# 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.
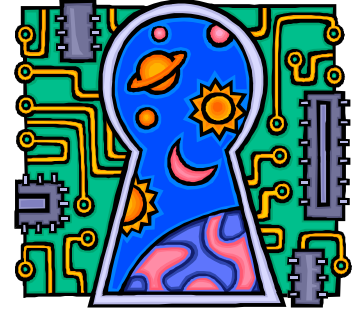
Core Class
Hit Dice: d6
Alignment Restrictions: Only lawful alignments
Skill Points: 4 per class level
Class Skills: Alchemy, Appraise, Craft (Any), Concentration, Decipher Script, Disable Device, Knowledge (Arcana), Knowledge (Architecture and Engineering), Profession (Any), Spellcraft, Open Lock, Search, 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	0	1st	2nd	3rd	4th	5th	6th
						-------Spells/Day--------						
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 gadgetteer 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 it the key attribute to a gadgetteer'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 gadgetteer can not copy spells from a wizard's grimore or visa versa since each follows a slightly different philosophy of magic. A gadgetteer starts with four cantrips. She learns two more spells from any level she can cast every additional gadgetteer level gained. In addition, the gadgetteer can learn new spells from the work of other gadgetteers. The cost to incorporate these new gadgetteer spells into her magic journal is 10 + (10 x the spell's level) in gold pieces.

Gun Bunny (Su): A supernatural link is forged between a weapon and the Gadgetteer. 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 gadgetteer. If the brass familiar is destroyed the gadgetteer loses 1d4 hit points permanently. It requires a craft (clockworks) roll (DC 25) for the gadgetteer to design his familiar, takes a full week to build, and costs 100 gp to create. A gadgetteer 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 gadgetteer creator
Attacks: 1 bite: BAB +2
Damage: Bite:
Face/Reach:2.5ftx2.5ft/ 0ft
Special Attacks: Starts with none
Special Qualities: DR: 2/bludgeoning
Saving Throws: Same as gadgetteer
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 gadgetteer as indicated below.

Special Abilities			
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 16th 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 ARCANE SPELLS

Cantrips

<u>Repair: Minor</u>
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 gadgetteer 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 that 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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