane device is a standard action for the wearer.

**Armored Casting (Ex):** The gadgetteer can ignore the spell check of any "light" armor that he or she is wearing. Shields, medium armor, heavy armor, and any type of supplementary armor will impair her somatic spells.

**Traps (Ex):** At level four, the gadgetteer can disable traps with equal ability to the rogue, and spot magical and mechanical traps with a Search DC of 20+.

**Gun Whiz (Ex):** The gadgetteer can now purchase the *Weapon Specialization* feat for any firearm chosen as a *Weapon Focus*. At 16<sup>th</sup> level, the gadgetteer can access the *Greater Weapon Specialization* feat. Only "access" is granted by this ability.

**Bonus Feats (Ex):** The gadgetteer can choose a weapon related feat for any exotic weapon in which she is proficient at levels 10, 13, 16, and 19.

**Eureka (Ex):** The gadgetteer gains a brilliant insight into the creation of a group of magic items. The gadgetteer can ignore the spell requirement for object of one specific *Magic Item Creation* feat and instead replaces it with a mechanical gizmo worth 10 gp x Level of the Spell x Caster Level Required. This ability is specific to one item creation feat of choice and this feat must be possessed by the gadgetteer. With this ability the gadgetteer can make not only arcane items but druidic, divine, time magic, or mirror magic items as well.

## GADGETTEER SPELLS

### Level 0

Acid Splash  
Arcane Mark  
Detect Magic  
Flare  
Light  
Mending  
Open/Close  
Read Magic  
**Repairs: Minor**  
**Surefire**  
**Tracer**  
**Quick Draw**

### Level 1

Alarm  
Color Spray  
Comprehend Languages  
Detect Secret Doors  
Expeditious Retreat  
Feather Fall  
Floating Disk  
Grease  
Hold Door  
Identify  
Mage Armor  
Magic Aura  
Magic Weapon  
**Eldritch Bullet**  
**Repair: Light**  
Shield  
Shocking Grasp  
**Smog**  
True Strike

### Level 2

Acid Arrow

Blindness/Deafness  
Bull's Strength  
**Buzz Cut**  
Cat's Grace  
Continual Flame  
Darkvision  
**Junk Man**  
Knock  
Locate Object  
Magic Mouth  
Obscure Object  
Pyrotechnics  
**Repair: Moderate**  
Shatter

### Level 3

Arcane Sight  
**Bull's-eye**  
Daylight  
Explosive Runes  
Flame Arrow  
Fly  
**Friendly Fire**  
Haste  
Keen Edge  
Lightning Bolt  
Magic Weapon: Greater  
**Repair: Serious**  
Shrink Item  
Slow  
Tongues  
Water Breathing  
**Water Tight**

### Level 4

Black Tentacles  
Detect Scrying

Dimensional Door  
Fire Trap  
**Iron Shell**  
Minor Creation  
Rainbow Pattern  
**Repair: Critical**  
**Reshape Metal**  
Rusting Grasp  
Scrying  
Shout  
Stone Shape  
Stoneskin

### Level 5

**Acid Rain**  
Blight  
Cloudkill  
**Kill Shot**  
**Rust Breath**  
Secret Chest  
Symbol of Pain  
Symbol of Sleep  
Telekinesis

### Level 6

Acid Fog  
Analyze Dweomer  
Chain Lightning  
Disintegrate  
Guards and Wards  
Legend Lore  
Programmed Image  
**Repair: Complete**  
**Steel Shell**  
**Tin Soldier**  
Wall of Iron

## NEW ARCANES SPELLS

### Cantrips

#### Repair: Minor

Transmutation

**Level:** 0

**Components:** V, S, M (iron shavings)

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** repair 1 hit point to one object

**Duration:** Instant

**Saving Throw:** None

**Spell Resistance:** No

This spell repairs 1 point of damage to constructs or none living objects. This spell will not repair objects that are destroyed.

### Surefire

Abjuration

**Level:** 0

**Components:** V, S, M (candle wax)

**Range:** Touch

**Effect:** One bullet

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

The *Surefire* spell keeps a black powder charge bone dry even in the fiercest downpours. The barrel must be loaded before the spell is cast upon it, and the effect will last until the flintlock is fired.

### Tracer

Divination

**Level:** 0

**Components:** V, S, M (silk thread)

**Range:** Touch.

**Effect:** Locate one object

**Duration:** 1 hr/level

**Saving Throw:** None

**Spell Resistance:** No

A *Tracer* spell allows the caster to locate an object as long as she remains within 120 feet of it. This spell is often used to follow someone inconspicuously by placing the enchant object on his person. The mage must hold the object enchanted while casting this spell.

### Quick Draw

Transmutation

**Level:** 0

**Components:** V, S, M (metal spring)

**Range:** Self

**Effect:** Quick Draw feat

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

By placing a Quick Draw spell on an object, the next time the character pulls a weapon he unsheathes it as a “free” action.

## **Level 1**

### Eldritch Bullet

Evocation (Force)

**Level:** 1

**Components:** V, M (pinch of ash)

**Range:** Unchanged

**Effect:** +1d4 force damage

**Duration:** One shot

**Saving Throw:** None

**Spell Resistance:** Yes

This spell adds +1d4 force damage to a projectile weapon. These projectiles can affect incorporeal and intangible targets. The force damage is in addition to any weapon damage inflicted.

### Repair: Light

Transmutation

**Level:** 1

**Components:** V, S, M (bit of wire)

**Range:** Touch

**Effect:** Repairs 1d8 +1/level (max 5)

**Duration:** Instant

**Saving Throw:** None

**Spell Resistance:** No

This spell restores 1d8 hp +1hp/level (5 max) to any object or construct. This spell does not work on objects that are destroyed.

### Smog

Conjuration

**Level:** 1

**Components:** V, S, M (pinch of soot)

**Range:** Close (25ft plus 5ft per 2 levels),

**Effect:** -1 penalty on all rolls

**Duration:** 1 min/level

**Saving Throw:** Will (negates)

**Spell Resistance:** Yes

This conjuration creates a 30ft radius cloud of smoke and dust that irritates the eyes and throat. All creatures within the cloud take a -1 morale penalty to all rolls (attacks, checks, and saves).

## **Level 2**

### Buzz Cut

Conjuration

**Level:** 2

**Components:** V, S, M (tiny metal disc)

**Range:** 20ft radius centered on the spell caster

**Effect:** 2d6 slashing damage

**Duration:** 1 round per level

**Saving Throw:** Reflex (negates)

**Spell Resistance:** Yes

This spell creates a flying magical buzz saw that the caster can direct to attack anyone within a 20ft range of her. The buzz saw can only attack one target per round and inflicts 2d6 slashing damage. The spell caster can take no other action while directing the buzz saw.

### Junk Man

Conjuration

**Level:** 2

**Components:** V, S, F (large pile of scrap metal)

**Range:** Close (25ft +5ft per 2 exp. Levels)

**Effect:** Creates a construct of scrap metal

**Duration:** 10 min/level

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a scrap metal servant that will do whatever the caster tells it to do. While the caster remains in “close” range it, she can direct its actions. If the caster abandons the Junk Man it reverts back to a pile of junk.

***Junk Man******Large Construct******Hit Points:*** 2d8 (9 hp)***Initiative:*** +0***Speed:*** 20ft***AC:*** 20 (-1 size, +11 natural)***Face/Reach:*** 5ftx5ft/ 10ft***Attack:*** Slam (1d8+3): +5***Full Attack:*** 2 Slam (1d8+3): +5***Special Attacks:*** Detonate***Special Qualities:*** Construct Traits, Dark vision: 60ft***Attributes:*** STR 16, DEX 10, CON --, INT --, WIS 10, CHA 1.***Saves:*** Same as the caster***Special Attacks:***

***Detonate (Su):*** When the Junk Man is reduced to zero hit points or less, it explodes causing all adjacent targets to make a Reflexive Save (DC: 12 + INT modifier of the caster) or suffer 1d8 Force damage.

**Repair: Moderate**

Transmutation

**Level:****Components:** V, S, M (pinch of glue)**Range:****Effect:** Repairs 2d8 hp +1/level (max 10)**Duration:****Saving Throw:****Spell Resistance:**

This spell restores 2d8 +1/level hit points to any construct or non-living object. This spell does not repair destroyed objects.

**Level 3****Bull's-eye**

Divination

**Level:** 3**Components:** V, M (drop of blood)**Range:** Touch**Effect:** Automatic Critical Attack**Duration:** One Attack**Saving Throw:** None**Spell Resistance:** No

With this spell, the caster inflicts a critical hit with her next attack automatically. If the attack misses the spell is wasted.

**Friendly Fire**

Enchantment

**Level:** 3**Components:** V, S, M (Black Poppy Syrup: 200gp)**Range:** 50ft +5ft per level (15ft radius)

**Effect:** Randomly attack/fire on a nearby creature

**Duration:** One round

**Saving Throw:** Will (negates)

**Spell Resistance:** Yes

This spell can effect a mass of troops and cause them to shoot at or attack the wrong target. This spell is most often cast at a squad of archers or riflemen on the battlefield. This spell will affect any creature vulnerable to enchantment within a 15ft radius of effect. Targets that fail their save rolls will randomly attack one of the creatures within sight.

### Repair: Serious

Transmutation

**Level:** 3

**Components:** V, S, M (tiny screwdriver)

**Range:** Touch

**Effect:** repairs 3d8 +1/level (+15 max)

**Duration:** Instant

**Saving Throw:** None

**Spell Resistance:** No

This spell restores 3d8+1/level to damaged constructs and non-living objects.

### Water Tight

Abjuration

**Level:** 3

**Components:** V, S, M (bee's wax)

**Range:** Touch

**Effect:** Affects one 5ftx5ftx5ft area per level

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

The *Water Tight* spell makes any sealed room or container water proof. This effect lasts for the spell duration or until the container takes more than 5 hit points of damage.

## **Level 4**

### Iron Shell

Abjuration

**Level:** 4

**Components:** V, S, M (flake of iron)

**Range:** Personal

**Effect:** Damage Buffer: 3d10 +1 hp per level (+15 max)

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

*Iron Shell* creates a coating of iron that soaks up the first 3d10+1hp/level of damage the character receives.

### Repair: Critical

Transmutation

**Level:** 4

**Components:** V, S, M (tiny wrench)

**Range:** Touch

**Effect:** repairs 4d8 +1 hp/level (+20 max)



**Duration:** Instant  
**Saving Throw:** None  
**Spell Resistance:** No

This spell restores 4d8+1 hp per level to damaged constructs and inanimate objects. This spell has no effect on the Undead.

### Reshape Metal

#### **Transmutation**

**Level:** 4

**Components:** V, S, M (drop of mercury)

**Range:** Touch

**Effect:** Reshape 10lbs of metal per level

**Duration:** Permanent

**Saving Throw:** Magical metal only

**Spell Resistance:** Yes if magical

This spell allows the gadgeteer to quickly reshape metal without the aid of a forge or metal working tools. This spell has no effect on armor or weapons in worn or in the possession of others. Reshaping a magical metal object with this spell requires a "spell craft" check (DC: 20 plus the required caster level to create).

### **Level 5**

### Acid Rain

Conjuration

**Level:** 5

**Components:** V, S, M (lump of coal)

**Range:** Medium (100ft+10ft/level), Affects a 10ft radius circle 30ft high

**Effect:** 2d8 acid damage per round

**Duration:** 1 round per level (15 rounds max)

**Saving Throw:** Reflex (half)

**Spell Resistance:** Yes

A yellow cloud drops acid rain on all creatures within a cylinder with a 10ft radius and 30ft high. This rain shower inflicts 2d8 acid damage per round and rains for 1 round per caster level.

### Kill Shot

Necromancy

**Level:** 5

**Components:** V, M, F (see below)

**Range:** Personal

**Effect:** Death

**Duration:** Instant

**Saving Throw:** Fortitude (negates)

**Spell Resistance:** Yes

This spell creates an obsidian projectile that will slay any target it strikes if it hits a living creature. Only the spell caster can fire a "kill shot" projectile, and she must strike and inflict damage on the target with the projectile. **Material Component:** Black Pearl worth 300gp. **Spell Focus:** Any single projectile whether magical or mundane.

### Rust Breath

Conjuration

**Level: 5****Components:** V, S, M (pinch of rust)**Range:** Cone: 25ft +5ft per 2 levels**Effect:** Inflicts 3d6 +1 hp/level (+15 Max) to all ferrous creatures within the cone.**Duration:** Instant**Saving Throw:** Reflex (negates)**Spell Resistance:** Yes

This spell will destroy any iron or steel object and inflict 3d6+1 hp/level to all ferrous creatures within range of the spell.

**Level 6****Repair: Complete****Transmutation****Level:** 6**Components:** V, S, M (pinch of iron powder)**Range:** Touch**Effect:** Completely repair construct or inanimate object**Duration:** Instant**Saving Throw:** None**Spell Resistance:** No

This spell restores an object to mint condition. It has no effect on the living or the undead.

**Steel Shell****Level:** 6**Components:** V, S, M (flake of steel)**Range:** Personal**Effect:** Damage Buffer: 5d10 + 1 hp/level (+20 max)**Duration:** 1 round per level**Saving Throw:** None**Spell Resistance:** No

A *Steel Shell* is even stronger than an *Iron Shell* and absorbs more damage before it collapses.

**Tin Soldier****Level:** 6**Components:** V, S, F (Toy Tin Soldier)**Range:** Close (25ft plus 5ft per 2 levels)**Effect:** Create a metal construct**Duration:** 10 min/level**Saving Throw:** None**Spell Resistance:** No

This spell turns a toy tin soldier into a medium humanoid sentient construct. This construct will obey complex orders for the duration of the spell. The mage must remain "close" to the construct or it reverts back to a toy soldier.

***Tin Soldier******Large Construct******Hit Points:** Caster level x 1d8****Initiative:** +2****Speed:** 30ft****AC:** 22 (-1 size, +2 DEX, +11 natural)*

**BAB: Caster Level + Caster's INT modifier**

**Face/Reach:** 5ftx5ft/ 10ft (Longspear: 15ft)

**Attack:** Slam (1d8+9): BAB + 9 to hit or Longspear (1d10+15): BAB +10 to hit

**Full Attack:** 2 Slam (1d8+9) or weapon: BAB +9 to hit

**Special Attacks:** None

**Special Qualities:** Construct Traits, Dark vision: 60ft

**Feats:** Weapon Focus (longspear), Weapon Specialist (longspear)

**Attributes:** STR 28, DEX 14, CON --, INT 10, WIS 10, CHA 10.

**Saves:** Same as the caster

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