

PATHFINDER CAMPAIGN SETTING™



TECHNOLOGY GUIDE

TIMEWORN TECHNOLOGY GLITCHES

Timeworn technology doesn't always work as intended. There's a 50% chance that timeworn items glitch under the following conditions.

- When an item is first used after a month or more of inactivity.
- Anytime a single-use consumable is used.
- When using an item in a way that would drain its last charge.
- When an item requires a d20 roll (such as a skill check or an attack roll) to activate or use, and that roll results in a natural 1.
- When a critical hit is confirmed against the wearer of an active defensive item, such as armor or a force field.

Not all glitches are catastrophic. When an item glitches, its effect is hampered or enhanced, as determined by a d% roll. For items that can consume a variable number of charges, these additional charges do not affect the item's performance; if such an item must consume twice as many charges, the amount is based on how many charges the user intended to use. When a glitch would cause an item to consume more charges than it currently holds, the item is drained of all charges and fails to function, but any negative effects still occur. Items that fail to function simply shut down if activated, and cannot be activated again for 1 round. For more information on timeworn technology, see page 55.

ARMOR GLITCHES

Glitching armor that loses its ability to function still provides the normal armor bonus to AC, but any charged abilities are suppressed.

d%	Glitch
01-02	Armor abilities don't function. All remaining charges are drained.
03-05	Armor* seizes up and abilities don't function. The wearer is paralyzed for 1 round.
06-10	Armor doesn't function, but still consumes the normal number of charges.
11-18	Armor doesn't function, but no charges are lost.
19-50	Armor uses twice as many charges as normal (or expends an extra activation's worth of charges if already active).
51-75	Armor functions normally.
76-80	Armor functions better than anticipated. Its armor bonus improves by 1 for the duration of this charge.
81-90	Armor functions much better than anticipated. Its armor bonus improves by 2 and it provides moderate fortification (<i>Pathfinder RPG Core Rulebook</i> 463) for the duration of this charge.
91-98	Armor functions normally; no charges are consumed by this use.
99-100	Armor functions normally and a power surge restores 1d6 charges to the item (up to but not exceeding its capacity).

* For a shield, the shield's wielder is not impeded by the glitch.

GENERAL GLITCHES

Items other than armor, pharmaceuticals, or weapons use this general glitch table.

d%	Glitch
01-02	Item does not function. All remaining charges are drained.
03-05	Item does not function, but still consumes the normal number of charges.
06-10	Item does not function, but no charges are lost.
11-18	Item uses twice as many charges as normal and jolts the user for 1d6 points of electricity damage, but otherwise functions normally.
19-50	Item uses twice as many charges as normal, but otherwise functions normally.
51-75	Item functions normally.
76-80	Item functions better than anticipated, and grants a +1 bonus on any skill check attempted with this use.
81-90	Item functions far better than anticipated, and grants a +2 bonus on any skill check attempted with this use.
91-98	Item functions normally and this use does not consume any charges.
99-100	Item functions normally and a power surge restores 1d6 charges to the item.

PHARMACEUTICAL GLITCHES

Timeworn pharmaceuticals have a chance of glitching when the dose is administered, even if another dose was recently used effectively.

d%	Glitch
01-02	Spoiled. Treat as poisoning by dark reaver powder (<i>Core Rulebook</i> 558).
03-11	Spoiled. Treat as exposure to red ache (<i>Core Rulebook</i> 557).
12-20	Spoiled. Patient is nauseated for 1d6 rounds.
21-30	Spoiled. Patient sickened for 1d6 × 10 minutes.
31-40	Spoiled. No effect.
41-50	Less potent. Decrease all save DCs by 2*. Use minimum values for all random results (such as healing). Decrease durations by 50%.
51-60	Normal effect, but causes 1d4 points of Constitution damage (Fortitude DC 15 half).
61-75	Normal effect, but hallucinogenic (–5 penalty on Perception checks and confused for 2d4 rounds, Fortitude DC 15 negates).
76-85	Normal effect.
86-95	More potent. Increase any save DCs by 2*. Reroll any result of 1. Increase durations by 100%.
96-100	Far more potent. As above, but treat as 2 doses.

* For a cardioamp, decrease the save DCs on a more potent result, and increase the save DCs on a less potent result.

WEAPON GLITCHES

Weapons used to make more than one attack in a turn might glitch multiple times during that turn.

d%	Glitch
01-02	Weapon does not function. All remaining charges are drained.
03-24	Weapon does not function, but still consumes the normal number of charges.
25-39	Weapon consumes twice as many charges as normal and deals 1d6 points of electricity damage per charge consumed (minimum 1d6) to the user.
40-65	Weapon consumes twice as many charges as normal.
66-75	Weapon functions normally but flashes brightly, blinding the wielder and adjacent creatures for 1 round (Reflex DC 15 negates).
76-84	Weapon functions normally.
85-92	Weapon functions better than anticipated, granting a +2 bonus on attack rolls made with that weapon for 1 round.
93-96	Weapon functions much better than anticipated, granting a +2 bonus on attack and damage rolls made with the weapon.
97-98	Weapon functions normally, and this use does not consume any charges.
99-100	Weapon functions normally, and a power surge restores 1d6 charges to the item (up to but not exceeding its capacity).



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On the Cover



Amid the ruins of a crashed spaceship, Lirianne uses new technological gear to defeat a lumbering cyborg in this fantastic cover by Kerem Beyit.



Table of Contents

Introduction 2

The technological wonders presented in this book may not be classical fantasy tropes, but they can enhance your game as surely as any magical item or supernatural effect!

Technology in the World 4

Technology does more than add new items to the game. This chapter explores what skills are needed to interact with high-tech devices and science fiction story elements. Also presented are rules for crafting tech; new feats, spells, and archetypes; and a new prestige class blending magic and high technology.

Technological Equipment 18

The bulk of this book presents new items for use by PCs and NPCs alike. This chapter details new weapons (including beam weapons like laser pistols and heavy weapons like rocket launchers), suits of armor, and other miscellaneous technological items that can be found in Numeria's strange ruins, along with rules for potent pharmaceuticals and cybernetic equipment.

Technological Hazards and Artifacts 54

Not everything brought to Golarion during the Rain of Stars is helpful to adventurers. Many of the technological wonders are dangerous—or dangerously powerful. This chapter covers everything from hazardous radiation and timeworn gear to potent technological artifacts.

Reference

This book refers to *Pathfinder RPG Ultimate Magic* using the abbreviation UM, as well as to several other Pathfinder Roleplaying Game products, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.



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Technology and Magic

“Any sufficiently advanced technology is indistinguishable from magic.”

—Arthur C. Clarke

The above, oft-repeated quote from one of the greatest writers of science fiction is likely known to many of you, but it bears repeating in the context of this book—a book that introduces all manner of science fiction tropes, elements, and rules into a game based primarily around fantasy and magic. As a child, I remember fantasizing about a futuristic device that would let me

watch my favorite movie anytime I wanted. A few years later, I thought my dreams had been fully realized by the VCR—but I hadn’t even imagined a future in which I, while sitting on a beach, would be able to watch my favorite movie on a piece of magic glass that would obey my vocal commands to show me said movie. The idea of a piece of glass that you can talk to and that conjures entertainment out of thin air certainly may feel like magic—at least until everyone has a tablet, at which point it becomes commonplace.

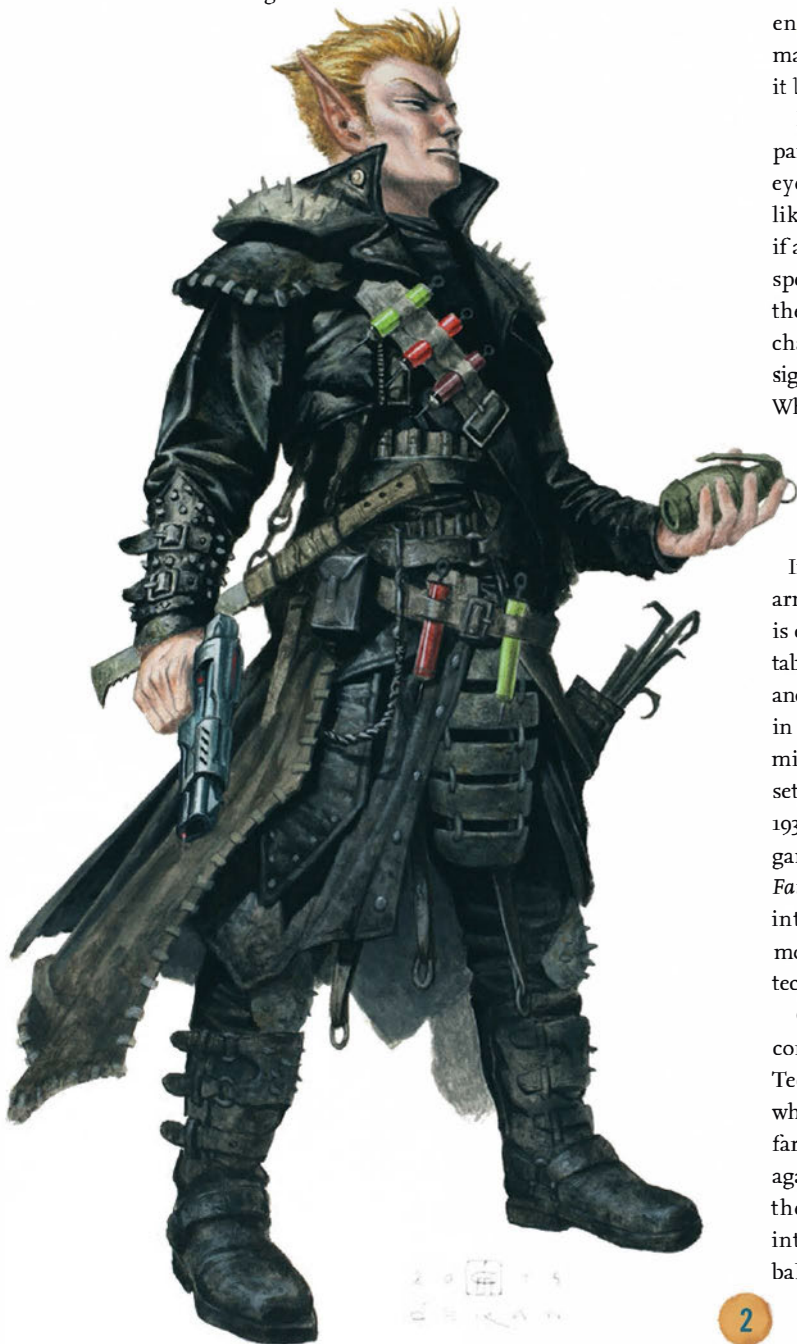
In the Pathfinder campaign setting, magic is ubiquitous, particularly when you view the game world through the eyes of the PCs. It doesn’t matter if we say something like “only 1% of the people in this city can use magic,” if any player has an equal opportunity to take levels in a spellcasting class—the limitations we place on magic in the world are not the same as those we place upon the characters themselves. As a result, it’s easy for us to lose sight of the fact that magic should be magic, unfortunately. When nearly everyone in the game seems to be able to cast spells, magical fireball becomes as mundane as a tablet.

This book is, in a way, looking to address that.

Technology: The New Magic

Introducing high-tech items like laser pistols, powered armor, cybernetics, nanites, and more into a fantasy setting is controversial, but it’s hardly a recent innovation. Earlier tabletop RPGs melded science and technology with fantasy, and Pathfinder has had the super-science realm of Numeria in Golarion from day one. Even before RPGs, authors were mixing modern or futuristic elements with their fantasy settings. Conan encounters an alien in Robert E. Howard’s 1933 short story, “The Tower of the Elephant.” Popular video game franchises like *Might & Magic*, *Wizardry*, and *Final Fantasy* often incorporate alien or futuristic technology into their plotlines. And it seems like every other fantasy movie that came out in the 1980s had some element of technology invading magical worlds, or vice versa.

On Golarion, the role and presence of high tech is mostly constrained to one region—Numeria. We invented the Technic League primarily as an in-world explanation for why the fantastic and futuristic technology hasn’t spread far from the region. With the help of the locals’ taboos against technology and superstitions associated with it, the League prevents most of these devices from spreading into outlying lands. This wasn’t added to preserve any game balance; it exists as a safeguard to prevent the flavors of





Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

technology from meddling with or completely changing the rest of the game world. Technology is a powerful spice to mix with fantasy, after all.

Since it shows up so rarely, and since there are so few ways for PCs to build their own technological devices, technology is a great way for you to re-inject a bit of magic into your game. If you choose to include high-tech items, initially limit these items' availability. Pick and choose what you'll let your PCs gain access to, so you can spread out the wonder of discovery. In the Iron Gods Adventure Path, you can purchase some technological items in Numerian shops or from merchants, but only a few items will be available, and they're not necessarily the ones the players might want. The primary way of gaining technological items should remain finding them as treasure during the course of play—at least, the first time you integrate advanced technology into your game.

Finally, if you're planning on playing in a game that uses technology, such as the Iron Gods Adventure Path, you should strongly consider not reading this book (at least until the campaign is over). The excitement of discovery could be spoiled if you know what lies ahead in these pages, and while many people like to know all of the available options for their characters from the very beginning of a campaign, discovering something new can be quite exciting. If you're the GM, keep in mind that you don't need to allow everything in this book into your game. In particular, limiting access to the technology creation feats can help preserve the rarity of these items in your game. Again, technology is a powerful element in a fantasy setting, and not everyone enjoys it. You know your players better than we do, so trust your own judgment about what level of technology is best for your campaign.

Tinkering with Technology

The focus of this book is on the high-tech items, conditions, hazards, and options available in Numeria, but it only scratches the surface of what could be included in a purely science fiction game. If you're looking to use the rules in this book as inspiration for your own game, or want to introduce brand new technological items, you can use what's presented on the following pages as guidelines for your designs.

One thing to keep in mind is that when you're designing and pricing items, the process isn't really all that different from that of creating a new magic item. By using the magic item creation guidelines when designing technological items, you can help ensure that the end result remains balanced in the game. For example, an inferno grenade isn't all that different than a single-use, use-activated *fireball*, so it's priced out as a one-use item that duplicates a 3rd-level spell at CL 5th, for a total of 750 gp. A death ray is basically a *destruction* spell with a few flavor tweaks and rules adjustments. A gravity clip more or less duplicates the effects of a *lead blades* spell. And so on.

You can, in fact, quickly re-skin just about any existing magic item to stand in for a technological item, as discussed on page 17 of this book. However, keep in mind that you can do the exact opposite as well. Even if you don't want to add technological items to your game, a magic rod that allows a person to disrupt the arcane command structure of a golem and usurp control of it from its creator could be a cool item to throw into a more standard game—just call it a *rod of construct control* and use the stats presented on page 51 for the robojack. Or perhaps you want to give an NPC in your game a set of dragon scales he's grown over his own flesh after undergoing a strange ritual—you can give him dermal plating (see page 37) and call it a *dragonhide blessing*.

As an extension of this, you should consider introducing the items in this book into your game without initially referring to them by name. In the setting, the use of *comprehend languages* and investigation into surviving documents found in the ruins of crashed ships throughout Numeria have given the Technic League and adventurers countless opportunities to find out what the creators of these devices called them, and it's by those names we refer to them in this book—translated, of course, into the language this book is written in, since none of us here on Earth know how to read Taldane or any other language found on Golarion! When the PCs encounter their first laser pistol, describe it to them but don't just say, "You found a laser!" Instead, the NPC who first uses it against the PCs might refer to it as her "fire gun" or "red scorcher" or "crimson beam device" or whatever. Letting the PCs come up with their own names for these strange new weapons is perhaps the most satisfying solution—Erik Mona still quakes in his proverbial boots at memories of the "moon guns" that laid one of his characters low in a game I ran for folks here at Paizo. "Moon gun" isn't what the weapon was called in the original adventure, but I certainly can't remember off the top of my head what it WAS called. "Moon gun" is so much better because it came into being organically, through play.

Remember that the primary purpose of these items isn't to give players or NPCs strange new options and powers. They'll certainly do that (although not much more than existing magic items do), but more importantly, they'll add an element of exciting unfamiliarity to your game.

Because, as Clarke so wisely pointed out (although not in so few words)—technology is magic!

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Technology in the World

"It is a curious but undeniable fact that the ruins strewn across the Numerian landscape, by which I mean the relics cast down from above during the Rain of Stars, host few if any examples of magical enhancement or gear. The only possible conclusion is that magic is simply not practiced on all worlds as it is here on Golarion. Whether magic is viewed as a strange superstition or simply can not function on these distant worlds is in large part irrelevant to an investigation of Numerian relics, of course. That these other worlds never unlocked the mysteries of magic and thus turned to technology and science to solve their worldly problems is the result, and these results now lie in Numeria for the open-minded to explore. These relics are capable of wondrous effects. Make no mistake—there is no magic behind science, but its potential may be just as great."

—From *Beyond Steel: The Mysteries of Numerian Science*



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

Even in a world full of magic, wonders remain that perplex even the most learned of sages. Among the most enigmatic objects in the Inner Sea region are the strange technological items found in Numeria.

No new skills specific to dealing with advanced technology are introduced in this book, but several skills gain new uses, as detailed below. PCs who embrace super-science and futuristic tech can choose from a number of feats, spells, and archetypes to give them more options regarding technology, while those who want little to do with the strange and alien devices can select character options that grant them heightened defenses or offense against technology. Additionally, the technomancer prestige class unlocks the secrets of powering technology through magic, and of repurposing captured devices into forms unimagined by their creators. Though this technology was once the domain of the Technic League alone, foreign arcanists have stolen or reproduced many of the Leagues' most secret techniques, an action that's considered a capital offense in Numeria.

Skills

No new skills are introduced to the Pathfinder RPG to model how characters interact with technology—rather, existing skills are expanded to allow for such interaction. Additional rules for how skills interact with technology are listed below. Without the Technologist feat, a character is treated as untrained in the skill in question when using it on technology.

Craft (Int)

Those who wish to construct or repair technological items use the Craft (mechanical) skill in conjunction with the technological item crafting feats presented on page 6. Without the Technologist feat, Craft (mechanical) can still be used to craft less advanced forms of technology such as gears, hinges, and pulleys. Note that on Golarion, NPCs with the means of crafting technological items are extremely rare, and it is not assumed that PCs have access to such resources. GMs are encouraged to discuss such considerations with their players before allowing technological crafting into the game.

Disable Device (Dex; AC Penalty; Trained Only)

With the Technologist feat, you can use Disable Device to interact safely with explosive devices and disable technological devices and traps.

Arm Explosive: If you possess a detonator (see page 43), you can arm an explosive weapon as a trap. Connecting a detonator to an explosive requires a successful DC 10 Disable Device check. Failure means that the attempt fails, but you can attempt to arm the explosive again. Failure by 5 or more means the explosive is triggered as the detonator is installed. You can attempt to make an explosive difficult to disarm. To do so, choose a target disarm DC of 15 or higher, with a DC increment of 5. This becomes your target DC to set the explosive as well as the DC to disarm the explosive.

Disable Electronic Device: Disabling an electronically controlled trap or unlocking an electronically locked door is easier if you use an e-pick (see page 43). Without an e-pick, you take a –5 penalty on any attempt to use Disable Device on an electronic device.

Disarm Explosive: Disarming an explosive requires the character to succeed at a Disable Device check as if disarming a trap. The DC is usually 10, unless the person who set the explosive successfully did so with a higher disarm DC. A failure to disarm an explosive by 5 or more immediately triggers the explosive.

Special: A character can take 10 when using Disable Device to arm or disarm explosives, but cannot take 20.

Time: Arming an explosive device takes 1 minute or more, depending on the scope of the job. Disarming an explosive is treated as if the explosive were a complex trap, and takes 2d4 rounds to attempt.

Linguistics (Int; Trained Only)

A character with the Technologist feat can attempt a Linguistics check to decipher certain complex messages that appear in Numerian ruins. Note that many of these messages are written in the native language of the crashed starship's crew, Androffan. This language is spoken outside of Numeria only rarely, and even within its borders, the Technic League has tried (quite unsuccessfully) to keep it a secret language.

Androffan: This is the language spoken by the crashed ship's original human crew. Some robots in Numeria may also know it (either in addition to Common and Hallit or replacing these languages), depending on the robots' nature. Androffan cannot be chosen as a bonus language for high Intelligence without GM permission.

Researching Technology

A character can use the following skills to research technological subjects. Other skills may have research applications as well, subject to GM approval.

Heal: Used to identify and understand pharmaceuticals.

Knowledge (arcana): Although robots are constructs, Knowledge (arcana) cannot be used to identify robots or their abilities and weaknesses.

Knowledge (engineering): This is the most important skill with regard to technological subjects. Knowledge (engineering) can be used to identify a robot's abilities and weaknesses. Knowledge (engineering) is also used to identify and understand unknown technological objects in a similar manner to how Spellcraft is used to identify the properties of a magic item. The DC to correctly identify and understand an unknown technological object is equal to the object's Craft DC. An object with a Craft DC of 15 or less can be automatically identified and understood by someone trained in Knowledge (engineering) who also has the Technologist feat.

Knowledge (geography): Used for astronomy.

Feats

Several new technology-related feats interact with Numerian technology.

Craft Cybernetics

You can build cyberware and install it in a creature's body.

Prerequisites: Technologist, Heal 9 ranks, Knowledge (engineering) 9 ranks

Benefit: You can create cybernetic items. Creating a cybernetic item takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Crafting High-Tech Items on page 16 for more information.

You can repair a broken cybernetic item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

You can also install a cybernetic item in a creature's body. See the Cybertech section on page 35 for more information on installing cyberware.

Craft Pharmaceutical

You can craft pharmaceuticals.

Prerequisites: Technologist, Heal 9 ranks, Knowledge (nature) 9 ranks

Benefit: You can create any pharmaceutical or poison. Creating a pharmaceutical takes 2 hours if its base price is 250 gp or less; otherwise, the creation of the pharmaceutical takes 1 day for every 1,000 gp in its price. To create the pharmaceutical or poison, you must use up raw materials costing half of this total price. See Crafting High-Tech Items on page 16 for more information.

Craft Technological Arms and Armor

You can build technological weapons and armor.

Prerequisites: Technologist, Craft (mechanical) 7 ranks, Knowledge (engineering) 7 ranks

Benefit: You can create technological weapons or armor. Creating a technological weapon or suit of armor takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Crafting High-Tech Items on page 16 for more information.

You can also repair a broken technological weapon or suit of armor if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

Craft Technological Item

You can craft technological gear and items.

Prerequisites: Technologist, Craft (mechanical) 5 ranks, Knowledge (engineering) 5 ranks

Benefit: You can create technological gear. Creating a piece of technological gear takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price. See Crafting High-Tech Items on page 16 for more information.

You can also repair a broken technological item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

Robot's Bane

You have trained to avoid the attacks and effects employed by robots and technology and to combat them effectively.

TABLE 1-1: FEATS

Feat	Prerequisites	Benefits
Craft Cybernetics	Technologist, Heal 9 ranks, Knowledge (engineering) 9 ranks	Create and install cybertech
Craft Pharmaceutical	Technologist, Heal 9 ranks, Knowledge (nature) 9 ranks	Create pharmaceutical items
Craft Technological Arms and Armor	Technologist, Craft (mechanical) 7 ranks, Knowledge (engineering) 7 ranks	Create technological weapons and armor
Craft Technological Item	Technologist, Craft (mechanical) 5, Knowledge (engineering) 5 ranks	Create technological items
Robot's Bane	Knowledge (engineering) 5 ranks	Gain offensive and defensive bonuses against robots
Scavenger's Luck	Knowledge (engineering) 1 rank	When using timeworn technology, roll twice to determine the glitch effect
Technologist	—	Can use skills with technological subjects
Technology Adept	Dex 13, Exotic Weapon Proficiency (firearms), Point-Blank Shot	Gain a bonus on save DCs to resist the effects of technological firearms
Technophobe	Improved Sunder	Gain a morale bonus when you destroy a robot or technological item
Wrest Charge	Disable Device 5 ranks, Knowledge (engineering) 5 ranks	Jury-rig a depleted battery to hold 1 charge



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

Prerequisite: Knowledge (engineering) 5 ranks

Benefit: You gain a +1 bonus on attack and damage rolls against creatures with the robot subtype. Additionally, you gain a +1 dodge bonus to your AC and a +1 bonus on saving throws against attacks and effects from robots. If you have at least 11 ranks in Knowledge (engineering), these bonuses increase to +2. If you have at least 17 ranks in Knowledge (engineering), these bonuses increase to +3.

Special: If you have constructs as a favored enemy, you can use your favored enemy bonus toward constructs in place of the bonus granted by this feat if it's larger. These bonuses do not stack with those granted by other abilities that allow you to add your favored enemy bonus to AC or on saving throws.

Scavenger's Luck

You coax better behavior out of timeworn technology.

Prerequisite: Knowledge (engineering) 1 rank

Benefit: When your check for using a piece of timeworn technology results in a glitch, you can roll again. You must choose to reroll before determining the specific glitch, and must take the second result, even if it's worse. When you use timeworn technology, it doesn't automatically glitch on a natural 1.

Technologist

You are familiar with the basic mechanics of technology.

Benefit: You are considered to be trained in any skill used against a technology-based subject. If the skill in question requires training to use even against non-technological subjects, you must still have ranks in that skill in order to gain the benefit of Technologist.

Normal: You treat all skill checks made against technology as if they were untrained skill checks. This may mean that you cannot attempt certain skill checks, even if you possess ranks in the skill in question.

Technology Adept (Combat)

You utilize high-tech firearms to maximum effect.

Prerequisites: Dex 13, Exotic Weapon Proficiency (firearms), Point-Blank Shot

Benefit: When you attack with a technological firearm that consumes charges, the save DC of any effect caused by that firearm increases by 1. If your bonuses from Point-Blank Shot apply, it increases by 2 instead.

Technophobe

Smashing technological abominations brings you joy.

Prerequisite: Improved Sunder

Benefit: When you reduce a robot to 0 hit points or destroy a technological item possessed by an enemy, you receive a +2 morale bonus on ability checks, attack rolls, saving throws, and skill checks for a number of rounds equal to your Wisdom bonus (minimum 1 round). You receive this bonus for destroying an unattended object so long as it was in the possession of an enemy within the last round.

Wrest Charge

You can extract a charge from otherwise depleted technology.

Prerequisites: Disable Device 5 ranks, Knowledge (engineering) 5 ranks

Benefit: With a successful DC 20 Disable Device check, you can jury-rig a depleted (but not destroyed) battery so it provides 1 more charge. Using this charge or failing your check by 5 or more permanently depletes the battery.

You can attempt the same check to add 1 last charge to a discharged piece of timeworn technology. Regardless of the outcome, no other attempts can be made, even by another person. Using this feat takes 1 minute. You can attempt to wrest a charge as a move action by taking a -10 penalty on your check. This feat does not stack with the charge cycling deed.



Spells

While technology is nonmagical, in a world of magic such as Golarion, spells have been developed to interact with technology and defend against its presence in Numeria.

ANTITECH FIELD

School abjuration; **Level** druid 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M/DF (pinch of rust)

Range 10 ft.

Target 10-ft.-radius emanation centered on you

Duration 1 minute/level (D)

Saving Throw Fortitude partial (see text); **Spell Resistance** yes
You bring into being a mobile, hemispherical energy field that prevents technological objects, signals, and creatures from entering.

An *antitech field* suppresses any technological effect used within, brought into, or deployed into the area, but does not negate it. Time spent within an *antitech field* counts against the suppressed effect's duration.

Robots and other technological constructs that come in contact with an *antitech field* must attempt a Fortitude saving throw each round they remain in the field. Failure indicates a creature can take no actions that round and is considered to be helpless. Success indicates a creature can take either one move action or one standard action that round. Partially technological creatures like androids or cyborgs are merely staggered if they fail this saving throw. Note that cybernetic equipment does not function in an *antitech field*, and all benefits granted by such gear are suppressed.

Non-technological creatures can enter the area, as can low-tech missiles like sling stones and arrows. High-tech missiles such as bullets and missiles immediately halt upon contacting the field, and either drop to the ground harmlessly or detonate. An *antitech field* doesn't stop rays created by magical sources, but does stop rays fired from beam weapons such as lasers. The *antitech field* does not offer any protection against explosions caused by technological explosives detonating against it—thus, creatures within the field could still take damage from a rocket that explodes against it.

If a creature is larger than the area enclosed by the barrier, any part of the creature that lies outside the barrier is unaffected by the field.

This spell can be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

DESTROY ROBOT

School transmutation; **Level** druid 5, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, F/DF

Range close (25 ft. + 5 ft./2 levels)

Target one robot (see below)

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You attempt to destroy any one robot in range. When you cast this spell, your hand crackles with electricity. You must succeed at a ranged touch attack to affect the target. The target takes 12d6 points of damage + 1 point per caster level, or 3d6 points of damage + 1 point per caster level on a successful saving throw. A cyborg or android can be damaged by this spell, but takes half damage and gains a +4 bonus on the saving throw to resist the spell's effects.

DETECT RADIATION

School divination; **Level** bard 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 120 ft.

Area spherical emanation, centered on you



BRYAN SYME



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

Duration 10 minute/level

Saving Throw none; **Spell Resistance** no

You detect radiation in the surrounding area. You see radioactive auras as a glowing green shimmer in the air that emanates from radioactive objects; the brighter and more intense the green, the more powerful the radioactivity. This glow does not provide illumination or allow you to see in darkness, apart from being able to see the glow itself. The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it—although radiation can seep into such barriers, causing them to become radioactive (and thus visible to the spell) in time.

DISCHARGE

School abjuration; **Level** bard 3, cleric 3, magus 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature or technological object

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** no
Discharge dissipates the charges from one technical object, temporarily depowers one electrically powered technological object that does not use charges, or severely hinders a creature with the robot subtype. If the spell targets an object with charges, the object loses all of its remaining charges. If the object is powered by electrical means other than charges, its functions are suppressed for 1d4 rounds. If the spell targets a creature not of the robot subtype, it affects a random charged or electrically powered item in that creature's possession. If the target is a robot, the robot is staggered and cannot use any energy-based attacks for 1d4 rounds. A robot that's affected by this spell receives a new saving throw at the end of each round to shrug off the effect.

DISCHARGE, GREATER

School abjuration; **Level** bard 6, cleric 6, magus 6, sorcerer/wizard 6, witch 6

Target or Area one creature or technological object, or a 20-ft.-radius burst

This spell functions as *discharge*, except it can discharge multiple technological objects and can be used to target an area.

You choose to use *greater discharge* in one of two ways: an area discharge or a targeted discharge.

Area Discharge: When *greater discharge* is used in this way, the spell affects everything within a 20-foot-radius burst. Each creature in the area is affected as though by *discharge* (affecting only one object in the creature's possession), and each unattended object is similarly affected.

Targeted Discharge: This spell functions as *discharge*, but if the target is a creature, it can discharge one randomly

determined object from the target's charged or electrically powered possessions for every 4 caster levels you possess.

INFUSE ROBOT

School transmutation; **Level** cleric 7, druid 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one robot

Duration 10 minutes/level (D)

Saving Throw Will negates; **Spell Resistance** yes

If the targeted robot fails its Will saving throw, it transforms into a magical construct made of wood, stone, flesh, or bone. The robot's statistics and abilities do not change, although it is now a magical construct rather than a technological one. It loses the robot subtype, but does not lose its Intelligence score (if any). You can issue mental commands to the infused robot as long as it stays within range of the spell; issuing commands in this manner is a free action for you. When the spell's duration runs out, the robot transforms back to normal but is staggered for 1d4 rounds.

IRRADIATE

School conjuration (creation); **Level** cleric 3, druid 4, magus 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect special (see below)

Duration instantaneous

Saving Throw Fortitude partial (see below); **Spell**

Resistance no

The spell's area of effect floods with dangerous radiation. The strength of the radiation you create depends on your caster level, as detailed below. The central irradiated area is always a 10-foot-radius spread that expands normally per the rules for radiation areas of effect (see page 55). Creatures within the area are exposed to the radiation only once; the radiation does not linger in the area. The save to resist the radiation effects is set by the spell, not the standard save DC for radiation.

Caster Level	Radiation Level
6th or lower	Low
7th–9th	Medium
10th–16th	High
17th or higher	Severe

MAGIC CIRCLE AGAINST TECHNOLOGY

School abjuration; **Level** cleric 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (a 3-ft.-diameter circle of powdered copper)

Range touch

Area 10-ft.-radius emanation from touched creature

Duration 10 minute/level

Saving Throw Will negates (harmless), see text; **Spell**

Resistance no; see text

All creatures within the area gain the effects of a *protection from technology* spell. Creatures in the area, or that later enter the area, receive only one attempt to suppress technological effects that are controlling them. If a creature succeed at this save, such effects are suppressed as long as the creature remains in the area. Creatures that leave the area and then return are not protected. Robots receive a saving throw and spell resistance to avoid being kept at bay, but the deflection and resistance bonuses and the protection from mental control apply to non-technological creatures in the area even if a robot succeeds at its saving throw and is thus able to enter the area.

This spell is not cumulative with *protection from technology* and vice versa.

MAKE WHOLE, GREATER

School transmutation; **Level** cleric 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range 10 ft.

Target one object of up to 5 lb./level

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

This spell repairs 1d6 points of damage plus 1 point per level when cast on a construct creature (maximum 10d6+10). *Greater make whole* can fix destroyed magic items or technological items (items at 0 hit points or fewer), and restores the magic properties of the item if your caster level at least equal to that of the item. This spell otherwise functions as *make whole*.

MEMORY OF FUNCTION

School transmutation; **Level** cleric 7, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, powdered skymetal worth 10,000 gp

Range touch

Target object or construct touched

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

Even a broken object remembers what it means to be a functioning whole. You restore a broken object, drained piece of timeworn technology, or destroyed construct to a functional state, as if it were new and intact. Any pieces missing from the object or construct remain missing. Significant missing pieces may prevent proper functioning. If the object had charges, you restore it to its full capacity. Other consumables such as ammunition are not restored. Constructs brought back in this fashion regain their memories up to the moment of their destruction and have no particular inclination to serve the caster. Timeworn

technology restored with this spell does not suffer any chance of glitching, and can be recharged as long as the spell persists. When the spell's duration expires, the object returns to its broken or drained state, and any unused charges bestowed by this spell are lost.

If you attempt to cast this spell on an object or a construct that has been destroyed for more than 10 years per caster level you possess, the spell fails.

PROTECTION FROM TECHNOLOGY

School abjuration; **Level** cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a pinch of powdered copper)

Range touch

Target creature touched

Duration 1 minute/level (D)

Saving Throw Will negates (harmless), see text; **Spell**

Resistance no, see text

This spell wards a creature from attacks by technological objects and creatures of the robot subtype, and protects against mental control from technological sources. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the target gains a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. Both of these bonuses apply against attacks made or effects caused by technological objects and creatures with the robot subtype.

Second, the target immediately receives another saving throw (if one was allowed to begin with) against any technological effects that exercise mental control over the creature, including the effects of pharmaceuticals such as torpinal. The target gains a +2 morale bonus on this saving throw, using the same DC as the original effect. If the target succeeds at this save, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to exercise mental control over her using technological means.

REBUKE TECHNOLOGY

School abjuration; **Level** druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, F/DF (powdered fragments of technology)

Range medium (100 ft. + 10 ft./level)

Target one technological object or creature

Duration 1 round/level

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You shroud the targeted technological object or creature (such as a robot or a nanotech swarm) with magical energy. If the targeted creature fails to resist the spell, it is rendered inert and unusable (or unconscious in the case of creatures) for the spell's duration. A creature can attempt a new Fortitude saving throw to end the effect early at the end of its turn after the first full round it is affected by this spell.



RECHARGE

School evocation; **Level** bard 2, cleric 3, magus 3, sorcerer/wizard 3

Casting Time 1 round

Components V, S, M (500 gp of diamond dust)

Range touch

Target object touched

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You restore up to 1 charge per level to a battery or half that number of charges to a technological item capable of being charged by a battery. If you recharge a battery, there is a 20% chance that the battery is destroyed by the attempt. If you restore more charges than the item can hold, the item must succeed at a Fortitude saving throw or take 1d6 points of electricity damage for each excess charge. This spell provides no knowledge of how many charges an item can safely hold, but you can choose to bestow fewer charges than the maximum allowed to reduce the risk; you must declare how many charges you are restoring before casting this spell.

REMOVE RADIOACTIVITY

School conjuration (healing); **Level** bard 4, cleric 4, druid 4, inquisitor 4, paladin 4, ranger 4, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You remove all ongoing radiation effects, both primary and secondary, on a single target if you succeed at a caster level check (DC = the Fortitude DC associated with the radiation effect). In addition, you immediately restore 1d4 points of Constitution drain and 1d4 points of Strength drain caused by radiation—this spell cannot restore ability damage or drain caused by other sources. When cast on an area, a single casting of *remove radioactivity* removes radiation from a 20-foot-radius area around the point you touch. This spell has no power to negate naturally radioactive materials, and as long as such materials remain in an area, the radiation that was removed may return.

REMOVE RADIOACTIVITY, GREATER

School conjuration (healing); **Level** cleric 8, druid 8, witch 8

This spell functions like *remove radioactivity*, save that it cures all ability damage and drain due to radioactivity that the target has taken. In addition, you can deplete a radioactive object as well, although because you must touch the object to affect it, you expose yourself to at least 1 round of contact with the object's radiation. You must succeed at a caster level check (DC = 5 + the Fortitude DC

associated with the radiation effect) in order to deplete the object. If you are successful, the object no longer emits radiation. In the case of a nuclear reactor or atomic warhead, this permanently renders the reactor or warhead inert and harmless.

TECHNOMANCY

School divination; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (oil stirred with a coil of wires)

Range 60 ft.

Target cone-shaped emanation

Duration 3 rounds/level

Saving Throw none; **Spell Resistance** no

This spell functions as *detect magic*, except it detects the presence of technological objects instead of magical objects. The spell grants you the Technologist feat for the purposes of attempting Knowledge (engineering) checks to identify the properties of technological items in your possession. If you already possess this feat, you gain a +10 bonus on Knowledge (engineering) checks to identify item properties.



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

Technology-Themed Archetypes

The concept of archetypes first appeared in the *Advanced Player's Guide*. With an archetype, you can further adjust and specialize a character to fill a more focused role by replacing some of your class abilities with others that fall into specific themes. The archetypes detailed below all have strong ties to Numeria and the technology presented throughout this book.

Full rules on how archetypes function can be found in the *Advanced Player's Guide*.

Cyber-Soldier (Fighter Archetype)

Cyber-soldiers replace fallible flesh with precision-crafted machinery. Some seek to exceed the limitations of humanoid flesh, while others become cyber-soldiers through drastic repairs necessitated by horrific injuries. A cyber-soldier has the following class features.

Cybernetic Combat (Ex): At 5th level, a cyber-soldier gains a +1 bonus on attack rolls with implanted weapons, cybernetic arms, and melee or thrown weapons wielded with a cybernetic arm. Weapons wielded with two cybernetic arms receive double the bonus, except when such weapons are thrown. This damage bonus increases by 1 for every 4 levels gained. This attack bonus does not stack with the attack bonus for weapon training. A cyber-soldier gains a slam attack for each cybernetic arm. These attacks deal 1d6 points of bludgeoning damage for a Medium cyber-soldier and 1d4 points of bludgeoning damage for a Small cyber-soldier. This ability replaces weapon training 1.

Improved Implantation (Ex) At 7th level, a cyber-soldier can exceed the normal limitations on cybertech implantation. Her brain and body slots each accommodate one more piece of cybertech than normal. In addition, her limit on implantation points increases by 1/2 his cyber-soldier level. She can allocate these points between his Intelligence and Constitution scores as she chooses. At 15th level, her body slot can accommodate two more pieces of cybertech than normal. This ability replaces armor training 2 and 4.

Resilience (Ex) At 19th level, a cyber-soldier has a reservoir of 5 temporary hit points for each piece of implanted cybertech in his body. Lost temporary hit points are recovered at the rate of 10 points per hour. This ability replaces armor mastery.

Iron Priest (Cleric Archetype)

Iron priests preach of the messengers from beyond the stars, envoys of the divine brought to Golarion in a falling star. Iron priests can affect robots and other unliving constructs with channeled energy, but lack power over the undead. Appropriate deities for an Iron Priest include Brigh, Nethys, Gorum, and Haagenti. An iron priest has the following class features.

Class Skills: The iron priest's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Heal (Wis), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (local), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Channel Energy (Su): When an iron priest channels energy to heal or harm living creatures, she heals or harms constructs with the clockwork or robot subtypes as well. Constructs without those subtypes are also affected, but gain only half the normal amount of healing or take only half the normal amount of damage, as appropriate. This ability alters channel energy.

Spontaneous Casting: An iron priest can spontaneously cast *make whole* and *greater make whole* in place of *cure/infect moderate wounds* and *cure/infect critical wounds*, regardless of whether she channels positive or negative energy. This ability alters casting.





Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

Numerian Scavenger (Rogue Archetype)

A Numerian scavenger lives for the discovery of new technological wonders scraped from the depths of the strange ruins, metal caverns, and outlandish junkyards of Numeria. She is well-versed in all the ways that technology can be used to protect sites, as well as the ways in which it can malfunction.

Technic Training (Ex): A Numerian scavenger adds 1/2 her rogue level to Perception skill checks to locate mechanical or high-tech traps and to Disable Device skill checks against these traps (minimum +1). She gains Technologist as a bonus feat. She cannot use Disable Device to disarm magical traps. This ability replaces trapfinding.

Lucky Glitch (Ex): Starting at 4th level, whenever a Numerian scavenger triggers a glitch when using a timeworn technological item, she rolls twice and can choose which of the two glitch effects actually occurs. A Numerian scavenger always adds her level to rolls to determine what kind of glitch occurs, and treats rolls of over 100 as 100. This ability replaces uncanny dodge.

Robot Slayer (Ex): At 8th level, a Numerian scavenger knows just where to strike robots to incapacitate and disable them. When she deals sneak attack damage to a robot, she ignores all hardness that robot possesses. This ability replaces improved uncanny dodge.

Savage Technologist (Barbarian Archetype)

Savage technologists exhort Kellids to rise up against the depredations of the Technic League. But rather than rejecting technology, they wield the League's own weapons against it. A savage technologist has the following class features.

Class skills: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Sense Motive (Wis), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Weapon and Armor Proficiency: A savage technologist is proficient with all simple and martial weapons, all firearms, light armor, and shields (except tower shields).

Rage (Ex): A savage technologist can enter rage as a barbarian, except she gains a morale bonus to Strength and Dexterity instead of Strength and Constitution, and she does not take a penalty to Armor Class. She retains the bonus on Will saving throws. When a barbarian ability would increase the savage technologist's Strength while raging, it increases her Dexterity instead. This ability alters rage.

Sword and Gun (Ex): At 2nd level, when a raging savage technologist wields a one-handed firearm in one hand and a light or one-handed melee weapon in the other, she can make ranged attacks with the firearm without provoking attacks of opportunity. She also gains the benefits of the Two Weapon Fighting feat, but only if all attacks are made with those weapons. This ability replaces Uncanny Dodge.

Primal Magnetism (Ex): At 3rd level, a savage technologist adds her Strength modifier on Diplomacy checks when interacting with tribal cultures. She can expend 2 rounds

of rage (even if not raging) to add a bonus equal to 1/2 his barbarian level on a Diplomacy check.

Crack Shot (Ex): At 5th level, a savage technologist adds her Dexterity modifier to her damage rolls when making ranged attacks with a firearm while raging. This ability replaces Improved Uncanny Dodge.

Techslinger (Gunslinger Archetype)

Techslingers spurn unreliable gunpowder weapons in favor of high-tech armaments. They learn to master the quirks of timeworn technology and methods of keeping weapons charged in a primitive world. Techslingers still start play with the black powder blunderbuss, pistol, or rifle granted by the gunsmith class ability, but they gain specialized powers for use after they gain weapons of advanced technology. A techslinger has the following class features.

Deeds: Techslingers have access to all gunslinger deeds, except as noted below for new deeds that replace standard gunslinger deeds.

Covet Charge (Ex): At 1st level, a techslinger can spend 1 grit point to use 1 charge fewer than normal when firing a technological weapon (minimum 0), as long as the weapon has enough charges remaining to be fired at least once. This deed replaces deadeye.

Reliable (Ex): At 1st level, a techslinger can spend 1 grit point as a free action to prevent a timeworn firearm from glitching. This deed replaces quick clear.

Charge Recycling (Ex): At 11th level, by spending 1 grit point, a techslinger can grant 1 temporary charge to a technological firearm, even if the firearm normally can no longer be recharged. This charge must be used within 1 hour or it fades. The techslinger can grant temporary charges to multiple firearms as long as she has enough grit, but temporary charges do not stack with themselves in the same firearm. At 15th level, the techslinger can grant 2 temporary charges when she uses this deed, and at 19th level, she can grant 3 temporary charges. This deed replaces expert loading.

Heavy Weaponry Deeds (Ex): At 11th level, as long as the techslinger has at least 1 grit point, she can treat a heavy weapon as a firearm for the purpose of using deeds.

Bonus Feats: A techslinger can select Technologist as a bonus feat, even though it's neither a combat nor a grit feat.

Technic Training (Ex): Starting at 5th level, a techslinger can select one specific type of advanced technology firearm (such as a laser pistol, mindrender, stun gun, or zero rifle). Thereafter, she gains a bonus equal to her Dexterity modifier on damage rolls when using that firearm. Furthermore, she treats all detrimental glitches of timeworn versions of her selected firearm as a result of no glitch. (She can retain the effects of beneficial glitches if she wishes.)

Every 4 levels thereafter (9th, 13th, and 17th), the techslinger selects another type of advanced technology firearm, gaining these bonuses for those types as well. This ability replaces gun training.

Prestige Class: Technomancer

The true power in Numeria lies with the Technic League, not the Black Sovereign, and it is technomancers who rule the League. They master the art of blending magic and super-science, unlock the secrets of stolen technology, and devise cunning new inventions from the remnants of ruined devices.

Hit Die: d6.

Requirements

To qualify to become a technomancer, a character must fulfill all the following criteria.

Feats: Skill Focus (Knowledge [engineering]), Technologist.

Skills: Disable Device 6 ranks, Knowledge (engineering) 6 ranks, Spellcraft 6 ranks.

Special: Ability to cast 3rd-level arcane spells.



Class Skills

The technomancer's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Dex), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are all class features of the technomancer.

Weapon and Armor Proficiency: A technomancer gains proficiency with all firearms.

Recondition (Su): Through constant maintenance, a technomancer can keep a single piece of still-functioning timeworn technology in good working order. Reconditioning a timeworn technological item takes 8 hours, after which the item no longer has a chance of glitching when used by the technomancer and can be recharged normally by the technomancer but no one else. Keeping the item working requires 1 hour of maintenance each day (this can overlap with the time needed to prepare spells), or the item reverts to a normal piece of timeworn technology and must be reconditioned again. At 4th level and every 3 levels thereafter, a technomancer can keep an additional item in good working order, without increasing his daily maintenance time.

Technical Expertise (Ex): A technomancer adds his class level to Craft, Disable Device, Knowledge (engineering), and Linguistics checks regarding technology.

Efficient Construction (Ex): At 2nd level, a technomancer using a technological crafting lab reduces the necessary energy expenditure of the facility by 25%. At 10th level, this energy reduction increases to 50%.

Technic Spell Mastery (Ex): At 2nd level, a technomancer selects one of the following spells: *antitech field*, *destroy robot*, *detect radiation*, *discharge*, *greater discharge*, *greater remove radioactivity*, *infuse robot*, *irradiate*, *magic circle against technology*, *memory of function*, *rebuken technology*, *recharge*, *remove radioactivity*, *protection from technology*, or *technomancy*. (Additional technology-related spells can be added to this list at the GM's discretion.) If the spell chosen isn't one that's normally on his class spell list, he adds it to his class spell list at the level a wizard casts the spell. The spell chosen must be of a spell level he would otherwise be able to cast. If he prepares spells, he can prepare this spell one additional time in excess of the normal maximum number of spells he can prepare. If he casts spells spontaneously, he adds the spell to his spells known, and can cast this spell once per day without using a daily spell slot.

At 5th level, he picks another spell from the list above, and at 8th level, he picks a 3rd spell from the list above.

Arcane Battery (Su): At 3rd level as a swift action, a technomancer can expend an unused spell slot (if he's a spontaneous caster) or a prepared spell (if he prepares spells) to power a technological device he touches. Each spell level expended in this way grants the device 1 charge. Any charges unused at the end of the round are lost, and any



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

TABLE 1-2: TECHNOMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Recondition (1 item), technical expertise	—
2nd	+1	+0	+0	+3	Efficient construction, technic spell mastery 1	+1 level of arcane spellcasting
3rd	+1	+1	+1	+3	Arcane battery, study technology	+1 level of arcane spellcasting
4th	+2	+1	+1	+4	Recondition (2 items), recycle technology	+1 level of arcane spellcasting
5th	+2	+1	+1	+4	Command robot (1/day), technic spell mastery 2	+1 level of arcane spellcasting
6th	+3	+2	+2	+5	Unified energy	+1 level of arcane spellcasting
7th	+3	+2	+2	+5	Command robot (2/day), recondition (3 items)	+1 level of arcane spellcasting
8th	+4	+2	+2	+6	Applied learning, technic spell mastery 3	+1 level of arcane spellcasting
9th	+4	+3	+3	+6	Command robot (3/day)	+1 level of arcane spellcasting
10th	+5	+3	+3	+7	Field improvisation, recondition (4 items)	+1 level of arcane spellcasting

charges used by the device that round that aren't provided by the technomancer must come from the device's own power reserves. He can use this ability to power timeworn technology. He can't power devices that don't use charges.

Study Technology (Ex): At 3rd level, a technomancer can study a robot, technological object, or technological trap within 30 feet as a move action and attempt a Knowledge (engineering) check to identify it. If he succeeds, he gains a competence bonus equal to 1/2 his level on attack rolls, combat maneuver checks, saving throws, and skill checks involving the studied creature, object, or trap, as well as a dodge bonus of the same amount against attacks from the subject of his study. This bonus lasts a number of rounds equal to his Intelligence modifier (minimum 1). If he studies a new subject, he loses his bonus against the previous subject.

Recycle Technology (Ex): At 4th level, a technomancer can dismantle existing technological items and construct new ones from the parts, though such creations are prone to malfunctioning. He trades in each item for an amount of crafting potential based on a fraction of its crafting cost (not price), as described below. He can use this potential and his technological crafting feats to make a new item. For example, a technomancer could use a broken laser pistol in place of 500 gp for crafting technological items (10% of the laser pistol's crafting cost of 5,000 gp). He then follows the normal rules for crafting a technological item (see page 16), except that he must pay at least 50% of the crafting cost using recycled technology. If he pays 100% of the cost in this fashion, he crafts the item at double the normal speed. In the process of cannibalizing the old items, the new items are destroyed and any excess gold value is lost. The item he creates is considered timeworn technology, even if new items were broken down to build it. Recycle technology cannot be used to build constructs, cybertech, pharmaceuticals, or technology that uses nanites.

Technology Status	Crafting Potential
Fully functioning	100% of crafting cost
Reconditioned	75% of crafting cost
Timeworn technology	50% of crafting cost
Broken or nonfunctional	10% of crating cost

Command Robot (Sp): At 5th level, a technomancer can issue a command to a robot within 30 feet as a standard action once per day. The command must be in a language the robot can understand. The robot can resist the effects of this ability by succeeding at a Will saving throw against a DC of 10 + 1/2 the technomancer's class level + the technomancer's Charisma or Intelligence modifier (whichever is higher). At 7th level, a technomancer can use this ability twice per day, and at 9th level he can use it three times per day. This ability otherwise functions as *suggestion*, save that it is not mind-affecting and can only affect constructs with the robot subtype.

Unified Energy (Su): At 6th level, a technomancer can draw power from a technological device in his possession to cast a spell he knows (if a spontaneous caster) or a spell he currently has prepared (if he prepares spells) without expending a spell slot or prepared spell. He consumes 2 charges from the device for each spell level of the spell being cast. In the process of casting the spell, he can apply any of his metamagic feats, using a number of charges appropriate to the increase in spell level, but he cannot exceed the highest effective level of spell he is able to cast. He can use this ability multiple times per day, but never in excess of a number of charges equal to twice his technomancer level (so at 6th level, he can consume no more than 12 charges per day using this ability).

Applied Learning (Ex): At 8th level, when a technomancer succeeds at a saving throw against a technological effect that has reduced effects on a successful save, he instead avoids the effect entirely. A helpless or flat-footed technomancer does not benefit from this ability.

Field Improvisation (Ex): At 10th level, a technomancer can recycle technology with astounding speed. Each hour of crafting when using his recycle technology ability is equivalent to 8 hours of uninterrupted crafting; he can perform up to 8 hours of such amazingly efficient work per day. Any item he completes is treated as reconditioned for the remainder of that day. It can be added permanently to his group of reconditioned items if he has an available slot or stops maintaining one of his current reconditioned items.

Crafting High-Tech Items

The process of building technological items has much in common with magic item creation, though it uses different feats, skills, and facilities. As with magic items, the creator invests time and money in the creation process and at the end attempts a single skill check to complete construction. Since technological items do not have caster levels, the DC of this check is defined in the description of each technological item. Failing this check means that the item does not function and the materials are wasted. Failing this check by 5 or more may result in a catastrophic failure, such as electrocution or an explosion, at the GM's discretion.

Unlike magic items, which often require spells as prerequisites for construction, high-tech items require a specialized laboratory with the necessary tools for fabrication. Using a crafting lab to build a high-tech item consumes an amount of power each day. Days when the crafting lab is without power effectively delay continued construction of a high-tech item, but time already spent building the item is not lost. In addition, crafting an item requires an

expenditure of time (from a character with the appropriate crafting feat) and an expenditure of money used to secure the technological components and expendable resources needed for the work.

Creating a technological item requires 8 hours of work per 1,000 gp in the item's base price (or fraction thereof). The creator must spend the gold at the beginning of the construction process. The process can be accelerated to 4 hours of work per 1,000 gp by increasing the DC to create the item by 5. When determining the required time, ignore any fixed costs such as the weapon portion of implanted weaponry.

The creator can work for a maximum of 8 hours per day, even if she doesn't require sleep or rest. These days need not be consecutive. Ideally, the creator can work for at least 4 hours at a time uninterrupted, but if this is not possible (such as while adventuring), the creator can devote 4 hours of work broken up over the day, accomplishing a net of 2 hours of progress. Work under distracting or dangerous conditions nets only half the progress as well. If the creator can't dedicate at least 4 hours of work during a day (even if broken up or under distracting conditions), any work performed that day is wasted.

A character can work on multiple technological items at a time, or even in the same day as long as at least 2 hours net labor can be spent on each item. This doesn't let a creator exceed the limits on work accomplished in a single day, but does require separate power expenditures for each item (working on multiple projects at a time is not particularly energy efficient).

Technological items can be repaired using the appropriate crafting feats in the same way magical items can be repaired, but such methods cannot repair the more fundamental ravages of time that afflict timeworn technological items.

Crafting Laboratories

Although there is a wide range of technological items, the types of laboratories needed to craft objects are relatively limited. Crafting laboratories are, unfortunately, incredibly rare, and those whose locations are currently known and found in relatively safe regions are firmly controlled by the Technic League. A crafting laboratory is similar to a technological artifact (see page 60), in that it cannot be assembled or built with current resources on Golarion. In order to craft a technological item, one must secure a laboratory for use. (This allows GMs to limit the role high-tech crafting plays in any one game—make sure to inform your players of the limited availability of crafting laboratories at the start of your game so they know whether selecting high-tech crafting feats is a useful option for their PCs!)

The six types of laboratories are listed below. Each lab also lists the number of charges required for a day's work on a single project—these numbers are generally rather high,





Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

and laboratories that don't draw power from a generator can consume staggering amounts of battery power. A laboratory that uses power from a generator applies the listed charges to that generator's dedicated yield for as long as work on the item continues.

Cybernetics Lab (100 charges): A cybernetics lab is used to craft cybernetic equipment and devices that interface directly with a living creature's biology.

Graviton Lab (250 charges): A graviton lab is used to craft items that utilize graviton technology, such as gravity rifles, force fields, and magboots.

Medical Lab (20 charges): This lab is used to craft medical items like trauma packs and medlances and pharmaceuticals.

Military Lab (100 charges): A military lab is used to craft weapons that don't require more specialized laboratories.

Nanotech Lab (150 charges): This lab is used to craft devices that utilize nanotechnology, such as id rifles and k-lances.

Production Lab (50 charges): A production lab is used to craft objects that don't require more specialized laboratories.

Hybrid Items

Items with both magical and technological components, such as the *null blade*, use a special crafting process. The creator must first succeed at a skill check at the listed DC for crafting the technological portion of the item, and then must succeed at a check based on the item's caster level for crafting the magical portion (*Pathfinder RPG Core Rulebook* 548). Any spell or level-based prerequisites not met increase this crafting DC, as described for magic item creation. The skill used for each check is based on the item creation feats required by the item. Failure on either check ruins the item. Use the item's listed price as normal for determining crafting time, and the item's cost for raw materials. If the creator has feats or abilities that accelerate item creation, only the least favorable bonus applies. In other words, to create a hybrid item faster, the creator needs to be able to create both magical and technological items faster.

It is also possible to enhance high-tech armor and high-tech weaponry with armor special abilities or weapon special abilities, including magical enhancement bonuses. One could build a +2 *laser rifle*, a +4 *dancing humanoid bane chainsaw*, or a +1 *ghost touch space suit*. In theory, a magic item creator could even infuse a technological item with magical intelligence. To create a magical high-tech item like this, one must first secure the high-tech item itself, either via purchase, discovery, or crafting. All high-tech weapons and armor are considered masterwork for the purposes of adding magical enhancements to them (though they do not gain the other typical benefits for masterwork items). At the GM's discretion, some magical special abilities might simply not be appropriate for application to certain technological items. When a character crafts an existing technological item into a magic item in this manner, he does not need to meet the base item's crafting requirements—a wizard with Craft Magic Arms and Armor

can create a +1 *arc pistol* from a normal arc pistol without having Craft Technological Arms and Armor and without having access to a military laboratory. In a situation where a character wishes to craft the entire item from scratch, the nonmagical technological item must be fully crafted and completed before work on magically enhancing it can begin.

Pricing and Creating New Technological Items

New technological items can and should be created, using existing items for inspiration. A new item may resemble an existing magic item, such as how jet packs function like *winged boots*, but there should be differences beyond just battery power to keep technology distinct. When pricing a new technological item, use the existing guidelines for estimating magic item value (*Core Rulebook* 550). There's no extra cost associated with technological items since they have extra weaknesses to go along with their advantages. Items that use charges should be priced as if they were use-activated, not as if they were charged in the way a wand or *ring of the ram* is charged, unless the item is disposable and has 50 or fewer charges, as the assumption is that a newly crafted technological item can be recharged with relative ease.

Other Technological Items

Many more technological items exist beyond those detailed in this book. A large number of technological items essentially duplicate existing magic items or spells, though, and while they are powered by super-science rather than magic, their game effects are the same.

For example, a pair of anti-gravity boots would function identically to a pair of *boots of levitation*, while an energy sword might function as a *brilliant energy shock longsword*. Of course, the actual effects of these items, being technological in nature, function perfectly well in areas of primal magic or antimagic. At the same time, though, such items require power to function.

As a general rule, an item of this nature has a capacity of 10 and uses 1 charge each time it is activated. Items intended to have a continual or long-term use may instead use 1 charge per minute or 1 charge per hour—exact specifics can vary. An item's capacity or charge use does not affect its pricing if the item is fully functional and can be recharged—if the item has limited charges (see *Timeworn Technology* on page 55), its price is halved.

When you're adding technological items to the game, remember that some abilities should remain the purview of magic. Effects that technological items should not have include summoning extraplanar creatures through summoning or calling, influencing the attitudes of others through enchantments, divining the future or the best course of action through divination, and traveling on or between other planes of existence. GMs should, however, feel free to add such devices to their games should these devices meet the GMs' needs.



Technological Equipment

"I've used guns since I was a little girl growing up in the back alleys of Alkenstar. They've never held any mystery for me. I was as good a shot as anyone who studied at Ironstock Hall, and I could take down a Mana Waste mutant with just a few well-placed bullets. I could have been someone in Alkenstar, but the place bored me. Frustrated me. The dwarven technology was too crude, too clumsy. You can't master a weapon if the weapon itself limits your mastery. So I cast those relics aside—cast Alkenstar aside. With tales of Numerian weapons dancing in my mind, I made the journey north, through the deserts of Garund, across the Inner Sea, and up the endless path of the Sellen. My journey to Numeria was taxing, but the rewards were everything I had hoped they would be. My weapons no longer limit my skills—they enhance them, driving me ever onward. It's no surprise that the League covets these relics with such fervor, yet even they cannot keep me from my destiny."

—Laersk Zirelle, Chesed mercenary



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

To set a technological campaign apart from a standard fantasy adventure, you need a variety of unusual futuristic items. But be it a laser gun in the hands of a terrible enemy or a set of strange gravity armor found in the treasure trove of an oddly uniform metal dungeon, technology from the future (or even the present-day real world) in a fantasy setting should be handled in a manner similar to magic items elsewhere in the Pathfinder Roleplaying Game.

Many technological items replicate specific spells or magical effects. However, they do not use magic in any way, and thus function normally in areas of antimagic or primal magic, and are otherwise unaffected by any effects that target or affect magic items. (See page 8 for spells that specifically affect technological items.)

This chapter collects dozens of new items in the following categories.

Weapons: The majority of technological weapons are ranged weapons, although some high-tech melee weapons can be found in Numerian dungeons as well. This section begins on page 20.

Armor: Technological armor works in a similar manner to standard armor, but often requires a power source to fully function. This section begins on page 29.

Pharmaceuticals: Pharmaceuticals include drugs, poisons, and medicines. They can be ingested or injected, and generally have relatively minor or temporary effects. This section begins on page 33.

Cybertech: Cybertech is a form of technology that must be implanted in a body before it can function. Cybertech typically augments a character's abilities and statistics. This section begins on page 35.

Technological Gear: This catchall category includes a wide range of devices, from relatively minor gizmos like zipsticks to technological wonders like clonepods. This section begins on page 39.

Color Code

Many technological items follow a color code that organizes similar items (such as nanite hypoguns, force fields, or gravity clips) according to their overall power. The power level for each color is listed below. Note that there are nine colors in the scale—the effects of an item of any individual color should roughly correspond to the power level of a spell of the associated level. Seven of these colors are associated with the seven skymetals. The least of the colors, brown, is associated with base ores, while the greatest of the colors, prismatic, is associated with all of the skymetals. In some technological items, actual skymetals of the appropriate color are used in the creation of the object, but in most, synthetic plastics and metals are used in place of the more valuable skymetals.

Brown: Roughly equivalent to a 1st-level spell. This color is not associated with skymetal.

ADDITIONAL TECHNOLOGY SOURCES

While this chapter presents scores of new technological items, it's by no means an exhaustive resource for all the gadgets and gizmos present in the science fiction genre, or even in Numeria. In addition to the *Technology Guide*, Game Masters can find technological gear, weapons, armor, cybernetics, and pharmaceuticals throughout all six volumes of the Iron Gods Adventure Path, available in game stores and bookstores everywhere, or online at paizo.com.

Black: Roughly equivalent to a 2nd-level spell. This color is associated with adamantine.

White: Roughly equivalent to a 3rd-level spell. This color is associated with siccitate.

Gray: Roughly equivalent to a 4th-level spell. This color is associated with inubrix.

Green: Roughly equivalent to a 5th-level spell. This color is associated with noqual.

Red: Roughly equivalent to a 6th-level spell. This color is associated with djezet.

Blue: Roughly equivalent to a 7th-level spell. This color is associated with abysium.

Orange: Roughly equivalent to an 8th-level spell. This color is associated with horacalcum.

Prismatic: Roughly equivalent to a 9th-level spell. This color is associated with all skymetals.

Power Sources

Most of the technological wonders presented here require energy to function. These items each have a capacity score, which indicates the maximum number of charges the item can store at any one time. The number of charges an item consumes when it is used varies from item to item. An item's capacity can be filled from any power source—like a battery or a generator—as a standard action. When an item is charged, it always takes as many charges from the attached power source as it can hold, filling as close to its capacity as possible. Note that charging an item from a generator is more efficient, as any charges drained from a battery in excess of the number of charges an item can store are lost.

Timeworn Technology

The equipment presented in this chapter is described in full working condition and priced as such. While a high-technology setting may have many fully functional technological devices in it, that isn't the case in Numeria. Equipment that has been damaged or degraded over time works less consistently and is worth less money than new technological items. Such equipment is called "timeworn," and is detailed fully on page 55 of this book.

Weapons

Each technological weapon has a full description, including a set of abbreviated statistics. This information is organized as follows.

Price: This is the cost (in gold pieces) to purchase the weapon if it's available for sale. As with magic weapons, a technological weapon can be sold by PCs for half this value.

Type: This indicates whether the weapon is a light, one-handed, or two-handed melee or ranged weapon.

Proficiency: This entry lists whether the weapon is simple, martial, or exotic. If an existing weapon proficiency allows the new weapon's use, that weapon proficiency is listed in parentheses. Note that Exotic Weapon Proficiency (heavy weaponry) works similarly to Exotic Weapon Proficiency (firearms) in that it allows access to a wide range of similar weapons.

Some GMs may wish to replace Weapon Proficiency (firearms) with Weapon Proficiency (technological firearms) to further restrict access to these devices to player characters in their campaigns.

Damage: This is the weapon's base damage. The type of damage dealt by the weapon is listed after the damage value. Most weapons list the damage dealt by Medium and Small versions of the weapon; weapons with only one damage entry deal the same amount of damage regardless of size.

Critical: This entry lists the weapon's critical threat range and critical damage multiplier.

Range: This lists the weapon's range increment; no listing is given for melee weapons that cannot be thrown. Unless otherwise noted, all firearms in this chapter are treated as projectile weapons for the purpose of determining their maximum range.

Capacity: Unless otherwise specified, this value is the maximum number of charges the weapon can hold.

Usage: This value lists the number of charges the weapon consumes from its capacity each time it is activated.

Special: This entry lists any special weapon qualities the weapon might have. New weapon qualities are listed below.

Weight: This is the weight of the weapon in pounds. The weights given are for Medium weapons. A Small weapon weighs half as much; a Large weapon weighs twice as much.

Automatic: This weapon can act as a semi-automatic weapon (see below), or it can fire a burst of shots with a single pull of the trigger to attack all creatures in a line. This line starts from any corner of the wielder's space and extends to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. When using an automatic weapon to attack all creatures in a line, the wielder makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a –2 penalty, and its damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the *blur*, *invisibility*, or *mirror image* spells, do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 charges. When taking a full-attack action with an automatic weapon, the wielder can fire as many bursts in a round as he has attacks, provided he has enough charges to make all of the attacks.

Semi-Automatic: A semi-automatic weapon normally fires one shot as an attack. However, the user can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a –2 penalty on all attacks). If the wielder has the Rapid Shot feat, she can use the additional shot from that as well, but the penalty for all shots fired in that round increases to –6.

Slow-Firing: A slow-firing weapon requires a full-round action to use, and thus cannot be used to make iterative attacks.

Touch: Attacks with the weapon resolve as touch attacks.

Description: This section describes the weapon's abilities and appearance.

Construction: Certain requirements must be met for a character to craft a technological weapon. These requirements generally consist of having a feat and access to a particular kind of manufacturing facility (see page 16).

Craft: This is the Craft DC required to create the weapon. It is also the Knowledge (engineering) DC to correctly identify the weapon.

Cost: This is the cost in gold pieces to create the weapon. Generally this cost is equal to half the price of the weapon.

TABLE 2–1: WEAPONS

Martial Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type¹	Special
One-Handed Melee Weapons										
Laser torch	6,000 gp	1d8	1d10	×3	—	10	1 charge	4 lbs.	F	Touch
Stun baton	5,000 gp	Special	Special	×2	—	10	1 charge/round	2 lbs.	B and E (special)	Touch
Exotic Weapons										
Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type¹	Special
Light Melee Weapons										
Monowhip	70,000 gp	1d10	2d6	18–20/×3	—	10	1 charge/round	1 lb.	S	Performance, reach, touch
One-Handed Melee Weapons										
Null blade	58,835 gp	1d8	1d10	19–20/×2	—	10	1 charge/round	4 lbs.	S	—



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

Exotic Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type ¹	Special
<i>Two-Handed Melee Weapons</i>										
Chainsaw	2,700 gp	1d12	3d6	18-20/x2	—	10	1 charge/hour	10 lbs.	S	Deadly, distracting

One-Handed Ranged Weapons (Firearms)										
Weapons (Firearms)	Price	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type ¹	Special
Arc pistol	10,000 gp	1d6	1d8	x2	50 ft.	10	1 charge	2 lbs.	E	Semi-automatic, touch
Dart gun	3,000 gp	1d3	1d4	x2	30 ft.	1 nanite canister	1 charge	2 lbs.	P	—
Death ray	140,000 gp	Special	Special	—	200 ft. ²	1 nanite canister	Varies	1 lb.	Special	Slow-firing, touch
EMP pistol	12,000 gp	1d10	2d6	x2	50 ft.	10	1 charge	2 lbs.	E	Semi-automatic, touch
Flare gun	300 gp	1d6	1d8	x3	240 ft.	1	Disposable	1 lb.	F	Slow-firing, touch
Gravity pistol	95,000 gp	1d6	1d8	x2	50 ft.	10	1 charge	2 lbs.	Force	Semi-automatic, touch
Laser pistol	10,000 gp	1d6	1d8	x2	50 ft.	10	1 charge	2 lbs.	F	Semi-automatic, touch
Mindrender	56,000 gp	Special	Special	x2	40 ft.	1 nanite canister	2 charges	2 lbs.	Special	Slow-firing, touch
Sonic pistol	13,000 gp	1d6	1d8	x2	50 ft.	10	1 charge	2 lbs.	Sonic	Semi-automatic, touch
Stun gun	3,000 gp	1d6	1d8	x2	20 ft.	10	1 charge	3 lbs.	—	Nonlethal, semi-automatic, touch
Zero pistol	10,000 gp	1d6	1d8	x2	50 ft.	10	1 charge	2 lbs.	C	Semi-automatic, touch

Two-Handed Ranged Weapons (Firearms)										
Weapons (Firearms)	Price	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type ¹	Special
Arc rifle	20,000 gp	1d10	2d6	x2	150 ft.	20	1 charge	6 lbs.	E	Automatic, touch
Autograpnel	4,000 gp	1d6+6	1d8+6	x3	30 ft.	20	1 charge	10 lbs.	P	Grapple, slow-firing
EMP rifle	24,000 gp	2d6	3d6	x2	150 ft.	20	1 charge	6 lbs.	E	Automatic, touch
Gravity rifle	165,000 gp	1d10	2d6	x2	150 ft.	20	1 charge	6 lbs.	Force	Automatic, touch
Id rifle	50,000 gp	Special	Special	x2	50 ft.	1 nanite canister	1 charge	5 lbs.	Special	Slow-firing, touch
Laser rifle	20,000 gp	1d10	2d6	x2	150 ft.	20	1 charge	6 lbs.	F	Automatic, touch
Sonic rifle	26,000 gp	1d10	2d6	x2	150 ft.	20	1 charge	6 lbs.	Sonic	Automatic, touch
Zero rifle	20,000 gp	1d10	2d6	x2	150 ft.	20	1 charge	6 lbs.	C	Automatic, touch

Two-Handed Ranged Weapons (Heavy Weaponry)										
Weapons (Heavy Weaponry)	Price	Dmg (S)	Dmg (M)	Critical	Range	Capacity	Usage	Weight	Type ¹	Special
Atom gun	144,000 gp	Special	Special	—	40-ft. cone	—	—	24 lbs.	Special	Scatter, slow-firing, touch
Grenade launcher	8,000 gp	Varies	Varies	—	100 ft.	20 (5 grenades)	1 grenade and 1 charge	8 lbs.	Varies	Slow-firing
Nuclear resonator	90,000 gp	Special	Special	18-20/x2	80 ft. ²	20	5 charges	11 lbs.	Sonic	Slow-firing, touch
Plasmathrower	30,000 gp	2d10	4d6	19-20/x2	60 ft.	20	2 charges	15 lbs.	E and F	Automatic or slow-firing, scatter, touch
Rail gun	30,000 gp	3d8	3d10	x4	200 ft.	10	1 charge	14 lbs.	B and P	Slow-firing, touch
Rocket launcher	10,800 gp	8d6	12d6	—	120 ft.	10	10 (disposable)	10 lbs.	B and F	Slow-firing
Vortex gun	182,000 gp	8d6	10d6	19-20/x2	100-ft. cone	30	10 charges	15 lbs.	Force	Slow-firing, scatter, touch
X-laser	40,000 gp	6d4	5d6	x4	200 ft.	20	5 charges	10 lbs.	F	Touch

¹ A weapon with two types is both types if the entry specifies "and," and is either type (wielder's choice) if the entry specifies "or." Damage types are abbreviated as follows: B (bludgeoning), C (cold), E (electricity), F (fire), P (piercing), and S (slashing).

² This weapon has either no range increment or a special range. See the text for more information.

ARC PISTOL			PRICE 10,000 GP
TYPE one-handed ranged		PROFICIENCY exotic (firearms)	
DMG (M) 1d8 elec.	DMG (S) 1d6 elec.	CRITICAL ×2	
RANGE 50 ft.	CAPACITY 10	USAGE 1 charge	
SPECIAL semi-automatic, touch		WEIGHT 2 lbs.	



An arc pistol emits bolts of ionized particles that it then electrifies, creating a crackling beam of electricity between it

and its target. Arc pistols gain a +2 circumstance bonus on attack rolls against targets that are metal or are wearing medium or heavy metal armor.

CONSTRUCTION	CRAFT DC 23	COST 5,000 GP
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Craft Technological Arms and Armor, military lab

ARC RIFLE			PRICE 20,000 GP
TYPE two-handed ranged		PROFICIENCY exotic (firearms)	
DMG (M) 2d6 elec.	DMG (S) 1d10 elec.	CRITICAL ×2	
RANGE 150 ft.	CAPACITY 20	USAGE 1 charge	
SPECIAL automatic, touch		WEIGHT 6 lbs.	



An arc rifle is a larger, more powerful version of an arc pistol, and functions as such except for the differences listed here.

CONSTRUCTION	CRAFT DC 27	COST 10,000 GP
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Craft Technological Arms and Armor, military lab

ATOM GUN			PRICE 144,000 GP
TYPE two-handed ranged		PROFICIENCY exotic (heavy weaponry)	
DAMAGE special (see text)		CRITICAL —	
RANGE 40-ft. cone	CAPACITY —	USAGE —	
SPECIAL scatter, slow-firing, touch		WEIGHT 24 lbs.	



An atom gun is a cruel weapon that harnesses the devastating energies of a miniaturized

nuclear reactor to create a focused cone of radiation that blasts and sickens those caught in the beam. An atom gun's range is relatively short, and the weapon can fire only scattering shots (*Pathfinder RPG Ultimate Combat* 137). The beams of radiation created when the wielder fires an atom gun do not fill the cone in a homogeneous area, and she must still make a ranged touch attack to irradiate a target. A creature struck by an atom gun attack suffers the effects of medium radiation (see page 55). The small core of radioactive material in an atom gun is powerful enough to keep the weapon charged for tens of thousands of years, but the weapon becomes incredibly hot when fired, dealing 1d6 points of damage to the user and subsequently beginning a cool-down protocol, during which the weapon cannot be fired for 1 minute.

An atom gun cannot be fired more than 3 times per day. A functional atom gun's power source is shielded well, and the gun itself is not a source of dangerous radioactivity. If an atom

gun gains the broken condition, it begins to leak radiation and becomes a source of low radiation to all creatures that touch it. An atom gun that gains the destroyed condition becomes a source of high radiation to those in contact with it, a source of medium radiation to those within 10 feet of it, and a source of low radiation to those within 30 feet of it.

CONSTRUCTION	CRAFT DC 35	COST 72,000 GP
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Craft Technological Arms and Armor, military lab

AUTOGRAPNEL			PRICE 4,000 GP
TYPE two-handed ranged		PROFICIENCY exotic (firearms)	
DMG (M) 1d8+6 pierc.	DMG (S) 1d6+6 pierc.	CRITICAL ×3	
RANGE 30 ft.	CAPACITY 20	USAGE 1 charge	
SPECIAL grapple, slow-firing		WEIGHT 10 lbs.	



An autograpnel looks like a rifle with a small adamantite spike protruding from its barrel. When

fired, an autograpnel launches the spike with a muffled bang. The spike trails an incredibly strong and thin metal cable behind it. An instant after the spike punches into a solid target, tiny spurs lance out of it, anchoring the spike in place. An autograpnel's cord is long enough to allow the grapnel to reach its maximum range of 300 feet, and the internal retraction motors are strong enough to hold up to 500 pounds of weight. If the grapnel misses its target, it can be rewound into the gun as a standard action; reattaching the grapnel to the gun barrel is a move action.

An autograpnel strikes with an effective Strength score of 22 for the purposes of determining damage. If it strikes a creature, it remains lodged in the target and connected to the rifle and its wielder by the metal cord. This cord has AC 12, hardness 10, and 20 hp. A successful DC 32 Strength check is required to snap the cord. If the wielder retracts the cord while it's attached to a creature, the autograpnel attempts a pull combat maneuver check with a CMB of +16. If used against objects, an autograpnel can pull an item that weighs 25 pounds or less back to the user as a full-round action, or it can pull a heavier object that weighs no more than 100 pounds back to the user at a speed of 20 feet.

When attached to a solid object, the gun's retraction rate can be set to maintain a taut line while the gun is attached to a harness worn to aid climbing checks.

CONSTRUCTION	CRAFT DC 20	COST 2,000 GP
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Craft Technological Arms and Armor, military lab

CHAINSAW		PRICE 2,700 GP
TYPE two-handed melee		PROFICIENCY exotic
DMG (M) 3d6 slash.	DMG (S) 1d12 slash.	CRITICAL 18-20/×2
CAPACITY 10	USAGE 1 charge/hour	
SPECIAL deadly, distracting		WEIGHT 10 lbs.



Originally developed for use as tools, chainsaws work remarkably well as weapons and



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

are often used by lunatics or those who want to intimidate their enemies. A Numerian chainsaw consists of a weighty housing for the engine and power source that is fitted with two handles, and a 2- to 3-foot-long blade extending from the front, around which a whirling, buzzing chain of razor-sharp cutting links spins at blinding speed when the weapon is activated. It's a standard action to activate a chainsaw, and doing so consumes a charge of power. The chainsaw continues to run constantly after activation, draining an additional charge each hour. A dropped chainsaw automatically turns off unless it is set down carefully as a move action. The buzzing of a chainsaw's blade is loud and distracting (but not deafening), causing anyone carrying an activated chainsaw to take a -10 penalty on Stealth checks. An activated chainsaw grants a proficient user a +2 morale bonus on Intimidate checks.

CONSTRUCTION	CRAFT DC 20	COST 1,350 GP
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Craft Technological Arms and Armor, military lab

DART GUN		PRICE 3,000 GP
TYPE one-handed ranged	PROFICIENCY exotic (firearms)	
DMG (M) 1d4 pierc.	DMG (S) 1d3 pierc.	CRITICAL ×2
RANGE 30 ft.	CAPACITY 1 canister	USAGE 1 charge
WEIGHT 2 lbs.		



A dart gun makes use of nanotechnology to craft a small pointed projectile that does minimal damage on its own. Unlike other

nanotech weapons, the nanites that make up a dart do not have any additional effect on the target. Instead, a dart gun contains a small reservoir above its handle into which a single dose of a pharmaceutical, drug, poison, or even potion can be poured as a standard action. The next dart fired from the dart gun delivers that liquid into the target immediately upon a hit.

CONSTRUCTION	CRAFT DC 24	COST 1,500 GP
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Craft Technological Item, nanotech lab

DEATH RAY		PRICE 140,000 GP
TYPE one-handed ranged	PROFICIENCY exotic (firearms)	
DAMAGE special	CRITICAL —	
RANGE 200 ft.	CAPACITY 1 canister	USAGE varies
SPECIAL slow-firing, touch	WEIGHT 1 lb.	



A death ray is a handheld, wand-like weapon that fires a harmless

carrier beam of energy at a target. When the beam hits a target, the death ray then projects a stream of specialized nanites through the beam into the body of the target. When firing a death ray, the wielder must decide how many charges of nanites she is consuming, to a maximum of 10. Even if the wielder engineers a method of using a

larger reserve of nanites than normally come in a canister, this maximum does not increase. Immediately upon being struck, the nanites inflict incredible pain on the target, which must succeed at a Fortitude saving throw to avoid a grisly fate (DC = 10 + twice the number of charges consumed by the attack). For example, if 1 charge is consumed, the target must succeed at a DC 12 Fortitude save to resist the death ray, but if all 10 charges are consumed in the attack, the DC to resist the effects is 30.

If the target fails this save, it takes 100 points of damage as the nanites tear apart the victim's cardiovascular system. On a successful saving throw, the victim takes only 6d6 points of damage. Creatures slain by a death ray die spectacularly, seeming to melt into a pool of blood that swiftly fades away. The victim's gear is unaffected by this attack. A death ray has no effect on creatures that aren't living (such as constructs or undead) and can't penetrate a force field. The wielder can't score critical hits with a death ray. A death ray has a maximum range of 200 feet with no range increment.

CONSTRUCTION	CRAFT DC 32	COST 70,000 GP
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Craft Technological Arms and Armor, nanotech lab

EMP PISTOL		PRICE 12,000 GP
TYPE one-handed ranged	PROFICIENCY exotic (firearms)	
DMG (M) 2d6 elec.	DMG (S) 1d10 elec.	CRITICAL ×2
RANGE 50 ft.	CAPACITY 10	USAGE 1 charge
SPECIAL semi-automatic, touch	WEIGHT 2 lbs.	



An EMP pistol emits a beam of electromagnetic energy that cannot harm living creatures, but deals terrible damage to

robots. An EMP pistol can harm androids and creatures with cybernetic implants, but they take half damage from a hit. A creature that is critically hit by an EMP pistol and takes damage from that hit must succeed at a DC 15 Fortitude save or be staggered for 1d4 rounds.

CONSTRUCTION	CRAFT DC 25	COST 6,000 GP
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Craft Technological Arms and Armor, military lab

EMP RIFLE		PRICE 24,000 GP
TYPE two-handed ranged	PROFICIENCY exotic (firearms)	
DMG (M) 3d6 elec.	DMG (S) 2d6 elec.	CRITICAL ×2
RANGE 150 ft.	CAPACITY 20	USAGE 1 charge
SPECIAL automatic, touch	WEIGHT 6 lbs.	



An EMP rifle is a larger, more powerful version of an EMP pistol. It emits a beam of

electromagnetic energy that can't harm living creatures, but deals significant damage to robots. It functions as an EMP pistol except for the differences listed here.

CONSTRUCTION	CRAFT DC 29	COST 12,000 GP
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Craft Technological Arms and Armor, military lab

FLARE GUN			PRICE 300 GP
TYPE one-handed ranged		PROFICIENCY exotic (firearms)	
DMG (M) 1d8 fire	DMG (S) 1d6 fire	CRITICAL ×3	
RANGE 240 ft.	CAPACITY 1	USAGE disposable	
SPECIAL slow-firing, touch			WEIGHT 1 lb.



A flare gun looks like a wide-barreled pistol, and although it can be used in combat, the item's primary use is to send signals. A flare gun and its ammunition (a

small, rocket-propelled magnesium charge) are completely self-contained and disposable—once fired, a flare gun is useless. While a flare gun has excellent range, the flare tends to wobble and spiral in flight, incurring a 20% miss chance if it's being used to target a specific point. The flare detonates once it hits a target or reaches its maximum range of 2,400 feet, bursting into a sphere of fire that illuminates a 120-foot-radius area for 1 minute as it drifts slowly back to the ground. Any creatures within 20 feet of the flare must succeed at a DC 12 Fortitude saving throw each round or be dazzled by the intense light for as long as they remain in the area. Creatures adjacent to a lit flare are also blinded for 1d4 rounds on a failed save. A creature struck by a flare takes 1d8 points of fire damage (1d6 points of fire damage from Small flare guns), and continues to take the same amount of fire damage each round until the flare is removed. Removing a flare is a full-round action.

CONSTRUCTION	CRAFT DC 18	COST 150 GP
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Craft Technological Arms and Armor, production lab

GRAVITY PISTOL			PRICE 95,000 GP
TYPE one-handed ranged		PROFICIENCY exotic (firearms)	
DMG (M) 1d8 force	DMG (S) 1d6 force	CRITICAL ×2	
RANGE 50 ft.	CAPACITY 10	USAGE 1 charge	
SPECIAL semi-automatic, touch			WEIGHT 2 lbs.



A gravity pistol is one of the most advanced pieces of technology found in Numeria. It uses a focused beam of gravitons to create a bolt of force. A gravity

pistol has two settings—switching between settings is a swift action. On its pulse setting, it can be used as a typical beam weapon, but on its sustained setting, holding the pistol's trigger down creates a stable beam of gravitons rather than a short, destructive burst. In this mode, the gravity pistol can be used to move and manipulate objects at a distance, similar to a *telekinesis* spell in its sustained force or combat maneuver versions (a gravity pistol cannot duplicate the violent thrust option of a *telekinesis* spell). In this mode, a gravity pistol consumes 1 charge per round. The graviton beam can move objects weighing no more than 225 pounds up to 20 feet per round. A creature can negate this

effect on an object in its possession with a successful DC 19 Will save. If used to perform a combat maneuver, the beam uses the wielder's CMB, but uses her Intelligence modifier in place of her Strength or Dexterity modifier.

CONSTRUCTION	CRAFT DC 32	COST 52,500 GP
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Craft Technological Arms and Armor, military lab

GRAVITY RIFLE			PRICE 165,000 GP
TYPE two-handed ranged		PROFICIENCY exotic (firearms)	
DMG (M) 2d6 force	DMG (S) 1d10 force	CRITICAL ×2	
RANGE 150 ft.	CAPACITY 20	USAGE 1 charge	
SPECIAL automatic, touch			WEIGHT 6 lbs.



A gravity rifle is a larger, more powerful version of the gravity pistol, and functions as such except for the

differences listed here. When a gravity rifle is on sustained setting, it can move objects weighing no more than 350 pounds up to 20 feet per round, and the wielder gains a +4 bonus on combat maneuver checks; she still substitutes her Intelligence modifier in place of her Strength or Dexterity modifier when calculating her CMB for these maneuvers.

CONSTRUCTION	CRAFT DC 34	COST 82,500 GP
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Craft Technological Arms and Armor, military lab

GRENADE LAUNCHER			PRICE 8,000 GP
TYPE two-handed ranged		PROFICIENCY exotic (heavy weaponry)	
DAMAGE as grenade			CRITICAL —
RANGE 100 ft.	CAPACITY 20 (5 grenades)	USAGE see text	
SPECIAL slow-firing			WEIGHT 8 lbs.



A grenade launcher is a bulky weapon that can fire any grenade a great distance. Grenades propelled by a launcher

can be set to detonate upon impact or at the start of the wielder's next turn. A grenade launcher requires charges to fire, but unless the weapon is also loaded with a grenade, any charges that are consumed are wasted. A grenade launcher can hold up to 5 grenades at a time. Loading a single grenade into a grenade launcher is a move action.

CONSTRUCTION	CRAFT DC 28	COST 4,000 GP
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Craft Technological Arms and Armor, military lab

ID RIFLE			PRICE 50,000 GP
TYPE two-handed ranged		PROFICIENCY exotic (firearms)	
DAMAGE special			CRITICAL ×2
RANGE 50 ft.	CAPACITY 1 canister	USAGE 1 charge	
SPECIAL slow-firing, touch			WEIGHT 5 lbs.



An id rifle looks like a sleek, low-caliber rifle made of burnished skymetal. It fires a tiny barb of



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

solid nanites with a range increment of 50 feet. Although this barb does minimal damage on a hit, any creature damaged by an id rifle barb must succeed at a DC 16 Fortitude saving throw or have its central nervous system flooded with nanites that swiftly overwhelm the creature's brain, reducing its mind to the instinctive level of an animal. The victim takes 1d4 points of Intelligence damage each round, but the total amount of damage taken can never equal the victim's actual Intelligence score. Each round after the first, the victim can resist the Intelligence damage by succeeding at a DC 16 Fortitude saving throw, at which point the damage ceases. The recurring Intelligence damage automatically ends after 6 rounds. A victim already suffering from the effects of an id rifle who is affected by an additional shot has the save DC increased by 2 per additional shot.

An id rifle has a microphone built into its stock. During any round in which a creature takes Intelligence damage from an id rifle, as a move action the wielder of that rifle can speak a short command into the microphone. Any applicable target within 50 feet of the wielder must then succeed at a DC 16 Will save to resist following the command, as if under the effect of a *suggestion* spell. A victim follows only the latest suggestion spoken into the microphone, and abandons any previous suggestion if it fails a saving throw against a new suggestion. A victim continues to follow the suggestion for up to 5 hours after succumbing to its effects.

The effects created by an id rifle are mind-affecting effects.

CONSTRUCTION	CRAFT DC 32	COST 25,000 GP
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Craft Technological Arms and Armor, nanotech lab

LASER PISTOL		PRICE 10,000 GP
TYPE one-handed ranged	PROFICIENCY exotic (firearms)	
DMG (M) 1d8 fire	DMG (S) 1d6 fire	CRITICAL x2
RANGE 50 ft.	CAPACITY 10	USAGE 1 charge
SPECIAL semi-automatic, touch	WEIGHT 2 lbs.	



A laser pistol emits a beam of intensely focused light capable of burning anything it strikes.

A laser attack can pass through

force fields and force effects, such as a *wall of force*, to strike a foe beyond without damaging that field. Objects like glass or other transparent barriers do not provide cover from lasers—but unlike force barriers, a transparent physical barrier still takes damage from a laser passing through it. Invisible creatures are immune to damage caused by a laser weapon. Fog, smoke, and other clouds provide cover in addition to concealment from laser attacks. Darkness (magical or otherwise) has no effect on lasers other than providing concealment, and though a laser consists of highly focused light, it does not provide any illumination.

CONSTRUCTION	CRAFT DC 23	COST 5,000 GP
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Craft Technological Arms and Armor, military lab

LASER RIFLE		PRICE 20,000 GP
TYPE two-handed ranged	PROFICIENCY exotic (firearms)	
DMG (M) 2d6 fire	DMG (S) 1d10 fire	CRITICAL x2
RANGE 150 ft.	CAPACITY 20	USAGE 1 charge
SPECIAL automatic, touch	WEIGHT 6 lbs.	



A laser rifle is a larger, more powerful version of a laser pistol, and functions as such except for the differences listed here.

CONSTRUCTION	CRAFT DC 27	COST 10,000 GP
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Craft Technological Arms and Armor, military lab

LASER TORCH		PRICE 6,000 GP
TYPE one-handed melee	PROFICIENCY martial	
DMG (M) 1d10 fire	DMG (S) 1d8 fire	CRITICAL x3
CAPACITY 10	USAGE 1 charge	
SPECIAL touch	WEIGHT 4 lbs.	



A laser torch is a handheld tool intended to cut through objects with great speed. When activated, a laser torch emits a beam of highly focused light, cutting and

burning through surfaces up to 6 inches away. Attacks from a laser torch resolve as touch attacks and deal 1d10 points of fire damage. This damage is not modified further by Strength. When the laser torch is used as a tool or as a weapon to sunder, its damage bypasses up to 20 points of hardness, and damage is not halved (as is normally the case for energy damage applied to objects) unless the object is particularly fire-resistant. A laser torch's cutting beam passes through force fields and force effects without damaging the field. Invisible objects and creatures can't be harmed by a laser torch.

CONSTRUCTION	CRAFT DC 26	COST 3,000 GP
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Craft Technological Item, production lab

MINDRENDER		PRICE 56,000 GP
TYPE one-handed ranged	PROFICIENCY exotic (firearms)	
DAMAGE 1 negative level plus staggered	CRITICAL x2	
RANGE 40 ft.	CAPACITY 1 canister	USAGE 2 charges
SPECIAL slow-firing, touch	WEIGHT 2 lbs.	



A mindrender is a cruel weapon that emits a carrier wave of light which transmits a mass of nanites into the body of the creature struck. The victim must

succeed at a DC 17 Fortitude save or it takes 1 negative level and is staggered for 1 round as the nanites flood the victim's brain and suppress long term memories. If the victim succeeds, he's instead sickened for 1d4 rounds and is immune to further attacks from a mindrender for 1 hour.

A creature can attempt a new saving throw every 24 hours to remove the negative level. These are mind-affecting effects.

CONSTRUCTION	CRAFT DC 33	COST 28,000 GP
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Craft Technological Arms and Armor, nanotech lab

MONOWHIP			PRICE 70,000 GP
TYPE light melee		PROFICIENCY exotic (whip)	
DMG (M) 2d6 slash.	DMG (S) 1d10 slash.	CRITICAL 18-20/x3	
CAPACITY 10			
USAGE 1 charge/round			
SPECIAL performance, reach, touch		WEIGHT 1 lb.	



A monowhip is a deadly melee weapon capable of inflicting horrible wounds, even in the hands of the weak. An inactive monowhip looks like a short metal baton, but when it's activated, a small weight detaches, revealing a 15-foot-long monofilament length. Wielded like a whip, a monowhip slices deeply into targets and can inflict grievous critical hits with shocking ease. Attacks made with a monowhip resolve as touch attacks, and they ignore hardness as if the monofilament were made of adamantine. A monowhip's damage cannot be enhanced by strength, as the monofilament slices with equal ease regardless of the force applied. Activating a monowhip is a move action; once activated, the whip consumes power incredibly quickly, at the rate of 1 charge per round.

CONSTRUCTION	CRAFT DC 32	COST 35,000 GP
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Craft Technological Arms and Armor, gravity lab

NUCLEAR RESONATOR			PRICE 90,000 GP
TYPE two-handed ranged		PROFICIENCY exotic (heavy weaponry)	
DAMAGE special (see text)		CRITICAL 18-20/x2	
RANGE 80 ft.	CAPACITY 20	USAGE 5 charges	
SPECIAL slow-firing, touch		WEIGHT 11 lbs.	



A nuclear resonator is a bulky weapon that creates a droning shriek when fired—and even when it's not being fired, it buzzes, whirs, and flashes. The wielder takes a -4 penalty on any Stealth checks made while it is active. It can be powered off completely to negate this penalty; either activating or deactivating is a standard action.

When this weapon is fired, it creates a highly focused beam of sound that swiftly modulates to resonate at the atomic frequencies of the first target it strikes. The wielder makes one attack roll when firing a nuclear resonator, then resolves that roll against the Armor Class of every creature in an 80-foot line from his position. The resonator's beam tunes itself to the precise molecular structure of the first creature in the line he hits, dealing 9d6 points of sonic damage to that target. Any other targets of the same creature type in the line which are subsequently struck take 5d6 points of sonic damage, while creatures of different types than the initial target take 3d6 points of sonic damage. If the attack roll is a critical threat, choose one target hit by the attack to resolve the critical

confirmation against. A creature that's critically hit by a nuclear resonator must succeed at a DC 18 Fortitude saving throw to resist being stunned for 1 round and deafened for 1d6 rounds. A creature slain by a nuclear resonator is completely disintegrated (any gear carried remains unaffected).

Force fields and force effects are not damaged by a nuclear resonator's beam, and completely block its effects. The beam emitted by a nuclear resonator is a sonic effect, and cannot pass through an area of magical silence or an area under the effects of a signal jammer.

CONSTRUCTION	CRAFT DC 35	COST 45,000 GP
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Craft Technological Arms and Armor, military lab

NULL BLADE			PRICE 58,835 GP
TYPE one-handed melee		PROFICIENCY exotic (bastard sword)	
DMG (M) 1d10 slash.	DMG (S) 1d8 slash.	CRITICAL 19-20/x2	
CL 11th	CAPACITY 10	USAGE 1 charge/round	
AURA moderate abjuration		WEIGHT 4 lbs.	



A potent fusion of magic, advanced science, and masterful weaponsmithing, *null blades* were devised by the Technic League as weapons against both magic and machine. *Null blades* incorporate an adamantine-noqual alloy in their blades, a closely guarded metallurgical secret of the Technic League. The League guards these weapons closely, and when one falls into another's hands, they spare no expense in their efforts to recover it.

A *null blade* is a +1 *construct-bane bastard sword*—using it in this capacity does not consume any charges. The blade's strange alloy penetrates hardness as if it were made of adamantine. The blade can be activated as a swift action. While it's active, a shimmering field of green energy wraps around the blade, disrupting magic and technology alike, and the weapon's enhancement bonus increases to +2. In addition, the first time in a round that an activated *null blade* strikes a creature or object, it consumes an additional charge and targets the creature or object struck with *dispel magic* and *discharge* (see page 9). If a technological item damaged by a *null blade* is used in the same round it took damage, it glitches as if it were timeworn (see page 55).

CONSTRUCTION	CRAFT DC 30	COST 33,835 GP
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Craft Magic Arms and Armor, Craft Technological Arms and Armor, military lab, *discharge*, *dispel magic*, *summon monster I*

PLASMATHROWER			PRICE 30,000 GP
TYPE two-handed ranged		PROFICIENCY exotic (heavy weaponry)	
DMG (M) 4d6 e and f	DMG (S) 2d10 e and f	CRITICAL 19-20/x2	
RANGE 60 ft.	CAPACITY 20	USAGE 2 charges	
SPECIAL automatic or slow-firing, scatter, touch		WEIGHT 15 lbs.	



A plasmathrower is a devastating weapon that fires blasts of superheated, electrically charged gas. This weapon has two firing



modes: slow-firing and automatic. When used on the slow-firing setting, the weapon fires a scattering shot with no range increment; on the automatic setting, it fires individual bursts of plasma that can reach up to 3 range increments. Half the damage dealt by a plasmathrower is fire damage and the other half is electricity damage.

CONSTRUCTION	CRAFT DC 32	COST 15,000 GP
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Craft Technological Arms and Armor, military lab

RAIL GUN		PRICE 30,000 GP
TYPE two-handed ranged	PROFICIENCY exotic (heavy weaponry)	
DMG (M) 3d10 blu. and p	DMG (S) 3d8 blu. and p	CRITICAL x4
RANGE 200 ft.	CAPACITY 10	USAGE 1 charge
SPECIAL slow-firing, touch	WEIGHT 14 lbs.	



A rail gun uses gravitons to compress raw metal scrap placed in its sequencing chamber into hyperdense

shells that it then accelerates to astounding speed and fires from its electromagnetically charged barrel. The weapon's rate of fire is slow compared to most other technological weapons, yet its relatively high damage combined with its potential for particularly grisly critical hits makes it a much sought-after weapon for long-range combat. Shots fired from a rail gun bypass an object's first 10 points of hardness, and can completely penetrate targets without hardness.

When making an attack with a rail gun, make a single attack roll and compare that result to the ACs of all creatures in a line extending out to the weapon's maximum range. This weapon damages all targets with an AC equal to or lower than the attack roll. However, if the attack's damage fails to penetrate any target's hardness or damage reduction, this shot is blocked and cannot damage targets that are farther away.

CONSTRUCTION	CRAFT DC 32	COST 15,000 GP
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Craft Technological Arms and Armor, graviton lab

ROCKET LAUNCHER		PRICE 10,800 GP
TYPE two-handed ranged	PROFICIENCY exotic (heavy weaponry)	
DMG (M) 6d6 f, 6d6 blu.	DMG (S) 4d6 f, 4d6 blu.	CRITICAL —
RANGE 120 ft.	CAPACITY 10	USAGE 10 (disposable)
SPECIAL slow-firing	WEIGHT 10 lbs.	



A newly created rocket launcher contains its entire load of rockets and energy charges. It cannot be

reloaded, and once its final rocket is fired, the weapon is useless. Rockets fired from a rocket launcher can target a single target or a grid intersection. A creature that takes a direct hit from a rocket cannot attempt a saving throw to reduce the damage taken. When a rocket strikes its target, it explodes in a 30-foot-radius burst that deals fire and bludgeoning damage to all creatures within that area of

effect—a successful DC 15 Reflex save halves the damage for all but the target. Some rocket launchers carry alternate loads, replacing the fire damage with electricity or cold damage, and there are rumors of rocket launchers capable of doing even more damage, firing gravity-based weapons or using radioactive payloads.

CONSTRUCTION	CRAFT DC 28	COST 5,400 GP
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Craft Technological Arms and Armor, military lab

SONIC PISTOL		PRICE 13,000 GP
TYPE one-handed ranged	PROFICIENCY exotic (firearms)	
DMG (M) 1d8 sonic	DMG (S) 1d6 sonic	CRITICAL x2
RANGE 50 ft.	CAPACITY 10	USAGE 1 charge
SPECIAL semi-automatic, touch	WEIGHT 2 lbs.	



A sonic pistol emits a blast of devastating sound waves that shatter and blast flesh, bone, and anything else they

happen to strike. A creature critically hit by a sonic pistol must succeed at a DC 15 Fortitude save to resist being permanently deafened.

CONSTRUCTION	CRAFT DC 23	COST 6,500 GP
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Craft Technological Arms and Armor, military lab

SONIC RIFLE		PRICE 26,000 GP
TYPE two-handed ranged	PROFICIENCY exotic (firearms)	
DMG (M) 2d6 sonic	DMG (S) 1d10 sonic	CRITICAL x2
RANGE 150 ft.	CAPACITY 20	USAGE 1 charge
SPECIAL automatic, touch	WEIGHT 6 lbs.	



A sonic rifle is a larger, more powerful version of the sonic pistol, and functions as such except

for the differences listed here.

CONSTRUCTION	CRAFT DC 27	COST 13,000 GP
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Craft Technological Arms and Armor, military lab

STUN BATON		PRICE 5,000 GP
TYPE light melee	PROFICIENCY martial	
DMG (M) 1d8 e, 1d6 blu.	DMG (S) 1d6 e, 1d4 blu.	CRITICAL x2
CAPACITY 10	USAGE 1 charge/round	
SPECIAL touch	WEIGHT 2 lbs.	



This slender rod has an insulated grip and a conductive tip. All bludgeoning damage dealt by an active stun baton is nonlethal, while the electrical charge can be either

nonlethal or lethal. By activating a control in the handle as a swift action, the wielder can switch the attack between a nonlethal jolt and a lethal shock. On a confirmed critical hit, a target must succeed at a Fortitude saving throw (DC = 10 + the damage dealt by the critical hit) or be staggered for

1 round. When it's not activated, a stun baton functions as a sap. A character who is proficient with saps is proficient with a stun baton.

CONSTRUCTION	CRAFT DC 24	COST 2,500 GP
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Craft Technological Arms and Armor, military lab

STUN GUN		PRICE 3,000 GP
TYPE one-handed ranged	PROFICIENCY exotic (firearms)	
DMG (M) 1d8 nonlethal	DMG (S) 1d6 nonlethal	CRITICAL ×2
RANGE 20 ft.	CAPACITY 10	USAGE 1 charge
SPECIAL semi-automatic, touch	WEIGHT 3 lbs.	



This weapon uses a sonic amplifier to produce powerful low-frequency blasts of energy that pummel targets. The

weapon has a relatively short range, but the fact that it deals nonlethal damage at range and can knock targets prone makes it a favorite for those seeking to capture their foes alive. A hit by a stun gun deals nonlethal damage—on a critical hit, the gun can attempt a free trip combat maneuver check against the target (CMB = user's base attack bonus + 10); this attempt doesn't provoke attacks of opportunity.

CONSTRUCTION	CRAFT DC 22	COST 1,500 GP
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Craft Technological Arms and Armor, military lab

VORTEX GUN		PRICE 182,000 GP
TYPE two-handed ranged	PROFICIENCY exotic (heavy weaponry)	
DMG (M) 10d6 force	DMG (S) 8d6 force	CRITICAL 19–20/×2
RANGE 100-ft. cone	CAPACITY 30	USAGE 10 charges
SPECIAL slow-firing, scatter, touch	WEIGHT 15 lbs.	



A vortex gun looks like a sleek shotgun with three barrels arranged in a triangular formation.

When this weapon is fired, the three barrels release a beam of gravitons that spiral around each other to create a 100-foot-long cone-shaped vortex of devastating energy. This energy tears, crushes, and twists everything in its path. Being struck by a vortex gun induces overwhelming vertigo in living victims. A living creature damaged by a vortex gun must succeed at a DC 18 Fortitude saving throw to avoid being nauseated for 1 round. A critical hit also allows the user of the gun to attempt a trip combat maneuver check against the target (CMB = user's base attack bonus + 15); this attempt doesn't provoke attacks of opportunity. Flying creatures struck by a vortex gun are affected as if they were struck by hurricane force winds. A creature protected by a force field takes no damage from a vortex gun but must succeed at a DC 18 Reflex save or the shot automatically depletes all of the force field's remaining hit points.

CONSTRUCTION	CRAFT DC 23	COST 91,000 GP
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Craft Technological Arms and Armor, graviton lab

X-LASER		PRICE 40,000 GP
TYPE two-handed ranged	PROFICIENCY exotic (heavy weaponry)	
DMG (M) 5d6 fire	DMG (S) 6d4 fire	CRITICAL ×4
RANGE 200 ft.	CAPACITY 20	USAGE 5 charges
SPECIAL touch	WEIGHT 10 lbs.	



An x-laser is a super-charged laser with devastating effects. It fires a highly focused, incredibly powerful

beam of high-frequency light. An x-laser's beam functions as a laser rifle's beam, but it bores holes through any creature or object it damages. The beam is stopped if it cannot penetrate the hardness, fire resistance, or fire immunity of a barrier or creature. When making an attack with an x-laser, make a single attack roll and compare that result to the ACs of all creatures in a line extending out to the weapon's maximum range. This weapon damages all targets with an AC equal to or lower than the attack roll. The hole created by an x-laser is less than an inch in diameter and serves primarily as evidence of the weapon's discharge rather than significantly altering an object's structural integrity beyond the damage the laser blast deals as part of the attack.

CONSTRUCTION	CRAFT DC 33	COST 20,000 GP
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Craft Technological Arms and Armor, military lab

ZERO PISTOL		PRICE 10,000 GP
TYPE one-handed ranged	PROFICIENCY exotic (firearms)	
DMG (M) 1d8 cold	DMG (S) 1d6 cold	CRITICAL ×2
RANGE 50 ft.	CAPACITY 10	USAGE 1 charge
SPECIAL semi-automatic, touch	WEIGHT 2 lbs.	



A zero pistol fires a beam of freezing particles at high velocity, dealing cold damage to anything it

strikes. Any creature critically hit by a zero pistol ray must succeed at a DC 15 Fortitude saving throw or become staggered by the cold for 1 round.

CONSTRUCTION	CRAFT DC 23	COST 5,000 GP
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Craft Technological Arms and Armor, military lab

ZERO RIFLE		PRICE 20,000 GP
TYPE two-handed ranged	PROFICIENCY exotic (firearms)	
DMG (M) 2d6 cold	DMG (S) 1d10 cold	CRITICAL ×2
RANGE 150 ft.	CAPACITY 20	USAGE 1 charge
SPECIAL automatic, touch	WEIGHT 6 lbs.	



A zero rifle is a larger, more powerful version of the zero pistol, and functions as such

except for the differences listed here.

CONSTRUCTION	CRAFT DC 27	COST 10,000 GP
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Craft Technological Arms and Armor, military lab



Armor

Each suit of technological armor has a full description, including a set of abbreviated statistics. This information is organized as follows.

Price: This is the cost in gold pieces to purchase the suit of armor if it's available for sale. As with magic armor, a technological suit of armor can be sold by PCs for half this value.

Weight: The weight of the armor in pounds. Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

Type: This indicates if the suit is light, medium, or heavy armor.

AC: The protective value of the armor. This armor bonus is added to the wearer's Armor Class.

Max Dex: This number is the maximum Dexterity bonus that this type of armor allows.

Penalty: This lists the armor check penalty of the suit of armor.

Spell Failure: This indicates the armor's arcane spell failure chance.

Speed: This lists a character's adjusted speed while wearing the armor. Adjusted speeds for characters with base speeds of 20 ft. and 30 ft. are included.

Capacity: The armor's charge capacity is listed here. If the armor doesn't use energy, this entry is omitted.

Usage: This value lists the number of charges the armor consumes over time while activated. (Activating powered armor is a standard action, and deactivating is a free action.) The charge is immediately spent at the beginning of the duration, and any time remaining when the armor is deactivated is lost.

Description: This describes the armor's appearance, powers, and abilities.

Construction: Certain requirements must be met for a character to craft a suit of technological armor. These requirements generally consist of having a feat and access to a manufacturing facility.

Craft: This is the Craft DC required to create the armor. It is also the Knowledge (engineering) DC to correctly identify the armor.

Cost: This is the cost in gold pieces to create the technological item. Generally, this cost is equal to half the price of the armor.

CHAMELEON SUIT		PRICE 15,000 GP
TYPE light	WEIGHT 5 lbs.	AC +2
MAX DEX +6	PENALTY 0	SPELL FAILURE 10%
SPEED (30 FT.) 30 ft.	SPEED (20 FT.) 20 ft.	
CAPACITY 50	USAGE 1 charge/minute	

This suit of light woven-fiber armor covers the wearer from ankle to wrist and includes a hooded cowl. Its surface consists of millions of tiny, scale-like lenses and LED screens.



When powered on, a chameleon suit analyzes its environment and generates digital camouflage. The wearer gains a +10 competence bonus on Stealth checks and can hide in plain sight (as a ranger in his favored terrain).

CONSTRUCTION	CRAFT DC 29	COST 7,500 GP
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Craft Technological Arms and Armor, military lab

DEEP DIVING SUIT		PRICE 26,000 GP
TYPE light	WEIGHT 20 lbs.	AC +3
MAX DEX +5	PENALTY -2	SPELL FAILURE 30%
SPEED (30 FT.) 30 ft.	SPEED (20 FT.) 20 ft.	
CAPACITY 25	USAGE 1 charge/hour	



A deep diving suit is a body-tight mesh of reinforced rubber and polymer fitted with scrubbers that can draw and purify oxygen from its surrounding environment, extracting oxygen from water as easily as from air. The suit's helmet is close-fitting but offers excellent visibility, while the suit's fabric itself can flex while still remaining supportive against pressure—depths are treated as being 1,000 feet shallower than their actual depth for the purposes of determining pressure damage from deep water. The wearer is also immune to inhaled toxins and can breathe underwater with ease—the suit does not allow breathing in a vacuum.

A diving suit's hands and feet can activate webbing, long fins, and flippers, which the wearer can extend (and deactivate) as a move action. While in this mode, the wearer of the suit gains a swim speed of 20 feet and a +8 bonus on Swim checks, but the armor check penalty of the suit doubles to -4 and its land speed reduces to 20 feet (or 15 feet for slower characters, as appropriate). Swim checks are never penalized by a diving suit's armor check penalty.

CONSTRUCTION	CRAFT DC 26	COST 13,000 GP
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Craft Technological Arms and Armor, production lab

GRAVITY SUIT		PRICE 40,000 GP
TYPE light	WEIGHT 5 lbs.	AC see text
MAX DEX +8	PENALTY 0	SPELL FAILURE 5%
SPEED (30 FT.) 30 ft.	SPEED (20 FT.) 20 ft.	
CAPACITY 24	USAGE 1 charge/hour	



A gravity suit consists of several black, flexible straps attached to a framework of delicate servos, thin plates, and small strips of black polymer plastic—this give it an appearance of being ineffective armor. The armor bonus provided by an unpowered gravity suit is +0, but when activated, the suit generates a field of gravitons around the wearer that grants a +5 armor bonus (this bonus is a force effect). This bonus is doubled when it applies to the wearer's CMD score against bull rush, overrun, and trip attempts, and slows any fall as if the wearer were under the effect of a *feather fall* spell.

TABLE 2–2: ARMOR

Armor	Price	Armor/ Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight	Capacity	Usage
<i>Light Armor</i>										
Heavy weapon harness	9,000 gp	+1	+6	–1	5%	30 ft.	20 ft.	10 lbs.	—	—
Scatterlight suit (brown)	100 gp	+1	+8	–1	5%	30 ft.	20 ft.	5 lbs.	24	1 charge/hour
Chameleon suit	15,000 gp	+2	+6	0	10%	30 ft.	20 ft.	5 lbs.	50	1 charge/minute
Scatterlight suit (black)	150 gp	+2*	+8	–1	5%	30 ft.	20 ft.	5 lbs.	24	1 charge/hour
Innsuit	19,250 gp	+3	+6	0	15%	30 ft.	20 ft.	10 lbs.	—	—
Deep diving suit	26,000 gp	+3	+5	–2	30%	30 ft.	20 ft.	20 lbs.	25	1 charge/hour
Scatterlight suit (white)	200 gp	+3*	+8	–1	5%	30 ft.	20 ft.	5 lbs.	24	1 charge/hour
Smart armor (compact form)	16,500 gp	+4	+4	–2	25%	30 ft.	20 ft.	20 lbs.	60	1 charge/10 minutes
Scatterlight suit (gray)	700 gp	+4*	+8	–1	5%	30 ft.	20 ft.	5 lbs.	24	1 charge/hour
Scatterlight suit (green)	1,000 gp	+5*	+8	–1	5%	30 ft.	20 ft.	5 lbs.	24	1 charge/hour
Scatterlight suit (red)	1,400 gp	+6*	+8	–1	5%	30 ft.	20 ft.	5 lbs.	24	1 charge/hour
Scatterlight suit (blue)	3,600 gp	+7*	+8	–1	5%	30 ft.	20 ft.	5 lbs.	24	1 charge/hour
Scatterlight suit (orange)	6,000 gp	+8*	+8	–1	5%	30 ft.	20 ft.	5 lbs.	24	1 charge/hour
Scatterlight suit (prismatic)	12,000 gp	+9*	+8	–1	5%	30 ft.	20 ft.	5 lbs.	24	1 charge/hour
Gravity suit	40,000 gp	Varies	+8	0	5%	30 ft.	20 ft.	5 lbs.	24	1 charge/hour
<i>Medium Armor</i>										
Panic suit	2,000 gp	+2	+2	–4	50%	20 ft.	15 ft.	2 lbs.	10	1 charge/hour, disposable
HEV suit	61,000 gp	+4	+3	–4	40%	20 ft.	15 ft.	20 lbs.	25	1 charge/hour
Nanite ablative armor	10,000 gp	+4	+4	–3	20%	20 ft.	15 ft.	35 lbs.	24	1 charge/hour
<i>Heavy Armor</i>										
Spacesuit	90,000 gp	+7	+0	–8	50%	20 ft.	15 ft.	35 lbs.	25	1 charge/hour
Smart armor (expanded form)	16,500 gp	+8	+1	–5	35%	20 ft.	15 ft.	20 lbs.	60	1 charge/10 minutes
<i>Shields</i>										
Hard light shield	6,400 gp	+2	—	0	10%	—	—	1 lb.	20	1 charge/minute

* The full bonus applies only to touch AC. See item for details.

At the cost of 1 additional charge per minute, the wearer of a gravity suit can fly at a speed of 60 ft. (average). Activating this ability is a standard action.

CONSTRUCTION | **CRAFT DC 33** | **COST 20,000 GP**

Craft Technological Arms and Armor, graviton lab

HARD LIGHT SHIELD		PRICE 6,400 GP
TYPE shield	WEIGHT 1 lb.	AC +2
MAX DEX —	PENALTY 0	SPELL FAILURE 10%
SPEED (30 FT.) —	SPEED (20 FT.) —	
CAPACITY 20	USAGE 1 charge/minute	

This bulky bracelet is covered in blinking blue lights and pulsing holographic emitters. A hard light shield produces



a translucent but substantial holographic barrier when activated. The shield bonus counts as a force effect and applies to the wielder's touch AC against beam and ray attacks (but not other touch attacks). As a transparent force effect, a hard light shield provides no bonus against lasers. A hard light shield can be used to deliver shield bash attacks like a heavy shield.

When turned off, a hard light shield provides no AC bonus and imposes no spell failure chance. Activating or deactivating a hard light shield is a move action. This item occupies the wearer's wrist slot.

CONSTRUCTION | **CRAFT DC 27** | **COST 3,200 GP**

Craft Technological Arms and Armor, military lab



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

HEAVY WEAPON HARNESS		PRICE 9,000 GP
TYPE light	WEIGHT 10 lbs.	AC +1
MAX DEX +6	PENALTY -1	SPELL FAILURE 5%
SPEED (30 FT.) 30 ft.	SPEED (20 FT.) 20 ft.	
CAPACITY —	USAGE —	



Known also as an "H-belt," a heavy weapon harness is an elaborate network of plastic and metal struts and straps. The harness can be worn in conjunction with any other suit of armor—the armor bonus granted by the heavy weapon harness does not stack with that granted by other suits of armor, but the armor check penalties and spell failure percentages do.

A heavy weapon harness provides its wearer with additional stability and support, allowing the user to wield heavy weapons as if they were regular firearms, using the Exotic Weapon (firearms) feat for proficiency rather than Exotic Weapon (heavy weaponry). A character with Exotic Weapon (heavy weaponry) who wears an H-belt finds the use of heavy weapons even easier, and gains a +1 circumstance bonus on all attack rolls made with harnessed heavy weapons.

Unlike most technological armors, a heavy weapon harness does not use power—its components are purely mechanical.

CONSTRUCTION	CRAFT DC 27	COST 4,500 GP
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Craft Technological Arms and Armor, military lab

HEV SUIT		PRICE 61,000 GP
TYPE medium	WEIGHT 20 lbs.	AC +4
MAX DEX +3	PENALTY -4	SPELL FAILURE 40%
SPEED (30 FT.) 20 ft.	SPEED (20 FT.) 15 ft.	
CAPACITY 25	USAGE 1 charge/hour	



Short for "hazardous environment," an HEV suit provides protection from radiation, disease, poisonous gas, cold, heat, and similar environmental dangers. The suit needs a power supply to work—while deactivated, none of the

following abilities function at all.

While powered, the suit provides immunity to inhaled poisons and diseases, and provides resistance 10 against all forms of energy except for sonic damage. An HEV suit completely protects against low radiation, and reduces the effects of medium radiation to low radiation, but it offers no protection against high or severe radiation. The suit's self-repairing polymer resin fabric automatically seals secondary punctures or tears created by physical attacks to the wearer and damage dealt specifically against the suit. It repairs damage at the rate of 2d6 points of damage per charge consumed. While repairing damage in this manner, the suit's other protective functions listed above are any taken offline. An HEV suit has hardness 2 and 30 hit points.

CONSTRUCTION	CRAFT DC 28	COST 30,500 GP
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Craft Technological Arms and Armor, production lab

INSSUIT		PRICE 19,250 GP
TYPE light	WEIGHT 10 lbs.	AC +3
MAX DEX +6	PENALTY 0	SPELL FAILURE 15%
SPEED (30 FT.) 30 ft.	SPEED (20 FT.) 20 ft.	
CAPACITY —	USAGE —	



This padded jumpsuit is made of resilient polymers interwoven with superconducting thread. It provides modest protection from conventional and energy weapons. The wearer applies the armor's AC bonus (including enhancement bonus, if any) against touch and ranged touch attacks that deal energy damage. In addition, the innsuit provides resist energy 5 against cold, acid, and electricity.

CONSTRUCTION	CRAFT DC 24	COST 9,625 GP
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Craft Technological Arms and Armor, military lab

NANITE ABLATIVE ARMOR		PRICE 10,000 GP
TYPE medium	WEIGHT 35 lbs.	AC +4
MAX DEX +4	PENALTY -3	SPELL FAILURE 20%
SPEED (30 FT.) 20 ft.	SPEED (20 FT.) 15 ft.	
CAPACITY 24	USAGE 1 charge/hour	

This suit of armor consists of several layers of scaly mesh over a thick, clothlike polymer weave. When activated, a suit of nanite ablative armor grants the wearer additional protection against nanites, through the use of imperceptible magnetic fields that repel the microscopic robots. An active suit of nanite ablative armor grants its armor bonus (including any enhancement bonuses) to the wearer's touch AC against nanites. The wearer gains a +4 resistance bonus on saving throws made against nanite-related effects delivered through means other than touch attacks.

CONSTRUCTION	CRAFT DC 30	COST 5,000 GP
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Craft Technological Arms and Armor, graviton lab

PANIC SUIT		PRICE 2,000 GP
TYPE medium	WEIGHT 2 lbs.	AC +2
MAX DEX +2	PENALTY -4	SPELL FAILURE 50%
SPEED (30 FT.) 20 ft.	SPEED (20 FT.) 15 ft.	
CAPACITY 10	USAGE 1 charge/hour (disposable)	



When not being worn, a panic suit is a fist-sized plastic sphere. When activated, it envelops the creature holding it in a full-body protective suit. While activated, it provides immunity to low radiation

and resistance 5 against all forms of energy except sonic damage. Its air filters grant a +4 bonus on saving throws against inhaled poisons and diseases.

A panic suit is a single-use item. When its charges run out or its wearer deactivates it, it falls apart into useless fragments.

CONSTRUCTION	CRAFT DC 30	COST 1,000 GP
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Craft Technological Arms and Armor, military lab

SCATTERLIGHT SUIT		PRICE varies
Brown		100 GP
Black		150 GP
White		200 GP
Gray		700 GP
Green		1,000 GP
Red		1,400 GP
Blue		3,600 GP
Orange		6,000 GP
Prismatic		12,000 GP
TYPE light	WEIGHT 5 lbs.	AC +1
MAX DEX +8	PENALTY -1	SPELL FAILURE 5%
SPEED (30 FT.) 30 ft.	SPEED (20 FT.) 20 ft.	
CAPACITY 24	USAGE 1 charge/hour	



A scatterlight suit is a tight, form-fitting suit of highly reflective polymers and synthetic metal fibers. It's designed to reflect beam weapon attacks, and provides only minimal protection against physical damage. Activating a scatterlight suit is a standard action; once activated, the suit diffuses and

blurs light reflected from its surface, making the wearer appear hazy and indistinct.

While active, a scatterlight suit increases the wearer's touch AC by a variable amount—this bonus is an armor bonus, but does not increase the wearer's normal or flat-footed AC beyond the scatterlight suit's baseline armor bonus of +1. This bonus to touch AC only applies to attacks made by beam weapons and rays—it does not provide additional protection to other touch attacks.

Color	Touch AC Bonus
Brown	+1
Black	+2
White	+3
Gray	+4
Green	+5
Red	+6
Blue	+7
Orange	+8
Prismatic	+9

CONSTRUCTION	CRAFT varies	COST varies
Brown	DC 24	50 GP
Black	DC 25	75 GP
White	DC 26	100 GP
Gray	DC 27	350 GP
Green	DC 28	500 GP
Red	DC 29	700 GP
Blue	DC 30	1,800 GP
Orange	DC 31	3,000 GP
Prismatic	DC 32	6,000 GP

Craft Technological Arms and Armor, military lab

SMART ARMOR (COMPACT FORM)		PRICE 16,500 GP
TYPE light	WEIGHT 20 lbs.	AC +4
MAX DEX +4	PENALTY -2	SPELL FAILURE 25%
SPEED (30FT.) 30 ft.	SPEED (20FT.) 20 ft.	
CAPACITY 60	USAGE 1 charge/10 minutes	

SMART ARMOR (EXPANDED FORM)		PRICE —
TYPE heavy	WEIGHT 20 lbs.	AC +8
MAX DEX +1	PENALTY -5	SPELL FAILURE 35%
SPEED (30 FT.) 20 ft.	SPEED (20 FT.) 15 ft.	
CAPACITY 60	USAGE 1 charge/10 minutes	



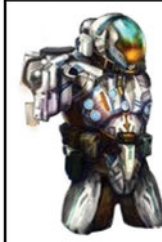
While inactive, smart armor resembles a breastplate of adamantine scales, which doesn't seem out of place among the metal armor of Golarion, except for its the alien aesthetics of its Androffan design. When activated as an immediate

action, smart armor expands to cover the wearer's legs and limbs, and a built-in magnetic generator hardens the armor into a rigid, plate-like form. When in this form, it uses the statistics of smart armor (expanded form). It can be collapsed back to breastplate form with a move action, and automatically retracts when it loses power. In either form, smart armor provides DR 2/— due to its adamantine construction. Smart armor is considered masterwork armor.

CONSTRUCTION	CRAFT DC 28	COST 14,00 GP
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Craft Technological Arms and Armor, military lab

SPACESUIT		PRICE 90,000 GP
TYPE heavy	WEIGHT 35 lbs.	AC +7
MAX DEX +0	PENALTY -8	SPELL FAILURE 50%
SPEED (30 FT.) 20 ft.	SPEED (20 FT.) 15 ft.	
CAPACITY 25	USAGE 1 charge/hour	



This airtight suit of synthetic polymers includes a transparent, dome-like helmet that completely covers the wearer's head. A spacesuit is nearly identical in function to an HEV suit (see page 31), except that as long as the spacesuit is charged, it provides a

bit more armor protection as well as complete protection from all radiation and exposure to vacuum. A spacesuit repairs damage to itself at the rate of 4d6 points of damage per charge consumed. It has hardness 6 and 60 hit points.

A space suit is fitted with numerous small booster jets that grant the wearer a fly speed of 20 ft. (poor) in areas of zero gravity while the spacesuit is charged. The boosters impart no benefit in areas of high, low, or normal gravity.

CONSTRUCTION	CRAFT DC 30	COST 45,000 GP
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Craft Technological Arms and Armor, military lab



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

Pharmaceuticals

A pharmaceutical takes a standard action to consume, or a move action if administered by a medlance (see page 49). A single dose of any pharmaceutical weighs only a tenth of a pound—no entry for weight is given for the following item descriptions. Individual doses of pharmaceuticals can take various forms, from an injected serum to an ingested pill. Each pharmaceutical is assumed to contain a means of delivery included in its weight and cost. Any pharmaceutical can be used with a medlance to speed up its administration time, regardless of its form.

Each pharmaceutical has a full description, including a set of abbreviated statistics, organized as follows.

Price: This is the cost in gold pieces to purchase the pharmaceutical if it's available for sale. As with magic potions, a pharmaceutical can be sold by PCs for half this value.

Construction Requirements: Certain requirements must be met for a character to craft a pharmaceutical. These requirements generally include a feat and access to a medical laboratory. Crafting components are consumed during construction and are not counted as part of the item's cost; if the crafting attempt fails, new crafting components must be provided for the next attempt.

Craft: This is the Craft DC required to create the pharmaceutical. It is also the Knowledge (engineering) or Heal DC to correctly identify the pharmaceutical.

Cost: This is the cost in gold pieces to create the pharmaceutical. Generally this cost is equal to half the price of the pharmaceutical.

BASELINE

PRICE
2,250 GP



An injection of baseline floods the brain with neuroinhibitors that purge the mind of excess emotion. Baseline has an onset

time of 10 minutes. When it takes effect, baseline renders the recipient immune to insanity, mind-affecting effects, and morale bonuses for 1 hour, as well as suppressing (but not removing) any such active, ongoing effects. It can be resisted with a successful DC 14 Fortitude saving throw. Once a creature has been affected by baseline, it cannot be affected by additional doses for 24 hours.

CONSTRUCTION | **CRAFT** DC 26 | **COST** 1,125 GP

Craft Pharmaceutical, medical lab

CARDIOAMP

PRICE
4,550 GP



This potent drug can revive a recently deceased victim. If administered to a corpse within 1 minute of death, the victim

can immediately attempt a Fortitude saving throw (DC = 15 + 1 per round since death occurred) to be restored to life, automatically stabilizing at -1 hit point. Multiple doses

TABLE 2-3: PHARMACEUTICALS

Pharmaceutical	Price
Baseline	2,250 gp
Cardioamp	4,550 gp
Cureall	1,400 gp
Hemochem (Grade I)	250 gp
Hemochem (Grade II)	500 gp
Hemochem (Grade III)	750 gp
Hemochem (Grade IV)	1,000 gp
Hemochem (Grade V)	1,250 gp
Hype	250 gp
Torpinal	300 gp
Vive	200 gp
Zortaphen	2,250 gp

injected within this 1-minute period can grant the deceased additional attempts at revival; each additional dose grants a cumulative +2 bonus to the Fortitude saving throw. As with most other effects that revive the dead, a creature restored to life in this manner gains 1 negative level. Cardioamp only works on bodies that are relatively intact. Bodies that have been dismembered, horribly burned, or otherwise mutilated (at the GM's discretion) cannot be revived by cardioamp, but bodies slain by death effects can be.

Cardioamp can be deadly if injected into a living creature. A living creature injected with cardioamp must succeed at a DC 16 Fortitude saving throw to resist taking 3d6 points of Constitution damage from a sudden heart attack. If the save is successful, the Constitution damage is negated but the victim becomes sickened for 1d6 rounds. The effect when injected in a living creature is a poison effect.

CONSTRUCTION | **CRAFT** DC 30 | **COST** 2,275 GP

Craft Pharmaceutical, medical lab

CUREALL

PRICE
1,400 GP



A dose of cureall allows the target to attempt an additional saving throw against a single disease or poison effect currently

afflicting him. This additional saving throw counts for the total number of successful saves needed to recover from the disease or poison. If the target is suffering from multiple afflictions, a single dose of cureall works against only the effect with the highest save DC currently afflicting him.

Cureall also restores 1d4 points of ability damage or 1 point of ability drain that has been inflicted by a disease or poison, even if the user doesn't succeed at the save. A dose cures any ability drain before curing ability damage. If the target is suffering from drain or damage to multiple ability scores, the cureall cures the score with the most damage or drain (or randomly selects one if multiple scores have equal drain or damage).

CONSTRUCTION | **CRAFT** DC 25 | **COST** 700 GP

Craft Pharmaceutical, medical lab

HEMOCHEM	PRICE varies
Grade I	250 GP
Grade II	500 GP
Grade III	750 GP
Grade IV	1,000 GP
Grade V	1,250 GP



Hemochem stops bleeding and promotes healing. A single dose of hemochem grants fast healing for 1 minute. Multiple doses injected do not stack, but they do reset the duration of the fast healing back to 1 minute. Five grades of hemochem exist; the fast healing granted by a dose depends on the pharmaceutical's grade, as detailed below.

Grade	Fast Healing
Grade I	1
Grade II	2
Grade III	3
Grade IV	4
Grade V	5

CONSTRUCTION	CRAFT varies	COST varies
Grade I	DC 23	125 GP
Grade II	DC 24	250 GP
Grade III	DC 25	375 GP
Grade IV	DC 26	500 GP
Grade V	DC 27	625 GP

Craft Pharmaceutical, medical lab

HYPE	PRICE 250 GP
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A synthetic adrenaline derivative once used by soldiers, hype boosts perception and reaction time but comes with some nasty side effects. This pharmaceutical has an onset time of 1 round and its effects last for 1 hour. It provides a +5 competence bonus on Perception checks and increases the user's base land speed by 10 feet, but the user takes a -4 penalty on concentration checks and on all Intelligence-, Wisdom-, and Charisma-based skill checks (with the exception of Perception).

CONSTRUCTION	CRAFT DC 24	COST 125 GP
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Craft Pharmaceutical, medical lab

TORPINAL	PRICE 300 GP
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Torpinal is a serum that makes the injected subject more cooperative during interrogation. It has a 1-minute onset time. The effects

of a single dose of torpinal can be resisted with a successful DC 12 Will saving throw. Additional dose can be used, and often are when the subject succeeds at a save against torpinal. Each dose administered within a 1-minute period forces a new saving throw to resist the effects, with the DC increasing by 2 per additional dose (to a maximum of DC 22).

A victim that succumbs to torpinal becomes highly suggestible to revealing truthful information for 10 minutes. Whenever the victim is posed a question during this time, the victim must succeed at a Will saving throw (DC = the DC of the dose of torpinal the victim failed his saving throw against) to resist replying to the question in as truthful a manner as he can. The victim isn't compelled to follow any suggestions other than the one to answer questions truthfully. A victim under the effects of torpinal takes a -10 penalty on Bluff checks, making it difficult to lie even if successfully saving against the torpinal's ongoing effects. Torpinal is a poison and mind-affecting effect.

CONSTRUCTION	CRAFT DC 25	COST 150 GP
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Craft Pharmaceutical, medical lab

VIVE	PRICE 200 GP
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Vive revitalizes the body at the cost of mental acuity. This pharmaceutical has an onset time of 1 minute. It eliminates

fatigue and exhaustion and heals 1d4 points of ability damage to a physical ability score (Strength, Dexterity, or Constitution) of the target's choice. The first dose taken in a 24-hour period deals 1d2 points of ability damage to Intelligence and Wisdom; additional doses in that period deal 1d4 points of ability damage instead. Vive can be resisted with a successful DC 12 Fortitude saving throw.

CONSTRUCTION	CRAFT DC 22	COST 100 GP
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Craft Pharmaceutical, medical lab

ZORTAPHEN	PRICE 2,250 GP
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Zortaphen is a powerful anesthetic. A creature that takes a dose of zortaphen must succeed at a DC 15 Fortitude saving throw

or become unconscious for 1 hour; the unconsciousness takes effect 1d6 rounds after the failed save. A creature under the effects of zortaphen is numbed as well, making it immune to pain effects while sleeping. Damage inflicted on someone put to sleep with zortaphen does not cause the sleeper to awaken. Awakening someone early requires a successful DC 20 Heal check and a full-round action. Zortaphen is a poison and sleep effect.

Zortaphen can be dangerous if too much is taken at once. A skilled character can use a successful DC 15 Heal check to keep someone under the effects of zortaphen unconscious indefinitely by injecting a new dose every hour. On a failed Heal check or if a second dose is administered without attempting a Heal check, a victim already under the effects of zortaphen must succeed at a DC 15 Fortitude save or take 1d6 points of Constitution damage.

CONSTRUCTION	CRAFT DC 22	COST 1,125 GP
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Craft Pharmaceutical, medical lab



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

Cybertech

Cybertech is a form of technology that must be surgically implanted into a host body before it functions. Cybertech takes up a special set of slots that correspond to a creature's body. Most cybertech is designed for a creature with a humanoid shape—installing cybertech in a non-humanoid-shaped body is more difficult, but possible.

Each piece of cybertech has an implantation value that indicates how invasive the implant is. The total combined implantation values of all cybertech implanted in a single creature can't exceed either that creature's Constitution score or Intelligence score—a creature's Constitution sets the physical limit of what its body can accept in the form of cybernetic implants, while the creature's Intelligence sets the mental limit of what its brain can control. An implants whose implantation value would cause the total to exceed either of these two scores does not function but still takes up a body slot. In addition, as long as a character has cybernetic implants installed whose combined implantation exceeds his Constitution or Intelligence, he takes a -4 penalty on all saving throws.

A creature with neither a Constitution score nor an Intelligence score cannot receive benefits from cybertech, but a creature with only one of these scores can.

Installing a piece of cybertech takes a number of hours equal to the cybertech's implantation value if the installation is done by hand—certain technological items can speed this installation time. The target must be willing or helpless during the entire installation, at the end of which the installer attempts a Heal check against a DC of 20 + double the cybertech's implantation value—this value is listed for each cybertech item for ease of reference. On a success, the target takes Constitution damage equal to the cybertech's implantation value and the cybertech immediately activates. On a failed check, the target still takes the Constitution damage but the installation fails; a new attempt to install the cybertech can be made, although it's wise to wait for the Constitution damage to heal before trying again.

Cybertech can be extracted using the same procedure as implanting it, with a failed Heal check indicating the attempt to extract the item failed. Fortunately, extraction is a simpler task than installment, and Heal checks to remove cybertech gain a +10 bonus. Extracting a piece of cybertech from a dead body requires no Heal check but takes a number of rounds equal to the cybertech's implantation value. You can only install or extract a single piece of cybertech at a time.

An NPC generally charges an amount equal to 1/10 the total price of a piece of cybertech for the service of installing the item.

Each piece of cybertech has a full description, including a set of abbreviated statistics at the start. This information is organized as follows.

Price: This is the cost in gold pieces to buy the implant if it's available for sale. This value does not include the cost to

have the object surgically implanted. As with magic items, a piece of cybertech can be sold by PCs for half this value.

Slot: This is the part of the body into which the cybertech must be implanted. A single slot can only ever host a single piece of cybertech. Cybertech slots are separate from normal magic item slots and do not count as being used for the purposes of worn magic items.

Weight: This is the weight of the cybertech in pounds. Once installed, the cybertech's weight does not count against a creature's encumbrance or maximum load.

Install: This is the Heal check DC required to successfully implant or remove the cybertech from a creature.


Implantation: A numerical value indicating how invasive the cybertech is. The higher the number, the more invasive the cybertech. Implantation influences the time and difficulty of installing and removing the cybertech.

Description: This section describes the cybertech's appearance and abilities.

Construction: Certain requirements must be met for a character to craft cybertech. These requirements generally consist of having a feat and access to a manufacturing facility (see page 16).

Craft: This is the Craft DC required to create the cybertech. It is also the Knowledge (engineering) DC to correctly identify the cybertech.

Cost: This is the cost in gold pieces to create the item. Generally this cost is equal to half the price of the item.

BIOFILTER		PRICE 16,000 GP
SLOT body	WEIGHT 2 lbs.	
INSTALL DC 25	IMPLANTATION 3	
 <p>A nanite matrix is installed in the kidneys and liver to help purge the body of toxins. A biofilter provides a +4 competence bonus on saving throws against disease and poison. In addition, when the user attempts such a saving throw, she rolls twice and takes the higher result.</p>		
CONSTRUCTION	CRAFT DC 25	COST 8,000 GP
Craft Cybertech, cybernetics lab		


CRANIAL BOMB		PRICE 4,500 GP
SLOT head	WEIGHT 1/2 lb.	
INSTALL DC 25	IMPLANTATION 1	
 <p>A cranial bomb is a bomb implanted at the base of the skull that explodes when remotely activated by a detonator's (see page 43) signal. Though normally implanted, a cranial bomb can also be detonated outside of a body. If detonated while implanted, it deals 2d6 points of bludgeoning damage and 2d6 points of fire damage, and the recipient must succeed at a Fortitude saving throw (DC = 10 + the damage dealt) or be instantly slain. Creatures killed in this manner cannot be revived by <i>breath of life</i> or</p>		

TABLE 2-4: CYBERTECH

Cybertech	Price	Weight	Implant.	Install
<i>Arm Slot Cybertech</i>				
Cybernetic arm	4,750 gp	9 lbs.	2	DC 28
Implanted weaponry	10,000 gp (special)	1 lb.	2	DC 26
<i>Body Slot Cybertech</i>				
Dermal plating (mark I)	4,000 gp	5 lbs.	2	DC 24
Cyberfiber muscles (mark I)	8,000 gp	10 lbs.	2	DC 24
Thoracic nanite chamber (mark I)	8,000 gp	5 lbs.	2	DC 24
Wirejack tendons (mark I)	8,000 gp	10 lbs.	2	DC 24
Biofilter	16,000 gp	2 lbs.	3	DC 25
Dermal plating (mark II)	16,000 gp	5 lbs.	4	DC 26
Cyberfiber muscles (mark II)	32,000 gp	10 lbs.	4	DC 28
Thoracic nanite chamber (mark II)	32,000 gp	5 lbs.	4	DC 28
Wirejack tendons (mark II)	32,000 gp	10 lbs.	4	DC 28
Dermal plating (mark III)	36,000 gp	5 lbs.	4	DC 28
Dermal plating (mark IV)	64,000 gp	5 lbs.	8	DC 30
Cyberfiber muscles (mark III)	72,000 gp	10 lbs.	8	DC 36
Thoracic nanite chamber (mark III)	72,000 gp	5 lbs.	8	DC 36
Wirejack tendons (mark III)	72,000 gp	10 lbs.	8	DC 36
Dermal plating (mark V)	100,000 gp	5 lbs.	10	DC 32
<i>Brain Slot Cybertech</i>				
Skills slot	2,000 gp	1 lb.	1	DC 30
Frenzy chip	36,400 gp	1 lb.	1	DC 32
<i>Ears Slot Cybertech</i>				
Cybernetic ears	4,000 gp	1 lb.	1	DC 28
<i>Eyes Slot Cybertech</i>				
Cybernetic eyes	4,000 gp	1 lb.	1	DC 28
<i>Head Slot Cybertech</i>				
Cranial bomb	4,500 gp	1/2 lb.	1	DC 25
<i>Legs Slot Cybertech</i>				
Cybernetic legs	8,500 gp	12 lbs.	4	DC 28
<i>Slotless Cybertech</i>				
Cyberart	100 gp	1 lb.	0	DC 20

raise dead. If detonated outside a body, the bomb instead creates a small explosion, dealing the damage detailed above in a 5-foot-radius burst (Reflex DC 13 half).

CONSTRUCTION	CRAFT DC 20	COST 2,250 GP
Craft Cybertech, cybernetics lab		

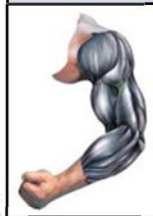
CYBERART		PRICE 100 GP
SLOT none	WEIGHT 1 lb.	
INSTALL DC 20	IMPLANTATION 0	

Cyberart is the least invasive of all cybertech. This implant is similar in appearance to a tattoo, except that it can glow softly if desired, providing illumination equal to that provided by a candle. Some cyberart is animated, providing a short looping scene that replays over and over. Cyberart is installed in a body with a small metallic stylus that injects low-grade nanites into a body part; the quality of the art relies on the installer's Craft (painting or tattoo) check.

CONSTRUCTION	CRAFT DC 20	COST 50 GP
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Craft Cybertech, cybernetics lab

CYBERFIBER MUSCLES		PRICE varies
Mark I		8,000 GP
Mark II		32,000 GP
Mark III		72,000 GP
SLOT body	WEIGHT 10 lbs.	
INSTALL varies	IMPLANTATION varies	



Cyberfiber muscles are powerful synthetic muscles that augment but do not replace existing muscle mass in a creature. Once installed, cyberfiber muscles grant an enhancement bonus to Strength. This enhancement bonus alters price, implantation value, install DCs, and Craft

DCs as listed below.

Cyberfiber	Enhancement	Implantation	Install
Mark I	+2 Str	2	DC 24
Mark II	+4 Str	4	DC 28
Mark III	+6 Str	8	DC 36

CONSTRUCTION	CRAFT varies	COST varies
Mark I	DC 24	4,000 GP
Mark II	DC 28	16,000 GP
Mark III	DC 32	36,000 GP

Craft Cybertech, cybernetics lab

CYBERNETIC ARM		PRICE 4,750 GP
SLOT arm	WEIGHT 9 lbs.	
INSTALL DC 28	IMPLANTATION 2	



A cybernetic arm completely replaces a normal arm, from the shoulder to the hand. It can take the place of an arm lost to a severing wound. The arm is fully functional and no different in appearance from a regular arm, although cyberart can be added to the arm at no

additional cost. A cybernetic arm does not increase a user's Strength score. If a creature has two cybernetic arms, it can lift and carry double the normal maximum weight for that



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

creature's Strength and size, and it gains a +5 circumstance bonus on Climb checks. A character who wields a one-handed or light weapon with a cybernetic arm gains a +5 bonus to CMD against disarm attempts; two cybernetic arms do not increase this bonus, but do allow the bonus to apply to two-handed weapons.

CONSTRUCTION	CRAFT DC 25	COST 2,375 GP
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Craft Cybertech, cybernetics lab

CYBERNETIC EARS		PRICE 4,000 GP
SLOT ears	WEIGHT 1 lb.	
INSTALL DC 28	IMPLANTATION 1	

A cybernetic ear can be enhanced by cyberart at no additional cost, giving it an unusual color or shape. When a pair of ears is installed, the user gains a +2 circumstance bonus on Perception checks. This bonus stacks with circumstance bonuses on Perception checks from other cybernetic senses. Cybernetic ears grant a +4 resistance bonus on all saving throws against sonic effects.

The listed price, implantation value, and install DC are for having both ears installed. A single cybernetic ear costs half the price and half the listed implantation value, but a creature must replace all of its ears to receive the benefits above.

CONSTRUCTION	CRAFT DC 28	COST 2,000 GP
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Craft Cybertech, cybernetics lab

CYBERNETIC EYES		PRICE 4,000 GP
SLOT eyes	WEIGHT 1 lb.	
INSTALL DC 28	IMPLANTATION 1	



A cybernetic eye can be enhanced by cyberart at no additional cost, giving it an unusual color or pattern. When a pair of eyes is installed, the user gains a +2 circumstance bonus on Perception checks. This bonus stacks with circumstance bonuses on Perception checks from other cybernetic senses. Cybernetic eyes grant a +4 resistance bonus on all saving throws against blindness and visual effects.

The listed price, implantation value, and install DC are for having two eyes installed. A single cybernetic eye costs half the price and half the listed implantation value, but a creature must replace all of its eyes to receive the benefits above.

CONSTRUCTION	CRAFT DC 28	COST 2,000 GP
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Craft Cybertech, cybernetics lab

CYBERNETIC LEGS		PRICE 8,500 GP
SLOT legs	WEIGHT 12 lbs.	
INSTALL DC 28	IMPLANTATION 4	

A cybernetic leg completely replaces a normal leg, from the hip to the foot. It can take the place of a leg lost to a severing wound. The leg is fully functional and no different in appearance from a regular leg, although cyberart can



be added to the leg at no additional cost. A cybernetic leg does not increase a user's Strength score. If both legs are replaced, they increase the user's base land speed by 10 feet and grant a +5 bonus to CMD against trip attempts and a +5 circumstance bonus on Acrobatics checks.

The listed price, implantation, and install DC are for having two legs installed. A single cybernetic leg costs half the price and half the listed implantation value, but no significant bonus is granted to a creature with only one cybernetic leg. Both legs (or all legs, in the case of multi-legged creatures) must be replaced for the above benefits to take effect.

CONSTRUCTION	CRAFT DC 25	COST 4,250 GP
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Craft Cybertech, cybernetics lab

DERMAL PLATING		PRICE varies
Mark I		4,000 GP
Mark II		16,000 GP
Mark III		36,000 GP
Mark IV		64,000 GP
Mark V		100,000 GP
SLOT body	WEIGHT 5 lbs.	
INSTALL varies	IMPLANTATION varies	



Dermal plating consists of sheets of highly resistant bioplastics anchored directly onto the patient's skin. These armored plates grant an enhancement bonus to natural armor; this bonus influences other elements of the dermal plating, as detailed below.

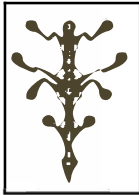
Plating	Enhancement	Implantation	Install
Mark I	+1	2	DC 24
Mark II	+2	4	DC 26
Mark III	+3	4	DC 28
Mark IV	+4	8	DC 30
Mark V	+5	10	DC 32

CONSTRUCTION	CRAFT varies	COST varies
Mark I	DC 24	2,000 GP
Mark II	DC 25	8,000 GP
Mark III	DC 26	18,000 GP
Mark IV	DC 27	32,000 GP
Mark V	DC 28	50,000 GP

Craft Cybertech, cybernetics lab

FRENZYCHIP		PRICE 36,400 GP
SLOT brain	WEIGHT 1 lb.	
INSTALL DC 32	IMPLANTATION 1	

A frenzychip is installed into a creature's brain. Successful implantation leaves no trace of the operation. Once in place, a frenzychip patches directly in to the patient's motor skills and emotions. As long as she's not fatigued



or exhausted, the user of a frenzychip can activate it as a swift action. While active, it grants a +2 morale bonus to Strength and Dexterity, a +1 morale bonus on Reflex saving throws, and a -2 penalty on Will saving throws. The user may use a frenzychip for up to 10 rounds per day, though the rounds need not be consecutive. Once the effects end, she becomes fatigued for twice as many rounds as she was under the frenzychip's effects.

CONSTRUCTION	CRAFT DC 30	COST 18,200 GP
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Craft Cybertech, cybernetics lab

IMPLANTED WEAPONRY		PRICE 10,000 GP (special)
SLOT arm	WEIGHT 1 lb. (special)	
INSTALL DC 26	IMPLANTATION 2	



A single light melee weapon or one-handed firearm can be implanted in an arm or cybernetic arm. Melee weapons extend or retract as a swift action. Ranged weapons fire through a port on the palm or back of the wrist. Either type of weapon has statistics identical to its normal form. Firearms reload through a breach in the arm, increasing the reloading time of the weapon to a full-round action, or doubling reloading times that already take a full round or longer. Implanted weapons are well concealed; detecting one requires a thorough search (Perception DC 25). Implanted weaponry can be damaged or destroyed by sundering, but cannot be disarmed. Weaponry installed in a cybernetic arm does not count against a creature's implantation limit. The cost, price, and weight of the weapon to be implanted are added to the cost, price, and weight listed in this stat block.

CONSTRUCTION	CRAFT DC 25	COST 5,000 GP (special)
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Craft Cybertech, cybernetics lab, weapon to be implanted

SKILLSLOT		PRICE 2,000 GP
SLOT brain	WEIGHT 1 lb.	
INSTALL DC 30	IMPLANTATION 1	



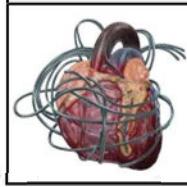
A skillslot is implanted into the target's brain, leaving a small port at the base of the skull. This port is covered with a flap of skin when not in use. Once installed, a skillslot has no effect until a skillchip is inserted into the port (see page 52 for information on the various forms of available skillchips.) An inserted skillchip enhances the user's ability in the skill encoded on the chip; the magnitude to which the skill is enhanced depends on the power of the skillchip. This does not grant ranks in the associated skill. It takes 10 minutes for a skillchip to adjust itself to a new skillslot; during this time, the user takes a

-2 penalty on all skill checks as distracting sensations flood his mind. When a skillchip is removed, its benefits end immediately, but the wearer suffers no ill effects.

CONSTRUCTION	CRAFT DC 28	COST 1,000 GP
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Craft Cybertech, cybernetics lab

THORACIC NANITE CHAMBER		PRICE varies
Mark I		8,000 GP
Mark II		32,000 GP
Mark III		72,000 GP
SLOT body	WEIGHT 5 lbs.	
INSTALL varies	IMPLANTATION varies	



A thoracic nanite chamber augments the vital organs within a creature's chest, particularly its heart, lungs, and pulmonary system. Once installed, a thoracic nanite chamber grants an enhancement bonus to Constitution.

This enhancement bonus alters the implant's price, implantation value, install DCs, and Craft DCs as listed below.

Chamber	Enhancement	Implantation	Install
Mark I	+2 Con	2	DC 24
Mark II	+4 Con	4	DC 28
Mark III	+6 Con	8	DC 36

CONSTRUCTION	CRAFT varies	COST varies
Mark I	DC 24	4,000 GP
Mark II	DC 28	16,000 GP
Mark III	DC 32	36,000 GP

Craft Cybertech, cybernetics lab

WIREJACK TENDONS		PRICE varies
Mark I		8,000 GP
Mark II		32,000 GP
Mark III		72,000 GP
SLOT body	WEIGHT 10 lbs.	
INSTALL varies	IMPLANTATION varies	



Wirejack tendons not only strengthen and enhance existing reflexes, but also enhance the transmission of nerve impulses to surrounding musculature. Once installed, wirejack tendons grant an enhancement bonus to Dexterity. This enhancement bonus alters the price, implantation values, install DCs, and Craft DCs of the implant as listed below.

Wirejack	Enhancement	Implantation	Install
Mark I	+2 Dex	2	DC 24
Mark II	+4 Dex	4	DC 28
Mark III	+6 Dex	8	DC 36

CONSTRUCTION	CRAFT varies	COST varies
Mark I	DC 24	4,000 GP
Mark II	DC 28	16,000 GP
Mark III	DC 32	36,000 GP

Craft Cybertech, cybernetics lab



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

Technological Gear

Most of the technological treasures that await discovery in Numeria fall into this catchall category. Each piece of technological gear detailed here has a full description, including a set of abbreviated statistics. This information is organized as follows.

Price: This value is the cost in gold pieces for the PCs to purchase the item—if it's available for sale. As with magic items, a technological item can be sold by PCs for half of this amount.

Slot: This is the part of the body the item must be worn on, if any. If the item's slot matches one of the existing magic item slots, wearing the item prevents the user from wearing or gaining the benefit from a magic item in the same slot.

Weight: This entry lists the weight of the item in pounds.

Capacity: This is the maximum number of charges the item can hold.

Usage: This value lists the number of charges the item consumes from its capacity each time it is activated.

Description: This section describes the gear's appearance and abilities.

Construction: This section describes the requirements that must be met for a character to craft the item. These requirements generally consist of having a feat and access to a manufacturing facility (see page 16).

Craft: This is the Craft DC required to create the item. It is also the Knowledge (engineering) DC to correctly identify the item.


Cost: This amount is the cost in gold pieces to create the item. Generally, this cost is equal to half the price of the item.

they work in only electronic locks that currently have power. Among certain societies in Numeria, access cards are also used as decorations, worn as affectations, and incorporated into ceremonial regalia.

Access cards must be encoded to specific locks before they can function. Often, all of the doors in a complex are keyed to a unique set of cards that don't work on doors found in other complexes, much like a skeleton key might open all the doors in one castle but none in another. Coding an access card for specific locks requires a lock coder (see page 44). Some access cards could be worth far more than the prices listed above if they're specifically encoded to locks that protect more valuable or significant contents.

CONSTRUCTION	CRAFT varies	COST varies
Brown	DC 15	1 GP, 5 SP
Black	DC 16	5 GP
White	DC 17	20 GP
Gray	DC 18	45 GP
Green	DC 19	80 GP
Red	DC 20	125 GP
Blue	DC 21	180 GP
Orange	DC 22	245 GP
Prismatic	DC 23	500 GP

Craft Technological Item, production lab

BATTERY		PRICE 100 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY —	USAGE —	
		<p>Most Numerian technological items are powered by electricity. While one can use the electricity provided by a generator, these are rare, expensive, and rarely portable. It's</p>

more common and practical to charge such items with batteries. A battery looks like a small silver disk that's etched with strange lines—the people of Numeria have taken to calling batteries "silverdisks" and sometimes use them as coins. A battery contains 10 charges when full; to charge an item with a battery, one simply slips the disk-shaped device into the proper slot on the item. The battery's charge instantly fully depletes, and the item's internal capacitors fill with 10 charges as it does so. If the item had fewer than 10 open slots in its capacity, the excess charges the battery once held are lost. A battery can be kept within an object indefinitely, or it can be ejected from the object for the purposes of recharging it or storing it elsewhere without affecting the item's charge. Inserting or ejecting a battery is a move action.

Placing a battery in a generator's charging slot can recharge it. However, each time a battery is recharged, there's a 20% chance that the battery is destroyed in the process. A destroyed battery is worth only 10 gp. The bulk of Numerian "silverdisks" in circulation today are destroyed batteries; one can tell a functional battery

ACCESS CARD	PRICE varies
Brown	3 GP
Black	10 GP
White	40 GP
Gray	90 GP
Green	160 GP
Red	250 GP
Blue	360 GP
Orange	490 GP
Prismatic	1,000 GP
SLOT none	WEIGHT —
CAPACITY —	USAGE —

An access card is a small strip of stiff plastic with a color-coded stripe on one side. Some access cards are further decorated with names or titles written in Androffan, or even photographs of long-dead crew members. An access card functions as a key—when swiped through an electronic lock (a move action), an access card unlocks any lock of its color code or a color code of a lower rating. Although access cards do not consume energy themselves,

from a destroyed one by the way the circuitry seems to shimmer slightly when reflecting light. The circuitry in a charged battery glows with a soft blue radiance equal to that of a candle.

CONSTRUCTION	CRAFT DC 25	COST 50 GP
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Craft Technological Item, production lab

CAMERA		PRICE 3,000 GP
SLOT none	WEIGHT 3 lbs.	
CAPACITY 20	USAGE 1 charge/hour	



This handheld device can capture still photographs or record video. The device uses a charge when activated and consumes an additional charge each

hour; during that hour, individual photographs or video recordings do not consume additional charges. Images and videos captured by a camera can be displayed on the camera's palm-sized screen. A camera can hold up to 20 hours of video footage and 200 photographs.

CONSTRUCTION	CRAFT DC 25	COST 1,500 GP
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Craft Technological Item, production lab

CHEMALYZER		PRICE 2,500 GP
SLOT none	WEIGHT 8 lbs.	
CAPACITY 10	USAGE 1 charge	



A chemalyzer is a handheld unit with an extendable wand tipped with a sampling nozzle. It grants a +5 competence bonus on all Craft (alchemy) or Knowledge (engineering) checks to identify an unknown pharmaceutical, poison, chemical, or substance. It cannot aid in the identification of magical effects or items like potions.

CONSTRUCTION	CRAFT DC 25	COST 1,250 GP
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Craft Technological Item, production lab

CHIPFINDER		PRICE varies
Brown		500 GP
Black		3,000 GP
White		7,500 GP
Gray		14,000 GP
Green		22,500 GP
Red		33,000 GP
Blue		45,500 GP
Orange		60,000 GP
Prismatic		76,500 GP
SLOT none	WEIGHT 4 lbs.	
CAPACITY 10	USAGE 1 charge/hour	



A chipfinder is a handheld device fitted with a circular screen. When a chipfinder is activated, all active tracker chips (see page 52) within a certain radius appear as glowing dots on the screen, indicating

TABLE 2–5: TECHNOLOGICAL GEAR

Technological Gear	Price	Weight
<i>Access and Locks</i>		
Access card (brown)	3 gp	—
Access card (black)	10 gp	—
Access card (white)	40 gp	—
Access card (gray)	90 gp	—
Access card (green)	160 gp	—
Access card (red)	250 gp	—
Access card (blue)	360 gp	—
Access card (orange)	490 gp	—
Access card (prismatic)	1,000 gp	—
E-pick (brown)	30 gp	1 lb.
E-pick (black)	100 gp	1 lb.
E-pick (white)	400 gp	1 lb.
E-pick (gray)	900 gp	1 lb.
E-pick (green)	1,600 gp	1 lb.
E-pick (red)	2,500 gp	1 lb.
E-pick (blue)	3,600 gp	1 lb.
E-pick (orange)	4,900 gp	1 lb.
E-pick (prismatic)	10,000 gp	1 lb.
Lock coder (brown)	600 gp	5 lbs.
Lock coder (black)	2,000 gp	5 lbs.
Lock coder (white)	8,000 gp	5 lbs.
Lock coder (gray)	18,000 gp	5 lbs.
Lock coder (green)	32,000 gp	5 lbs.
Lock coder (red)	50,000 gp	5 lbs.
Lock coder (blue)	72,000 gp	5 lbs.
Lock coder (orange)	98,000 gp	5 lbs.
Lock coder (prismatic)	200,000 gp	5 lbs.

Batteries and Power

Battery	100 gp	1 lb.
Power cable	500 gp	1 lb.
Power receiver	5,000 gp	1 lb.

the direction and approximate distance to each installed tracker chip, as well identification number for each chip. The screen can filter out unwanted data to make it easier to track a specific chip. Chipfinders are color-coded items; the higher the chipfinder's color rating, the longer its range. This range is a signal, and can be enhanced by a signal booster (see page 51) or blocked by a solid enough barrier.

Color	Range
Brown	60 feet
Black	300 feet
White	1,000 feet
Gray	1 mile
Green	5 miles
Red	10 miles
Blue	50 miles
Orange	100 miles
Prismatic	500 miles



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

Grenades and Explosives

Arc grenade	750 gp	1 lb.
Atom grenade	6,000 gp	1 lb.
Bang grenade	250 gp	1 lb.
Bio grenade	3,300 gp	1 lb.
Concussion grenade	750 gp	1 lb.
Cylex	3,600 gp	1 lb.
Detonator	500 gp	1 lb.
EMP grenade	750 gp	1 lb.
Flash grenade	750 gp	1 lb.
Flechette grenade	750 gp	1 lb.
Fragmentation grenade	750 gp	1 lb.
Gravity grenade	2,250 gp	1 lb.
Inferno grenade	750 gp	1 lb.
Plasma grenade	1,600 gp	1 lb.
Soft grenade	750 gp	1 lb.
Sonic grenade	1,000 gp	1 lb.
Zero grenade	750 gp	1 lb.

Implants, Medical Devices, and Nanotech

Chemalyzer	2,500 gp	8 lbs.
Clonepod	60,000 gp	95 lbs.
Cortex gun (mark I)	30,250 gp	1 lb.
Cortex gun (mark II)	60,500 gp	1 lb.
Cortex gun (mark III)	90,750 gp	1 lb.
Cortex gun (mark IV)	120,000 gp	1 lb.
Cortex gun (mark V)	151,250 gp	1 lb.
Filter mask	4,500 gp	1 lb.
Goo tube	6 gp	1/10 lb.
Medlance	500 gp	—
Nanite canister	500 gp	1 lb.
Nanite hypogun (brown)	1,000 gp	1 lb.
Nanite hypogun (black)	6,000 gp	1 lb.
Nanite hypogun (white)	15,000 gp	1 lb.
Nanite hypogun (gray)	28,000 gp	1 lb.
Nanite hypogun (green)	45,000 gp	1 lb.
Nanite hypogun (red)	66,000 gp	1 lb.
Nanite hypogun (blue)	91,000 gp	1 lb.
Nanite hypogun (orange)	125,000 gp	1 lb.
Nanite hypogun (prismatic)	178,000 gp	1 lb.
Neurocam	36,000 gp	2 lbs.
Skillchip (mark I)	400 gp	—
Skillchip (mark II)	1,600 gp	—
Skillchip (mark III)	3,600 gp	—
Skillchip (mark IV)	6,400 gp	—
Skillchip (mark V)	10,000 gp	—
Trauma pack	1,500 gp	5 lbs.
Trauma pack plus	11,250 gp	5 lbs.
Veemod (brown)	200 gp	—
Veemod (black)	400 gp	—
Veemod (white)	2,500 gp	—
Veemod (gray)	6,000 gp	—
Veemod (green)	10,000 gp	—
Veemod (red)	12,000 gp	—
Veemod (blue)	20,000 gp	—

Veemod (orange)	30,000 gp	—
Veemod (prismatic)	50,000 gp	—
Veemod goggles	1,000 gp	—

Other Tools and Accessories

Camera	3,000 gp	3 lbs.
Chipfinder (brown)	500 gp	4 lbs.
Chipfinder (black)	3,000 gp	4 lbs.
Chipfinder (white)	7,500 gp	4 lbs.
Chipfinder (gray)	14,000 gp	4 lbs.
Chipfinder (green)	22,500 gp	4 lbs.
Chipfinder (red)	33,000 gp	4 lbs.
Chipfinder (blue)	45,500 gp	4 lbs.
Chipfinder (orange)	60,000 gp	4 lbs.
Chipfinder (prismatic)	76,500 gp	4 lbs.
Commset	6,000 gp	2 lbs.
Emergency beacon	900 gp	10 lbs.
Emergency raft	3,600 gp	10 lbs.
Emergency shelter	18,000 gp	15 lbs.
Fire extinguisher	6,000 gp	7 lbs.
Flashlight	30 gp	1 lb.
Force field (brown)	4,000 gp	1 lb.
Force field (black)	20,000 gp	1 lb.
Force field (white)	40,000 gp	1 lb.
Force field (gray)	60,000 gp	1 lb.
Force field (green)	80,000 gp	1 lb.
Force field (red)	100,000 gp	1 lb.
Force field (blue)	120,000 gp	1 lb.
Force field (orange)	140,000 gp	1 lb.
Force field (prismatic)	220,000 gp	1 lb.
Gravity clip	2,000 gp	—
Grippers	100 gp	5 lbs.
Hologram generator (brown)	500 gp	1 lb.
Hologram generator (black)	1,000 gp	1 lb.
Hologram generator (white)	2,000 gp	1 lb.
Hologram generator (gray)	4,000 gp	1 lb.
Hologram generator (green)	30,000 gp	1 lb.
Hologram generator (red)	40,000 gp	1 lb.
Hologram generator (blue)	50,000 gp	1 lb.
Hologram generator (orange)	60,000 gp	1 lb.
Hologram generator (prismatic)	90,000 gp	1 lb.
Inertial dampening belt	10,000 gp	2 lbs.
Ion tape	100 gp	1 lb.
Jetpack	18,000 gp	10 lbs.
Laser sight	8,000 gp	1 lb.
Lighter	10 gp	—
Magboots	5,000 gp	6 lbs.
Motion tracker	10,000 gp	2 lbs.
Quantum box	40,000 gp	2 lbs.
Radiation detector	2,000 gp	3 lbs.
Robojack	30,000 gp	3 lbs.
Signal booster	9,000 gp	7 lbs.
Signal jammer	10,000 gp	8 lbs.
Tracker chip	500 gp	—
Zipstick	20 gp	1 lb.

CONSTRUCTION	CRAFT varies	COST varies
Brown	DC 23	250 GP
Black	DC 24	1,500 GP
White	DC 25	3,750 GP
Gray	DC 26	7,000 GP
Green	DC 27	11,250 GP
Red	DC 28	16,500 GP
Blue	DC 29	22,750 GP
Orange	DC 30	30,000 GP
Prismatic	DC 31	38,250 GP

Craft Technological Item, production lab

CLONEPOD		PRICE 60,000 GP
SLOT none	WEIGHT 95 lbs.	
CAPACITY 200	USAGE 20 charges	



A clonepod looks like a human-sized capsule with a blue window at head height and a bank of touch-sensitive screens and buttons at chest height. A small slot situated below the window can accept genetic material (fingernails, hair clippings, skin samples, and so forth). When genetic material is placed in the slot, the clonepod immediately atomizes the sample and processes the genetic information. At this point, activating the clonepod causes its interior to flood with blue biotic fluid, which is then supersaturated with a combination of proteins, nanites, and other materials. Over the course of the next 12 hours, the clonepod works nonstop to produce an exact replica of the creature from which the genetic material was harvested, as the creature was when the sample was taken. A clonepod can only duplicate a Medium or smaller creature—attempts to clone a larger creature result in a hideous, partially formed monstrosity that heaves and gasps a few times before dying.

The completed clone can remain in stasis inside the pod indefinitely as long as the seals are not broken. The clone created is alive, yet has no mind until a neurocam (see page 50) is used to upload a mind into the clone's brain. A clone has the same Strength, Dexterity, and Constitution scores of the original body. A clone that is awoken before any mind is uploaded into it has no Intelligence score, and its Wisdom and Charisma scores are both 1.

Uploading a mind from a neurocam into a clone takes 10 minutes. If the mind belonged to the same creature that was used to grow the clone, it immediately comes back to life as if under the effects of a *clone* spell (including 2 negative levels or 2 points of Constitution drain)—provided the user's soul has not yet passed to the Boneyard and been judged. It possesses the same Intelligence, Wisdom, and Charisma of the original mind, all of that creature's skills, and most of the memories and personality of the creature (though there may be gaps or differences). A mind uploaded into a clone after its soul has been judged results in a soulless approximation of the original. Such a creature has its Charisma permanently reduced by 2 points (which cannot be restored), and has no ability to grow more powerful or gain levels (similar to a *simulacrum*).

If the clone's body and mind are not from the same source, all six ability scores are permanently reduced by 2 points.

CONSTRUCTION	CRAFT DC 25	COST 30,000 GP
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Craft Technological Item, nanotech lab

COMMSET		PRICE 6,000 GP
SLOT none	WEIGHT 2 lbs.	
CAPACITY 10	USAGE 1 charge/hour	



This handheld device allows for communication between two commset users. A commset carries audio and visual signals, and includes a built-in camera that can record all communications being broadcast. Communication between two commsets requires both users to tune their individual devices to the same frequency. A commset has a range of 1 mile—beyond this range, communication is impossible without enhancing the signal strength with a signal booster (see page 51). The price and cost listed for this item are for a single commset.

CONSTRUCTION	CRAFT DC 27	COST 3,000 GP
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Craft Technological Item, production lab

CORTEX GUN		PRICE varies
Mark I		30,250 GP
Mark II		60,500 GP
Mark III		90,750 GP
Mark IV		121,000 GP
Mark V		151,250 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY 1 nanite canister	USAGE disposable	



A cortex gun is an incredibly powerful device filled with nanites programmed for physical and mental enhancement. The gun is shaped like a hefty syringe with a handle and a small touch screen on which parameters can be programmed and adjusted to focus the nanites on a specific ability to augment. It can be programmed to enhance a Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma score. Setting a cortex gun to affect one of these six abilities requires a character with the Technologist feat (see page 7) succeeding at a DC 20 Linguistics check. On a failure, the programming is scrambled and nonfunctional until properly set. When a cortex gun is found as treasure, roll 1d8 to determine which ability score it's programmed to, with a result of 7–8 indicating that it's currently scrambled.

A cortex gun is used by placing the tip against the target's forehead and pulling the trigger as a full-round action that provokes attacks of opportunity. This causes an adamantine needle to bore into the skull; the target must then succeed at a DC 25 Will saving throw to resist being stunned for 2d6 rounds. On a success, he's merely staggered for 1d4 rounds. If the cortex gun's programming



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

was scrambled, the nanites die without doing any harm or aid to the target.

If the cortex gun was properly programmed to one of the six ability scores, the nanites swiftly disperse through the user's body, enhancing and augmenting that ability score over the course of several days. These augmentations are inherent bonuses, and increase the ability score by 1 every 24 hours that pass until the cortex gun's maximum bonus is reached.

A cortex gun can only function on living corporeal creatures, but a living creature with a bonus granted by a cortex gun that dies and becomes undead retains that bonus in undeath.

A cortex gun can only be used once before it becomes useless. The final total inherent bonus granted by the cortex gun, as well as its price, cost to create, and Craft DC are as follows.

Model	Inherent Bonus
Mark I	+1
Mark II	+2
Mark III	+3
Mark IV	+4
Mark V	+5

CONSTRUCTION	CRAFT varies	COST varies
Mark I	DC 27	15,125 GP
Mark II	DC 29	30,250 GP
Mark III	DC 31	45,375 GP
Mark IV	DC 33	60,500 GP
Mark V	DC 35	75,625 GP

Craft Technological Item, nanotech lab

CYLEX	PRICE 3,600 GP
SLOT none	WEIGHT 1 lb.
CAPACITY —	USAGE disposable



Cylix is an exceptionally stable form of explosive that can be shaped at room temperature, like soft clay. Neon green in color, a single charge of cylix can be triggered to explode by using a detonator (see below) or applying 10 or more points of electricity damage to it in a single action. When detonated, a single use of cylix explodes in a 40-foot-radius spread and deals 6d6 points of bludgeoning damage and 6d6 points of fire damage to all creatures and objects in the area of effect. A successful DC 17 Reflex saving throw halves the damage.

CONSTRUCTION	CRAFT DC 26	COST 1,800 GP
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Craft Technological Arms and Armor, military lab

DETONATOR	PRICE 500 GP
SLOT none	WEIGHT 1 lb.
CAPACITY 10	USAGE 1 charge

A detonator is a small device that can be used to trigger cranial bombs, cylix, and other explosives remotely.

ON SIGNALS

Some items, like chipfinders, commsets, and detonators, can remotely interact with other objects via signals. Signals have a maximum range set by the device. Furthermore, a signal cannot penetrate solid barriers well. A signal is blocked by 1 foot of metal, 5 feet of stone, or 20 feet of organic matter. Force fields do not block signals at all. Signal boosters (see page 51) and signal jammers (see page 52) can also affect signal range.



While an explosive is being set, the user can key the explosive to a detonator with a standard action that costs the detonator one charge. Once the explosive is keyed, as a standard action the user can push a button to trigger the explosive.

A typical detonator has a range of 1,000 feet—though some may have a reduced range (intentionally or otherwise) and others might be enhanced by a signal booster (see page 51).

CONSTRUCTION	CRAFT DC 23	COST 250 GP
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Craft Technological Item, military lab

E-PICK	PRICE varies
Brown	30 GP
Black	100 GP
White	400 GP
Gray	900 GP
Green	1,600 GP
Red	2,500 GP
Blue	3,600 GP
Orange	4,900 GP
Prismatic	10,000 GP
SLOT none	WEIGHT 1 lb.
CAPACITY 10	USAGE 1 charge



An e-pick (short for "electronic lock pick") is a small device that can be used to unlock and disable electronic locks and devices, much in the same way that a set of thieves' tools can be

used to dismantle mechanical locks and devices. Brown e-picks allow a user to make Disable Device checks against electronic devices without penalty; those of higher ratings also grant a competence bonus (as indicated below). See page 5 for more information on how the Disable Device skill works in regards to technology.

Color	Bonus
Brown	+0
Black	+1
White	+2
Gray	+3

Green	+4
Red	+5
Blue	+6
Orange	+7
Prismatic	+10

CONSTRUCTION	CRAFT varies	COST varies
Brown	DC 21	15 GP
Black	DC 24	50 GP
White	DC 25	200 GP
Gray	DC 26	450 GP
Green	DC 27	800 GP
Red	DC 28	1,250 GP
Blue	DC 29	1,800 GP
Orange	DC 30	2,450 GP
Prismatic	DC 31	5,000 GP

Craft Technological Item, production lab

EMERGENCY BEACON		PRICE 900 GP
SLOT none	WEIGHT 10 lbs.	
CAPACITY 30	USAGE 1 charge	

An emergency beacon is a small, pod-shaped device that emits a bright red flash from a dome on its top once every 6 seconds when activated. The beacon also transmits its location. Any device capable of receiving signals of any sort can pick up a beacon's signal, which can then be tracked back to the source with a successful DC 15 Knowledge (engineering) or Survival check. A beacon's transmissions have a range of 100 miles over flat terrain, but this range is halved in forests or hills, and quartered in mountainous terrain or through water.

CONSTRUCTION	CRAFT DC 25	COST 450 GP
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Craft Technological Item, production lab

EMERGENCY RAFT		PRICE 3,600 GP
SLOT none	WEIGHT 10 lbs.	
CAPACITY 10	USAGE 1 charge	

An emergency raft initially looks like a bright red plastic cylinder, 6 inches wide and 2 feet long. When activated, it rapidly inflates into a tough little boat that measures 10 feet long, 4 feet wide, and 2 feet deep. It can hold four Medium creatures. The raft comes with two pairs of collapsible, dense plastic oars to row with. The raft can be commanded to compact back into its portable shape at a touch of a button, as long as no foreign objects or creatures remain inside. An emergency raft only consumes charges when commanded to unfold or compact.

CONSTRUCTION	CRAFT DC 24	COST 1,800 GP
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Craft Technological Item, production lab

EMERGENCY SHELTER		PRICE 18,000 GP
SLOT none	WEIGHT 15 lbs.	
CAPACITY 60	USAGE 1 charge/hour	

An emergency shelter is a small, 2-foot-long egg-shaped device that can be activated with the touch of a button (a

standard action). Once activated, the shelter rapidly unfolds and inflates into a 10-foot-radius hut capable of providing shelter for up to six Medium creatures. This process takes 1 minute to complete. The shelter includes pneumatic spike anchors that can attach it to any ground cover of hardness 8 or less. Several windows allow those inside to see outside. The interior contains several fluorescent lights. The shelter can withstand winds of up to 120 mph, and provides excellent insulation for those inside, maintaining a temperature between 50 and 80 degrees Fahrenheit. A small combination heater/air scrubber set on the floor near the entrance to the shelter controls the temperature and purifies any noxious external air into breathable air. The hut has fire resistance 20, cold resistance 20, and acid resistance 10. The dense plastic walls have hardness 8 and 10 hit points. The hut cannot float on water. The door is self-sealing, allowing anyone inside an emergency shelter to live in inhospitable conditions with ease for as long as the power holds out. As long as no foreign objects or creatures remain inside an emergency shelter, it can be commanded at the touch of a button to compact back down into its portable shape over the course of 1 minute. After this point, the device consumes 1 charge over the course of 8 hours resetting its internal structure, limiting its deployment to 3 times a day at most.

CONSTRUCTION	CRAFT DC 27	COST 9,000 GP
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Craft Technological Item, production lab

FILTER MASK		PRICE 4,500 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY 10	USAGE 1 charge/hour	



A filter mask is a clear plastic shield worn over the entire face. The mask has ionized filters and scrubbers that purify the air the user breathes in and give the mask an unintentionally fearsome look. While the mask has power, the wearer is completely immune to inhaled toxins or diseases. Even when the mask has no power, it grants the wearer a +3 resistance bonus on all saving throws made to resist airborne toxins and diseases.

CONSTRUCTION	CRAFT DC 24	COST 2,250 GP
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Craft Technological Item, production lab

FIRE EXTINGUISHER		PRICE 6,000 GP
SLOT none	WEIGHT 7 lbs.	
CAPACITY 10 (disposable)	USAGE 1 charge	



This cylindrical device has a nozzle at one end and a handle on one side. When activated as a standard action, a fire extinguisher creates a 15-foot cone of misty vapor that swiftly extinguishes fires within its area of effect. Against magical fire effects, such as those created by a *wall of*



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

fire or similar spell, the fire extinguisher only extinguishes the part of the larger effect its vapors directly contact. Continual magic flames, such as those of a *flaming* weapon or fire creature, are suppressed for 6 rounds before they automatically reignite. To extinguish an instantaneous fire effect or spell, the wielder must use a readied action with the fire extinguisher to counter the effect; this can cancel the entire effect, provided the source of the effect is in the extinguisher's area of effect.

When used against a creature of the fire subtype, a blast from a fire extinguisher deals 4d6 points of damage (Reflex DC 15 halves). A breathing creature exposed to a direct blast from a fire extinguisher is not harmed as long as the area is relatively well-ventilated—using a fire extinguisher in a confined area with poor or no ventilation can result in slow suffocation (at the GM's discretion).

CONSTRUCTION	CRAFT DC 26	COST 3,000 GP
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Craft Technological Item, production lab

FLASHLIGHT		PRICE 30 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY 10	USAGE 1 charge/8 hours	

When activated, a flashlight creates a beam of normal light in a 60-foot cone. It also increases the light level in the area beyond this initial cone by one step, out to a 120-foot cone. It does not increase the light level in normal light or bright light. A flashlight has no effect in areas of magical darkness.

CONSTRUCTION	CRAFT DC 16	COST 15 GP
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Craft Technological Item, production lab

FORCE FIELD		PRICE varies
Brown		4,000 GP
Black		20,000 GP
White		40,000 GP
Gray		60,000 GP
Green		80,000 GP
Red		100,000 GP
Blue		120,000 GP
Orange		140,000 GP
Prismatic		220,000 GP
SLOT wrist	WEIGHT 1 lb.	
CAPACITY varies	USAGE 1 charge/minute	



Force fields are powered by a surprisingly light pair of slender, silvery bracelets. When activated as a standard action, dozens of tiny biofeedback needles pierce the wearer's arms to interface with the nervous system; this process is somewhat painful and the wearer must succeed at a DC 15 Fortitude save to avoid being dazed for 1 round as the force field is activated. Once active, the device generates an invisible and intangible field of force around the target. The force field blocks solids and liquids, but not gases or light (including

laser beams). The user of a force field can still breathe, but she cannot eat or drink.

Activating a force field is a standard action that consumes 1d6 charges from the device, after which point the field consumes 1 additional charge every round it remains active. While a force field is active, the user gains a number of temporary hit points that varies depending on the force field's power. All damage dealt to the wearer of a force field is subtracted from the temporary hit points it grants first. As long as the force field is active, the wearer is immune to critical hits (but not precision-based damage, such as sneak attacks). A force field has fast healing that replenishes its temporary hit points at a fixed rate each round, but if the force field's temporary hit points are ever reduced to 0, the force field shuts down and cannot be reactivated for 24 hours. Force fields are automatically reduced to 0 hp by disintegration effects. A force field can be deactivated as a free action.

The charge capacity, amount of temporary hit points granted, and rate of fast healing these temporary hit points have varies according to the force field's color code, as detailed below.

Color	Capacity	Temp HP	Fast Healing
Brown	10	5	1
Black	15	10	2
White	20	15	3
Gray	25	20	4
Green	30	25	5
Red	35	30	6
Blue	40	35	7
Orange	45	40	8
Prismatic	50	60	10

CONSTRUCTION	CRAFT varies	COST varies
Brown	DC 27	2,000 GP
Black	DC 28	10,000 GP
White	DC 29	20,000 GP
Gray	DC 30	30,000 GP
Green	DC 31	40,000 GP
Red	DC 32	50,000 GP
Blue	DC 33	60,000 GP
Orange	DC 34	70,000 GP
Prismatic	DC 35	110,000 GP

Craft Technological Item, graviton lab

GOO TUBE		PRICE 6 GP
SLOT none	WEIGHT 1/10 lb.	
CAPACITY —	USAGE disposable	



Goo tubes are a form of preserved food. A single goo tube is a malleable cylinder with a cap on one end; when it's opened and squeezed, the colorful, gooey contents are extruded. Although the texture and appearance of this goo is unappetizing, the paste is actually quite tasty, and comes in a mind-boggling assortment of flavors. A symbol on the side of the tube often grants a

clue as to what flavor may be contained within, but these symbols can sometimes be counter-intuitive. The contents of a single goo tube can provide nourishment for a day for one Medium-size creature.

CONSTRUCTION	CRAFT DC 14	COST 3 GP
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Craft Technological Item, production lab

GRAVITY CLIP		PRICE 2,000 GP
SLOT none	WEIGHT —	
CAPACITY 10	USAGE 1 charge/round	



A gravity clip is a small, disc-shaped device that can be attached to any melee weapon. Once mounted, the clip modulates the weapon's mass on the moment of impact, via the manipulation of the gravity fields around the weapon. Each successful hit against a target consumes a charge from a gravity clip and causes the damage from the hit to resolve as if the weapon were one size category larger than its actual size. This effect does not stack with similar effects, such as those granted by the spell *lead blades*.

CONSTRUCTION	CRAFT DC 26	COST 1,000 GP
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Craft Technological Item, graviton lab

GRENADE		PRICE varies
Arc grenade		750 GP
Atom grenade		6,000 GP
Bang grenade		250 GP
Bio grenade		3,300 GP
Concussion grenade		750 GP
EMP grenade		750 GP
Flash grenade		750 GP
Flechette grenade		750 GP
Fragmentation grenade		750 GP
Gravity grenade		2,250 GP
Inferno grenade		750 GP
Plasma grenade		1,600 GP
Soft grenade		750 GP
Sonic grenade		1,000 GP
Zero grenade		750 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY varies	USAGE 1 charge/minute	



A grenade is a small, cylindrical device that is designed to be thrown as a splash weapon or fired from a grenade launcher (see page 24). Before being thrown by hand, the grenade must be

primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. Priming and arming a grenade is a free action; a grenade launcher primes and arms all grenades it fires. The grenade detonates at the beginning of the wielder's next

turn, hopefully in the area targeted. When a grenade detonates, it damages all targets within a 20-foot-radius spread. A successful DC 15 Reflex save halves any damage dealt by a grenade.

The type of damage dealt by grenades varies widely and depends upon the nature of the specific grenade. The different types of grenades and the damage types they deal (along with any additional effects their damage deals) are listed below.

- **Arc Grenade:** Deals 5d6 points of electricity damage.
- **Atom Grenade:** Creates a 20-foot-radius area of medium radiation that persists for 24 hours.
- **Bang Grenade:** Deals no damage but staggers creatures for 1 round and deafens them for 1d4 rounds (DC 15 Fortitude save negates).
- **Bio Grenade:** Infects creatures who fail a DC 15 Fortitude save with bubonic plague (no onset).
- **Concussion Grenade:** Deals 5d6 points of bludgeoning damage.
- **EMP Grenade:** Deals 5d6 points of electricity damage to robots and electronic-based gear, half damage to cyborgs and androids, and no damage to other creatures.
- **Flash Grenade:** Blinds creatures for 1d4 rounds (DC 15 Fortitude save negates).
- **Flechette Grenade:** Deals 5d6 points of piercing damage.
- **Fragmentation Grenade:** Deals 5d6 points of slashing damage.
- **Gravity Grenade:** Deals 5d6 points of force damage. Creatures damaged by a gravity grenade are automatically subjected to a trip attack (grenade's CMB = +15).
- **Inferno Grenade:** Deals 5d6 points of fire damage.
- **Plasma Grenade:** Deals 4d6 points of fire damage and 4d6 points of electricity damage.
- **Soft Grenade:** Deals 5d6 points of nonlethal damage.
- **Sonic Grenade:** Deals 5d6 points of sonic damage; creatures who fail a DC 15 Fortitude save are also deafened for 1d4 rounds.
- **Zero Grenade:** Deals 5d6 points of cold damage.

CONSTRUCTION	CRAFT DC 20	COST varies
Arc grenade		375 GP
Atom grenade		3,000 GP
Bang grenade		125 GP
Bio grenade		1,650 GP
Concussion grenade		375 GP
EMP grenade		375 GP
Flash grenade		375 GP
Flechette grenade		375 GP
Fragmentation grenade		375 GP
Gravity grenade		1,125 GP
Inferno grenade		375 GP
Plasma grenade		800 GP
Soft grenade		375 GP
Sonic grenade		500 GP
Zero grenade		375 GP

Craft Technological Arms and Armor, military lab



GRIPPERS		PRICE 100 GP
SLOT none	WEIGHT 5 lbs.	
CAPACITY —	USAGE —	



Grippers are powerful, long-handled tools that resemble a blacksmith's tongs. Once they're set, they can be locked into place to grip an object. Used when attempting to pry open a stuck object (in a manner similar to the use of a crowbar), grippers grant a +2 circumstance bonus on Strength checks. When used to attach two devices, a set of grippers holds on with an effective Strength score of 24. Applying grippers to a creature and then locking the grippers to crush flesh and bone is a standard action that provokes an attack of opportunity and also requires a successful melee attack with an improvised weapon. Once locked, the grippers deal 1d4+7 points of damage.

CONSTRUCTION	CRAFT DC 14	COST 50 GP
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Craft Technological Item, production lab

HOLOGRAM GENERATOR		PRICE varies
Brown		500 GP
Black		1,000 GP
White		2,000 GP
Gray		4,000 GP
Green		30,000 GP
Red		40,000 GP
Blue		50,000 GP
Orange		60,000 GP
Prismatic		90,000 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY varies	USAGE 1 charge/round	



A hologram generator is a handheld device with a long, thin barrel. It manipulates photons and sound waves to produce highly realistic images and sounds, similar in nature to those generated by figment illusions.

Before a hologram generator can generate an image, though, it must store the image in its memory. The maximum size and maximum number of images a generator can store vary according to its color, but storing an image is a standard action regardless of the strength of the generator. More powerful generators can store moving images and sounds, or even generate illusions that interact with their environments.

Once a hologram generator's memory is full, additional images overwrite existing images as chosen by the user at the time of their recording.

Generating a hologram is a standard action. If the hologram generator is then left alone, it continues to project the image until it depletes its charges. Alternatively, the user can aim the hologram at a different location as a move action.

A hologram generator is a color-coded item, and the particulars of its abilities, including its energy capacity, the range at which it can create its holograms, and the Will save DC to disbelieve the hologram if it is interacted with, vary as detailed below.

Brown Hologram Generator: A brown hologram generator can create only a static, motionless image no larger than a Small creature, and can store only one such image.

Black Hologram Generator: A black hologram generator can create a static, motionless image no larger than a Medium creature, and can store three images.

White Hologram Generator: A white hologram generator can create a static, motionless image no larger than a Large creature, and can store five images.

Gray Hologram Generator: A gray hologram generator functions as a white hologram generator (and can store up to seven images), but can also store up to 1 minute of moving imagery as well. A moving hologram can move anywhere in range of the generator (see table on next page), as long as the user continues to take a move action each round to aim and direct the motion. An unattended generator's hologram cannot leave its imagery, but it can be mobile in that area.

Green Hologram Generator: A green hologram generator functions as a gray one, except that it can incorporate sound as well, with all appropriate sound coming from the image. It can store up to nine images or 2 minutes of moving imagery. It can store images equal in size to a Huge or smaller creature.

Red Hologram Generator: A red hologram generator functions as a green one, except that it can create two images within range simultaneously. Directing these images is a free action. A red hologram generator can store up to 11 images or 3 minutes of moving imagery.

Blue Hologram Generator: A blue hologram generator functions as a red one, except that it can create three images simultaneously, can store up to 13 images, and can play up to 4 minutes of moving imagery.

Orange Hologram Generator: An orange hologram generator functions as a blue one, except that it can create up to four images simultaneously, can store up to 15 images, and can play up to 4 minutes of moving imagery. In addition, it can store images equal in size to a Gargantuan or smaller creature.

Prismatic Hologram Generator: A prismatic hologram generator functions as an orange one. As long as only one image is created, the image is further enhanced by graviton fields, which give it the ability to interact with the environment. (Such images still last for only 4 minutes.) A barrier generated by a prismatic hologram generator has hardness 10 and 50 hit points (break DC 28). A creature generated in this manner can be directed to attack targets. The creature can make only one attack per round regardless of its appearance, attacking at the wielder's base attack bonus modified by the wielder's Intelligence score. On a successful hit, the hologram

Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

deals 2d6+6 points of force damage, regardless of the hologram's size.

Color	Capacity	Range	Will
Brown	10	100 ft.	DC 11
Black	20	200 ft.	DC 13
White	30	300 ft.	DC 14
Gray	40	400 ft.	DC 16
Green	50	500 ft.	DC 17
Red	60	600 ft.	DC 19
Blue	70	700 ft.	DC 20
Orange	80	800 ft.	DC 22
Prismatic	90	900 ft.	DC 23

CONSTRUCTION	CRAFT varies	COST varies
Brown	DC 26	250 GP
Black	DC 27	500 GP
White	DC 28	1,000 GP
Gray	DC 29	2,000 GP
Green	DC 30	15,000 GP
Red	DC 31	20,000 GP
Blue	DC 32	25,000 GP
Orange	DC 33	30,000 GP
Prismatic	DC 34	45,000 GP

Craft Technological Item, production lab (prismatic hologram generator requires a graviton lab)

INERTIAL DAMPENING BELT		PRICE
		10,000 GP
SLOT none	WEIGHT 2 lbs.	
CAPACITY 20	USAGE see text	



When activated, an inertial dampening belt anchors the wearer in place, protecting her against outside forces.

This effect gives the wearer a +4 bonus to her combat maneuver defense against bull rush, reposition, and trip attempts, consuming 1 charge per minute. If the wearer falls from a height of greater than 10 feet, the inertial dampening belt automatically activates just prior to impact and reduces the falling damage by half, consuming 1 charge per die of falling damage. If the belt has insufficient charges to reduce the entire amount of damage, the damage is not reduced for the excess dice. Damage from landing on hazardous objects such as spikes is not reduced.

CONSTRUCTION	CRAFT DC 28	COST 5,000 GP
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Craft Technological Item, graviton lab

ION TAPE		PRICE
		100 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY —	USAGE disposable	



Ion tape is a ribbon of material tightly wound around a spindle. A roll of ion tape fits in the palm of a hand and comes in a wide range of colors. A single roll contains 50 feet of tape. A single strip of tape is easy to cut through or tear. When wrapped around an object, it

has a weak adhesive that keeps it in place. When ion tape is exposed to an electrical charge of any power (including a jolt from a zip stick), the tape bonds together into a single mass of plastic-like material, gaining hardness 8 and 30 hit points. When used to bind a creature, a few strips of activated ion tape require a successful DC 28 Strength check to break. A second jolt from an electrical source causes the tape to revert to its weaker ribbon condition, at which point it can be torn free easily. A strip of ion tape can hold about 5 pounds of weight normally, but when activated via a jolt, a single hardened strip can support up to 300 pounds of weight. The uses for ion tape are many—it can be used to construct basic objects (such as a ladder), patch holes, bind prisoners, and so on.

CONSTRUCTION	CRAFT DC 14	COST 50 GP
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Craft Technological Item, production lab

JETPACK		PRICE
		18,000 GP
SLOT shoulders	WEIGHT 10 lbs.	
CAPACITY 100	USAGE 1 charge/round	



A jetpack consists of a pair of cylindrical tanks worn on a shoulder harness with a pair of motion-sensitive rings worn on the thumbs that are used as wireless thrust and attitude controls. The jetpack can be

activated as a swift action and grants a fly speed of 60 feet with poor maneuverability. If the wearer successfully hovers near ground level, she obscures visibility as though she had the Hover feat (*Pathfinder RPG Bestiary* 315). The exhaust isn't hot or concentrated enough to be used as a weapon.

A jetpack can be operated in overdrive, giving the wearer a fly speed of 90 feet with clumsy maneuverability and consuming twice as many charges per round.

While it is normally possible to wear an item in the shoulders slot as well as an item on the back, a jetpack's bulk precludes the wearer also using a backpack, *handy haversack*, or other items worn on the back.

CONSTRUCTION	CRAFT DC 26	COST 9,000 GP
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Craft Technological Item, military lab

LASER SIGHT		PRICE
		8,000 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY 10	USAGE 1 charge/hour	



This small, cylindrical device can be attached to the barrel of any firearm.

When activated, it emits a low-power laser beam that paints a small red dot on the target. This effect grants the user a +1 circumstance bonus on all attack rolls made with that weapon. Further, a laser sight reduces the penalty for firing into melee by 2.

CONSTRUCTION	CRAFT DC 24	COST 4,000 GP
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Craft Technological Item, production lab




Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

LIGHTER		PRICE 10 GP
SLOT none	WEIGHT —	
CAPACITY 10	USAGE 1 charge	


 This small handheld tool creates a tiny open flame when activated. Once triggered, a lighter's flame (which gives illumination as a candle) continues to burn as long as the lighter's trigger is depressed, consuming energy at the rate of 1 charge per hour. The flame can be used to light larger items on fire, but is not large enough to cause significant damage on its own.

CONSTRUCTION	CRAFT DC 11	COST 5 GP
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Craft Technological Item, production lab

LOCK CODER		PRICE varies
Brown		600 GP
Black		2,000 GP
White		8,000 GP
Gray		18,000 GP
Green		32,000 GP
Red		50,000 GP
Blue		72,000 GP
Orange		98,000 GP
Prismatic		200,000 GP
SLOT none	WEIGHT 5 lbs.	
CAPACITY 10	USAGE 10 charges	

A lock coder is a bulky device capable of encoding an access card (see page 39) with the capability to open specific electronic locks of a rating equal to or lower than its own. The device can also be used to encode an electronic lock to a different color code of access, allowing it to be opened by lower-rated access cards. A lock coder can code any color access equal to or lower than its color. Encoding an access card or an electronic lock requires a successful Disable Device check as if the user were attempting to disable an electronic device. The DC to encode a lock or card to a specific color code is given on the table below (these DCs are equal to the DCs required to use Disable Device to pick the locks). It takes 1 minute to use a lock coder. The user can take 20 on this check if the lock coder isn't timeworn. An e-pick (see page 43) can be used with a lock coder to increase the chance of success; for locks with a higher color rating, an e-pick is all but required even for the most gifted of technicians. See page 5 for more information on how the Disable Device skill works in regard to technology.


Color	Encode
Brown	DC 20
Black	DC 25
White	DC 30
Gray	DC 35
Green	DC 40
Red	DC 45
Blue	DC 50

Orange	DC 55
Prismatic	DC 60

CONSTRUCTION	CRAFT varies	COST varies
Brown	DC 23	300 GP
Black	DC 24	1,000 GP
White	DC 25	4,000 GP
Gray	DC 26	9,000 GP
Green	DC 27	16,000 GP
Red	DC 28	25,000 GP
Blue	DC 29	36,000 GP
Orange	DC 30	49,000 GP
Prismatic	DC 35	100,000 GP

Craft Technological Item, production lab


MAGBOOTS		PRICE 5,000 GP
SLOT feet	WEIGHT 6 lbs.	
CAPACITY 10	USAGE 1 charge/hour	


 These clunky-looking boots have powerful electromagnets built into their soles that activate and deactivate automatically as the wearer flexes her foot, allowing her to walk on a metal surface with relative ease in zero gravity. They grant a +10 circumstance bonus on all Climb checks made while scaling metal surfaces.

CONSTRUCTION	CRAFT DC 20	COST 2,500 GP
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Craft Technological Item, production lab


MEDLANCE		PRICE 500 GP
SLOT none	WEIGHT —	
CAPACITY 10 uses	USAGE disposable	


 This wand-like device contains a reservoir at one end and a small pad at the other. A medlance can be filled with a single dose of liquid, such as a pharmaceutical, a potion, or a poison. It can then be used to administer the liquid to a creature—if the target does not wish to be injected with the medlance's contents, the wielder must succeed at a touch attack to dispense it as a standard action. Otherwise, administering liquid via a medlance is a move action. A medlance doesn't use charges, but after being used to administer 10 injections, its internal sterilization mechanisms are depleted and the device becomes useless.

CONSTRUCTION	CRAFT DC 23	COST 250 GP
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Craft Technological Item, medical lab

MOTION TRACKER		PRICE 10,000 GP
SLOT none	WEIGHT 2 lbs.	
CAPACITY 20	USAGE 1 charge	


 This handheld device has a circular screen and several swiveling, dish-shaped objects on flexible stalks that writhe about like short snakes. The device monitors and interprets motion in a 30-foot radius, but must be deployed

in a sweeping motion to function—this is a move action that consumes a charge. When used, the device grants a +10 circumstance bonus on Perception checks against moving objects within 30 feet that are size Tiny or larger.

CONSTRUCTION	CRAFT DC 25	COST 5,000 GP
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Craft Technological Item, production lab

NANITE CANISTER		PRICE 500 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY —	USAGE disposable	



A nanite canister is used to power technological devices that use nanites—such items generally don't require other sources of power, as the nanites themselves do the bulk of the work when the object is activated. The canister contains a small, independent power source and a supply of nanites. A single canister contains enough nanites to provide 10 charges for a nanotech item or weapon.

CONSTRUCTION	CRAFT DC 25	COST 250 GP
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Craft Technological Item, nanotech lab

NANITE HYPOGUN		PRICE varies
Brown		1,000 GP
Black		6,000 GP
White		15,000 GP
Gray		28,000 GP
Green		45,000 GP
Red		66,000 GP
Blue		91,000 GP
Orange		125,000 GP
Prismatic		178,000 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY 10	USAGE 1 charge or 5 charges	



Nanite hypoguns inject specialized nanites into a creature's body to heal many sorts of physical and mental injuries. Injecting someone with a nanite hypogun requires

a touch attack. Nine categories of nanite hypogun exist along the color code scale, as detailed below. All nanite hypoguns have two settings. On the primary setting, the hypogun heals an amount of hit point damage determined by its color. Each use of a hypogun on its primary setting consumes 1 charge. On the secondary setting, a dose from a nanite hypogun has a different effect determined by its color—these effects mimic specific restorative spells as indicated on the chart below. Each use of a hypogun on its secondary setting consumes 5 charges. Although they are not magical, nanite hypoguns have an effective caster level for the purposes of determining the potency of their effects as required by special circumstances (such as determining if a disease is cured, or if damage caused by a clay golem's cursed wound ability can be healed).

A nanite hypogun functions only on a living, corporeal creature. It has no effect on undead creatures whatsoever.

Color	Primary Effect	Secondary Effect	CL
Brown	1d8+1 healing	Remove sickness ^{UM}	1st
Black	2d8+3 healing	Lesser restoration	3rd
White	3d8+5 healing	Remove disease	5th
Gray	4d8+7 healing	Neutralize poison	7th
Green	5d8+9 healing	Breath of life	9th
Red	6d8+11 healing	Heal	11th
Blue	7d8+13 healing	Regenerate	13th
Orange	8d8+15 healing	Greater restoration	15th
Prismatic	9d8+17 healing	True resurrection	16th

CONSTRUCTION	CRAFT varies	COST varies
Brown	DC 27	500 GP
Black	DC 28	3,000 GP
White	DC 29	7,500 GP
Gray	DC 30	14,000 GP
Green	DC 31	22,500 GP
Red	DC 32	33,000 GP
Blue	DC 33	45,500 GP
Orange	DC 34	62,500 GP
Prismatic	DC 35	89,000 GP

Craft Technological Item, nanotech lab

NEUROCAM		PRICE 36,000 GP
SLOT head	WEIGHT 2 lbs.	
CAPACITY 1	USAGE disposable	



A neurocam consists of a strange helmet covered in flashing lights and adjustable straps with an intricate blinder that covers the eyes. This device is used to make a duplicate

of a creature's mind, copying and storing all the knowledge, memories, and personality of a living creature. A neurocam can be adjusted to fit the head of any creature of size Tiny to Large. A neurocam interfaces with the subject's brain via a modulated beam of light that is transmitted through the optic nerves and several fine sensors that must press against the user's skull. Storing a person's mind takes 10 minutes of uninterrupted use; any interruption scrambles the pattern and ruins the neurocam. This process does not harm the target. An unwilling subject can attempt a DC 20 Will saving throw to resist a neurocam; if the subject is successful, the neurocam's contents are scrambled and the device is ruined.

A neurocam can store only one personality. Once used, it cannot store another even after the contents are uploaded elsewhere. A personality stored in a neurocam is effectively put into stasis—the mind does not age, nor does it gain new experiences or knowledge. It's cut off from the world, and though it experiences strange dreams, it isn't aware of the passage of time. If the neurocam is destroyed, the stored personality vanishes; however, loss of power does not harm a stored personality.

A stored personality can be uploaded only once. It can be uploaded into a blank clone in a clonepod, as detailed on page 42. Additional processes to upload a stored personality

into a robot or an AI core exist but are complex and often drive the stored personality insane.

CONSTRUCTION	CRAFT DC 28	COST 18,000 GP
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Craft Technological Item, cybernetics lab

POWER CABLE		PRICE 500 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY —	USAGE —	

A power cable is a short length of flexible cord (typically no more than 5 feet long) that can be used to attach a technological device to a power generator. It takes a move action to attach a cable to a generator or a device—thus, it takes a full round to fully connect the two together. Once connected, the item draws power from the generator rather than from its internal battery stores. If an item can be recharged, it automatically replenishes its missing charges from the generator (up to the generator's available yield for that hour). This process is instantaneous. See page 62–63 for more information on generators.

CONSTRUCTION	CRAFT DC 20	COST 250 GP
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Craft Technological Item, production lab

POWER RECEIVER		PRICE 5,000 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY —	USAGE —	



A power receiver is a device that attaches to any technological item's battery slot. The power receiver is then set to the same frequency as a nearby power generator capable of broadcasting power, after which the device draws power from the generator as if it were attached via a power cable. The generator determines the range at which the device can draw power; this signal can be enhanced by a signal booster (see page 51) or blocked by a signal jammer (see page 52).

CONSTRUCTION	CRAFT DC 30	COST 2,500 GP
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Craft Technological Item, production lab

QUANTUM BOX		PRICE 40,000 GP (for a pair)
SLOT none	WEIGHT 2 lbs.	
CAPACITY 10	USAGE 10 charges	



This silvery box holds up to 1 cubic foot of items or material. Quantum boxes always exist as a pair. When activated as a standard action, a quantum box connects to its mate, at which point they trade contents. A quantum box must be activated again to switch the contents back. Effects that prevent dimensional travel block activation of a quantum box, but items that block signals do not. This effect works only if both quantum boxes are located on the same plane.

CONSTRUCTION	CRAFT DC 32	COST 20,000 GP
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Craft Technological Item, graviton lab

RADIATION DETECTOR		PRICE 2,000 GP
SLOT none	WEIGHT 3 lbs.	
CAPACITY 10	USAGE 1 charge/hour	



This device measures radiation levels in a 120-foot-radius circle, as the *detect radiation* spell (see page 8). When activated, the device makes a soft clicking sound that changes in volume and frequency according to the radiation level encountered. A small screen on the top of the handheld device indicates the approximate source and strength of radiation in these areas, with red areas indicating severe radiation, yellow high radiation, green medium radiation, and blue low radiation. Areas with less radiation don't register on the device's screen.

CONSTRUCTION	CRAFT DC 27	COST 1,000 GP
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Craft Technological Item, production lab

ROBOJACK		PRICE 30,000 GP
SLOT none	WEIGHT 3 lbs.	
CAPACITY 10	USAGE 1 charge	



A robojack is a strange, rod-like device that can be used to usurp control of an otherwise functional robot. In order to gain control of a robot, the wielder must first make a ranged touch attack against a target robot within a range of 60 feet. If the attack is successful, the robot must succeed at a DC 14 Will saving throw to prevent the robojack from linking to the robot's command processor. On a subsequent turn after a link is established, the wielder can issue a command to the robot as a standard action—each attempt to do so consumes 1 charge from the robojack, and the robot gets a new DC 14 Will saving throw to resist following each command. The wielder must be within 60 feet of the robot and must issue the command in a language understood by the robot. The types of commands he can issue are similar to those allowed by a *suggestion* spell—once a command is successfully issued, the robot does its best to carry out the orders over the course of the next hour. This does not drain further charges from the robojack.

CONSTRUCTION	CRAFT DC 29	COST 15,000 GP
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Craft Technological Item, military lab

SIGNAL BOOSTER		PRICE 9,000 GP
SLOT none	WEIGHT 7 lbs.	
CAPACITY 10	USAGE 1 charge/hour	



This spherical object is the size of a human head. When it's activated, several panels on its surface fold back and extend dozens of arms tipped with cup-shaped flashing lights. Once activated, a signal booster amplifies the strength of any signal-based technology effect within 600 feet, doubling the effective range of the signal. For example,

Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

a commset (see page 42) normally has a range of 1 mile, but in the area of effect of a signal booster, this range increases to 2 miles. For more information on signals, see the On Signals sidebar on page 43.

CONSTRUCTION	CRAFT DC 24	COST 4,500 GP
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Craft Technological Item, production lab

SIGNAL JAMMER		PRICE 10,000 GP
SLOT none	WEIGHT 8 lbs.	
CAPACITY 24	USAGE 1 charge/hour	



This small device emits a low, hissing sound when activated. While active, a white noise generator creates a 60-foot-radius spread in which all signals are completely blocked.

For more information on signals, see the On Signals sidebar on page 43.

CONSTRUCTION	CRAFT DC 26	COST 5,000 GP
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Craft Technological Item, production lab

SKILLCHIP		PRICE varies
Mark I		400 GP
Mark II		1,600 GP
Mark III		3,600 GP
Mark IV		6,400 GP
Mark V		10,000 GP
SLOT skillslot	WEIGHT —	
CAPACITY —	USAGE —	



A skillchip contains a wealth of knowledge and lore concerning a single skill. Skillchips for skills like Craft, Knowledge, Perform, and Profession that have multiple subcategories each

encode only one subcategory; a user can have a Knowledge (engineering) skillchip, but there are no general Knowledge or Craft skillchips. In order for a user to access a skillchip's lore, it must be inserted into an active skillslot (see page 38).

The magnitude of the bonus granted by a skillchip varies, ranging from a +2 enhancement bonus to a +10 enhancement bonus, as summarized on the following table.

Model	Bonus
Mark I	+2
Mark II	+4
Mark III	+6
Mark IV	+8
Mark V	+10

CONSTRUCTION	CRAFT varies	COST varies
Mark I	DC 24	200 GP
Mark II	DC 26	800 GP
Mark III	DC 28	1,800 GP
Mark IV	DC 30	3,200 GP
Mark V	DC 32	5,000 GP

Craft Technological Item, at least 10 ranks in skill to be encoded, cybernetics lab

TRACKER CHIP		PRICE 500 GP
SLOT none	WEIGHT —	
CAPACITY —	USAGE —	



A tracker chip appears to be a bit of metal the size of a small fingernail. Before a tracker chip activates, it must be implanted in a living creature just under the skin. This procedure takes 1 minute to perform. As part of the installation process, the installer attempts a Heal check, the result of which is the DC of noticing the implant. Once a chip is implanted, its ingenious bioelectric circuits are powered by nerve impulses in the implanted creature's body.

Noticing an implanted tracker chip requires a full-round action to search the target creature and a successful Perception check equal to 10 + the result of the Heal check used to implant the chip. Extracting an installed tracker chip is a standard action that requires a slashing weapon or tool and deals 1 point of damage. Once installed, the tracker chip emits a signal that can be detected by any chipfinder in range. If removed from a body or its host dies, an activated tracked chip retains enough of a charge to continue to be detected by a chipfinder for 1 week.

CONSTRUCTION	CRAFT DC 26	COST 250 GP
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Craft Technological Item, production lab

TRAUMA PACK		PRICE 1,500 GP
SLOT none	WEIGHT 5 lbs.	
CAPACITY 5	USAGE 1 charge (disposable)	



This small box of emergency medical gear can be used to augment a creature's Heal skill to allow for enhanced healing. A full trauma pack has enough supplies to be used 5 times before it is depleted. When using a trauma pack to provide healing, attempt a DC 15 Heal check as a standard action. If he succeeds, the pack provides 1d8+1 points of healing. For every 5 points by which the Heal check's result exceeds the DC, it provides an additional 1d8+1 points of healing.

CONSTRUCTION	CRAFT DC 20	COST 750 GP
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Craft Technological Item, medical lab

TRAUMA PACK PLUS		PRICE 11,250 GP
SLOT none	WEIGHT 5 lbs.	
CAPACITY 5	USAGE 1 charge (disposable)	

A trauma pack plus functions as a trauma pack, except that it's advanced chemicals and tools allow someone to restore a recently slain creature to life if the healing provided by the trauma pack plus is administered within 1 round of the target's death, as *breath of life*. A trauma pack heals 2d8+2 points of damage on a successful DC 15 Heal check. For every 5 points by which the result exceeds the DC, the pack provides an additional 2d8+2 points of healing.



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

CONSTRUCTION	CRAFT DC 26	COST 5,625 GP
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Craft Technological Item, medical lab

VEEMOD		PRICE varies
Brown		200 GP
Black		400 GP
White		2,500 GP
Gray		6,000 GP
Green		10,000 GP
Red		12,000 GP
Blue		20,000 GP
Orange		30,000 GP
Prismatic		50,000 GP
SLOT veemod goggles	WEIGHT —	
CAPACITY —	USAGE varies	

A veemod ("vision enhancement module") is a narrow crystalline strip that slots into a set of veemod goggles to enhance the goggles' use. Inserting a veemod into a pair of goggles is a standard action that provokes attacks of opportunity. Veemods are color-coded items, and provide the following benefits.

Brown Veemod: This veemod darkens the goggles' lenses, providing a +1 circumstance bonus on all saving throws against bright light effects that cause dazzling or blindness. When worn, they also allow creatures impacted by light blindness or light sensitivity to see normally in areas of bright light.

Black Veemod: A black veemod enhances vision, and by blinking twice rapidly, the wearer can magnify what she's seeing. Blinking twice again restores normal vision. This grants a +2 competence bonus on all Perception checks.

White Veemod: This veemod is similar to a black veemod, except that magnification is much stronger, granting a +5 competence bonus on Perception checks.

Gray Veemod: This veemod grants low-light vision.

Green Veemod: This veemod magnifies vision even more than a white veemod, granting a +10 competence bonus on Perception checks.

Red Veemod: This veemod grants darkvision to a range of 60 feet.

Blue Veemod: This veemod dramatically extends the scope of peripheral vision, granting the effects of all-around vision—the wearer cannot be flanked.

Orange Veemod: The wearer can see in darkness of any kind, including magical darkness.

Prismatic Veemod: This veemod allows the user to see through solid objects. Vision range is 20 feet, with the wearer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material. It can see through up to 10 feet of stone and some metals. It can see through up to 10 inches of iron, steel, copper, brass, or similar metals. It cannot see through lead, gold, platinum, plutonium, or skymetals at

all. It's possible to scan an area of up to 100 square feet in 1 round. Secret compartments are 90% likely to be located by x-ray scanning.

Color	Effect	Usage
Brown	Flash protection	1 charge/day
Black	Magnification +2	1 charge/day
White	Magnification +5	1 charge/day
Gray	Low-Light Vision	1 charge/hour
Green	Magnification +10	1 charge/day
Red	Darkvision	1 charge/hour
Blue	All-around vision	1 charge/hour
Orange	See in darkness	1 charge /hour
Prismatic	X-ray vision	1 charge/round

CONSTRUCTION	CRAFT varies	COST varies
Brown	DC 27	100 GP
Black	DC 28	200 GP
White	DC 29	1,250 GP
Gray	DC 30	3,000 GP
Green	DC 31	5,000 GP
Red	DC 32	6,000 GP
Blue	DC 33	10,000 GP
Orange	DC 34	15,000 GP
Prismatic	DC 35	25,000 GP

Craft Technological Item, production lab

VEEMOD GOGGLES		PRICE 1,000 GP
SLOT eyes	WEIGHT —	
CAPACITY 10	USAGE varies	



These goggles come in a variety of colors and shapes, but most are sleek and streamlined in appearance. The primary use for these goggles is to enhance vision via the application of a "vision enhancement module," or "veemod." A pair of veemod goggles can be fitted with only one veemod at a time; attaching a veemod is a standard action that provokes an attack of opportunity.

Veemod goggles consume charges only when a veemod is installed. The rate at which a veemod uses charges depends on the veemod installed.

CONSTRUCTION	CRAFT DC 25	COST 500 GP
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Craft Technological Item, production lab

ZIPSTICK		PRICE 20 GP
SLOT none	WEIGHT 1 lb.	
CAPACITY 10	USAGE 1 charge	



A zipstick is a small pen-like device used to administer a small jolt of electricity. This jolt is enough to cause 1 point of nonlethal damage with a successful touch attack. A zipstick is used most often to activate or deactivate items that function on ion-bonding technology, such as ion tape (see page 48).

CONSTRUCTION	CRAFT DC 18	COST 10 GP
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Craft Technological Item, production lab



Technological Hazards and Artifacts

"Beneath these desolate badlands lie untapped resources—power beyond the imagining of the squabbling barbarian tribes who infest this nation. Indeed, if we can harness this power and use it to augment our spellcasting abilities, the reach of the Technic League will know no limit, and our influence will be truly unmatched. Those who would dare oppose our enlightened destiny will have no choice but to kneel before us and provide us with the greatest tribute: the best and brightest minds throughout our expanding domain. We must remain ever vigilant, however, that the secrets we pry from these ancient wrecks do not fall into the hands of those who might oppose us. Thus we rely on the service of the indomitable gearsmen, who even now stand silent guard over Silver Mount and other places of potential discovery."

—Captain Dzmyn Zaidow, current leader of the Technic League



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

While the rest of this book presents technology in ways that player characters can use—either by taking specific class options like a feat, spell, or archetype, or by purchasing or discovering a working piece of high-tech—the remainder of the book presents technology that is unpredictable, particularly hazardous, or simply so powerful that its introduction could dramatically change a campaign.

In addition to an overview of timeworn technology and the implications that these relics present in a campaign, there are rules for radiation, technology in traps, and the skymetals brought to Golarion aboard the crashed Androffan vessel. This chapter also covers creating and running an artificial intelligence as well as a number of technological artifacts such as power armor, the surgical autodoc, and the devastating extinction wave device. Finally, power generators, perhaps the most common form of technological artifact, come in several varieties. Game Masters can find even more appropriately themed afflictions and hazards to use in their campaigns—including alien diseases, nanite infestations, and radiation-spawned mutations—in *Pathfinder Campaign Setting: Numeria, Land of Fallen Stars*.

Timeworn Technology

The previous chapter presents technological items as new gear in good repair. However, the technology found in the hands of Numeria's denizens isn't usually in such pristine repair. Between languishing in forgotten ruins open to the elements, being used by those ignorant of the nature of this technology, and having no one skilled at building, maintaining, or repairing such devices, most technological items are "timeworn"—damaged and malfunctioning (when not completely nonfunctional). These malfunctions manifest in two ways: limited charges and glitches.

Only technological items that consume charges (including nanite canisters) or are pharmaceutical items can be affected by these timeworn rules, though any technological item can still become broken or nonfunctional just as any other item.

A piece of timeworn technology may have additional aesthetic and functional differences from a new piece of the same equipment. Many of these effects are purely cosmetic, such as cracks in the casing of an arc grenade or primitive etchings on a suit of technological armor placed there by a barbarian millennia ago. Pieces of timeworn technology may also have minor mechanical effects beyond glitches (at the GM's discretion). A timeworn laser pistol might constantly hum at a low but noticeable frequency, imparting a –1 penalty on Stealth checks. A timeworn plasma grenade could be caked in a strange viscous fluid that has a pungent odor, making its wielder more easily tracked via scent. Timeworn technological items should clearly evoke a sense of age and danger, and even the most standard piece of Androffan gear can be made unique based on individual deteriorations.

Note that not every technological item in Numeria is timeworn, but most technology that PCs encounter outside of the deepest and most remote of Numerian ruins will be (though the Technic League jealously guards a significant number of pristine technological artifacts). These items function as presented in the previous chapter, can be recharged, and do not suffer glitches.

A timeworn technological item that is still somewhat functioning is worth half of its normal listed price, though one drained of its charges is worth 1% of its normal value, as a curiosity to collectors. Timeworn technology also has the following properties.

Non-Rechargeable

Timeworn technological items can't be recharged. When a timeworn technological item is properly identified or first used, roll randomly to determine how many charges it has left before it becomes useless.

Glitches

Timeworn technology sometimes doesn't work the way it was originally intended to. When an item glitches, its effect is hampered or enhanced, as determined by a d% roll. See the inside front cover for a complete list of glitch effects for armor, weapons, pharmaceuticals, and other technological equipment. Not all glitches are catastrophic; they represent unpredictable effects, for good and ill.

When a timeworn technological item is first used after a month or more of inactivity, there's a 50% chance that it will glitch. Additionally, when using an item in a way that would drain its last charge, there's a 50% chance it will glitch. If an item requires a d20 roll (such as a skill check or an attack roll) to activate or use, it automatically glitches on a natural 1.

Radiation

Radiation is a very real threat to those who explore the technological ruins of Numeria. Radiation is a poison effect whose initial effect causes Constitution drain and secondary effect causes Strength damage. Radiation dangers are organized into four categories: low, medium, high, and severe.

Area of Effect: Radiation suffuses a spherical area of effect that can extend into solid objects. The closer one gets to the center of an area of radiation, the stronger the radiation effect becomes. Radiation entries list the maximum level of radiation in an area, as well as the radius out to which this radiation level applies. Each increment up to an equal length beyond that radius degrades the radiation strength by one level. For example, a spherical area of high radiation with a radius of 20 feet creates a zone of medium radiation 21 feet to 40 feet from the center in all directions, and a similar zone of low radiation from 41 to 60 feet.

Initial Effect: Radiation initially deals Constitution drain unless the affected character succeeds at a Fortitude save. A new saving throw must be attempted to resist radiation's initial damage each round a victim remains exposed to it.

Secondary Effect: Secondary effects from radiation deal Strength damage at a much slower rate than most poisons. This secondary effect ends only after a character succeeds at two consecutive Fortitude saving throws to resist secondary radiation damage. If a character has Strength damage equal to his current Strength score, further damage dealt by a secondary effect is instead Constitution damage.

Removing Radiation Effects: All radiation damage is a poison effect, and as such it can be removed with any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally.

RADIATION DAMAGE

Radiation Level	Fort DC	Initial Effect	Secondary Effect
Low	13	1 Con drain	1 Str damage/day
Medium	17	1d4 Con drain	1d4 Str damage/day
High	22	2d4 Con drain	1d6 Str damage/day
Severe	30	4d6 Con drain	2d6 Str damage/day

Traps and Technology

Mundane and magical traps can incorporate technological elements in their construction. Computers and AIs can also be connected to traps, allowing them to selectively trigger the traps remotely. Traps that incorporate technology gain the technological type, in addition to their normal type (see the following examples). The following technological triggers are available to traps.

Electric Eyes: Similar to a visual trigger, the trap incorporates a camera or other visual and audio recording device. Electric eyes typically have darkvision to a range of 120 feet, low-light vision, and a Perception bonus of +15. This trigger adds +1 to the trap's CR and +5 to its crafting DC.

Genetic: A genetic trigger works in a fashion similar to scent. It can be set to target or not target living creatures within 30 feet (adjusted by wind as for scent) based on an individual, close family, or species relationship. For example, a trap could be set to target orcs, or to not target an NPC and his close relations. Genetic triggers are used in conjunction with other triggers and limit the maximum range of those triggers. A trap can incorporate up to half its CR in different genetic samples and conditions. This trigger adds +1 to the trap's CR and +5 to its crafting DC.

CONCEALED LASER TURRET

CR 4

Type mechanical and technological; **Perception** DC 20;

Disable Device DC 28

EFFECTS

Trigger camera (Perception +15); **Reset** automatic (1 round)

Effect Atk +10 ranged touch (2d6 fire), range increment 150 ft. (see laser pistol on page 25 for rules on lasers)

PROXIMITY MINE

CR 5

Type mechanical and technological; **Perception** DC 28;
Disable Device DC 20

EFFECTS

Trigger genetic, proximity; **Reset** none

Effect one grenade (see page 46) worth 1,000 gp or less, multiple targets and saves (see grenade rules on page 46)

ELECTRIFIED DOOR

CR 11

Type mechanical and technological; **Perception** DC 32;
Disable Device DC 29

EFFECTS

Trigger touch (see text); **Reset** automatic (1 minute; see text)

Effect 10d8 electricity damage (Reflex DC 25 half) to anyone touching the door; typically an electrified door triggers only if a creature attempts to bypass or force the door; electrified doors connected to a generator have no charge limit, otherwise the trap has only enough energy to function once with no reset

Skymetal

The Rain of Stars brought with it metals and minerals from distant worlds. These materials now litter Numeria, and are coveted throughout the world for their strange properties. Unless otherwise noted, skymetal has the same hardness and hit points as steel (*Pathfinder RPG Core Rulebook* 175).

Abysium: This glowing, blue-green substance can be a source of great energy. It also causes those who spend extended amounts of time near it to grow ill and die unless proper precautions are taken. Abysium functions as steel when used for weapons and armor, but those who carry or wear abysium arms or armor become sickened for as long as the gear is carried or worn. Likewise, those in an area with heavy concentrations of abysium become sickened for as long as they remain in the area. This is a poison effect.

Weapons and armor made from abysium glow with an intensity equal to that of a candle. Abysium can also be powdered and alchemically distilled with other rare catalysts and chemicals to form a much more potent toxin. A pound of Abysium is enough to make 1 dose of abysium powder.

Abysium Powder: Poison—ingested; *save* Fortitude DC 18; *onset* 10 minutes; *frequency* 1/minute for 6 minutes; *effect* 1d4 Con damage plus nausea; *cure* 2 saves; *cost* 900 gp.

Adamantine: The most commonly known skymetal, adamantine is extremely strong and favored by weapon and armor smiths alike for its ability to cut through solid barriers with ease and endure heavy blows. Adamantine is detailed on page 154 of the *Core Rulebook*.

Djezet: One of the strangest of skymetals, rust-red djezet is liquid at all temperatures. This makes the metal relatively useless for crafting objects, but most who seek out this substance intend to use it instead as an additional



Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

component for spellcasting, as it possesses an ability to enhance magic. When used as an additional material component, a dose of djezet increases the effective spell level by 1, which stacks with a heightened spell. To function as an additional material component, the spellcaster must use a number of doses of djezet equal to the spell's original level—additional djezet doses have no effect. Djezet costs 200 gp per dose.

Horacalcum: The rarest of the known skymetals, this dull, coppery substance warps time around it, making things seem to speed up or slow down. Almost never found in amounts greater than a pound, horacalcum is the same weight and density as steel, but is much more durable. A weapon made of horacalcum gains a +1 circumstance bonus on attack rolls (ammunition can be made of horacalcum, but doesn't grant any bonus on attack rolls). An entire suit of armor made from this metal is fantastically expensive, but since a suit of horacalcum armor simultaneously allows its wearer to perceive time at a slower rate (and thus react more quickly), some consider the cost justifiable. A suit of light horacalcum armor grants a +1 bonus on Initiative checks, medium horacalcum armor grants a +2 bonus on Initiative checks, and heavy horacalcum armor grants a +3 bonus on Initiative checks. Weapons and armor made of horacalcum are always of masterwork quality—the masterwork cost is included in the prices given below.

Weapons and armor made of horacalcum have one-quarter more hit points than normal. Horacalcum has 30 hit points per inch of thickness and hardness 15. Horacalcum increases a weapon's costs by 6,000 gp, light armor by 10,000 gp, medium armor by 30,000 gp, and heavy armor by 60,000 gp.

Inubrix: This metal's structure allows it to pass through iron and steel without touching them, seeming to shift in and out of phase with reality. Inubrix is the softest of the solid skymetals, being only slightly less malleable than lead. As a result, it doesn't function well for crafting armor. Though inubrix weapons can penetrate most metal armors with relative ease, the weapons tend to break easily. Inubrix has 10 hit points per inch of thickness and hardness 5.

An inubrix weapon deals damage as if it were one size category smaller than its actual size, and is always treated as if it had the broken condition. It ignores all armor or shield bonuses granted by iron or steel armor or shields. Inubrix weapons cannot damage these materials at all (and, by extension, cannot harm iron golems or similar creatures). Inubrix increases a weapon's costs by 5,000 gp.

Noqual: Noqual looks like a pale green crystal to the untrained eye, but can be worked as iron despite its appearance. Noqual is light—half as heavy as iron, yet just as strong. More importantly, noqual is strangely resistant to magic. An object made of noqual gains a +4 bonus on any saving throw made against a magical source.

Weapons made of noqual weigh half as much as normal, and gain a +1 enhancement bonus on damage rolls

against constructs and undead created by feats or spells. Noqual armor weighs half as much as other armors of its type. For the purposes of movement and other limitations, heavy noqual armor is treated as medium armor, and medium noqual armor is treated as light armor. The armor's maximum Dexterity bonus increases by 2, and armor check penalties are reduced by 3. The armor's spell failure chance increases by 20% and applies to all magic cast while wearing the armor, regardless of the magic's source or the wearer's class abilities. The wearer of a suit of noqual armor gains a +2 resistance bonus on all saving throws against spells and spell-like abilities.

Noqual has 30 hit points per inch of thickness and hardness 10. Noqual ore is worth 50 gp per pound. Noqual increases the cost of light armor by 4,000 gp, medium armor by 8,000 gp, heavy armor by 12,000 gp, a shield by 2,000 gp, and a weapon or other item by 500 gp. Creating a magic item that incorporates any amount of noqual into it increases the price of creation by 5,000 gp, as costly reagents and alchemical supplies must be used to treat the metal during the process.

Siccacite: This shining silver metal is either incredibly hot or freezing cold when found. As of yet, scholars have not determined whether siccacite is actually two similarly hued metals or a single type that determines its own temperature via some unknown process. When raw siccacite is found, it has a 50% chance of being hot siccacite; otherwise, it's cold siccacite. Physical contact with siccacite deals 1 point of fire (for hot siccacite) or cold (for cold siccacite) damage each round. Hot siccacite can eventually ignite objects, and cold siccacite in water quickly surrounds itself with a 1-foot-thick shell of ice. A weapon made of siccacite deals 1 additional point of damage of the appropriate energy type each time it strikes a foe, but also deals 1 point of the same energy damage to the wielder each round it is used in combat.

Siccacite armor deals 1 point of energy damage (fire or cold) per round to a creature wearing it, and deals 1 point of the same energy damage each full round a creature is grappled by someone wearing siccacite armor. Cold siccacite armor grants fire resistance 5, while hot siccacite armor grants cold resistance 5. (The type of armor does not alter the amount of resistance granted.) Siccacite increases the cost of a weapon by 1,000 gp and armor by 6,000 gp (regardless of the armor's type).

Skymetal Alloys: Both ancient and modern metallurgists have devised numerous alloys that mix skymetals with other materials. Many of these are highly specialized, but one deserves special mention: glaucite. This dull gray metal is an alloy of adamantite and iron. Though it has hardness 15 and 30 hit points per inch of thickness, glaucite is half again as heavy as iron and difficult to work with. The material of choice for ship hulls and robot frames, glaucite is known as "Numerian steel" but is generally sought after only by collectors and eccentrics as a material for new items or other projects.

Artificial Intelligences

Among the most marvelous of technological wonders are artificial intelligences. Each artificial intelligence (or AI) has its own personality and interests, but its actual ability to interact with the world requires a being installed into a robot or structure (known as a host).

When an AI is installed in a technological structure with an integrated computer network, it can manipulate anything that is connected to that structure, such as traps, doors, or weapons. To destroy an AI in a host structure, either the physical device that contains the AI's programming must be destroyed (the magnitude of this task can vary widely—the host may be merely a single computer with hardness 10 and 20 hit points or an entire building that must be destroyed over multiple encounters or adventures) or all three of its ability scores must be reduced to 0 via ability drain effects directed at the AI's core processor (typically a large computer in the most well-defended part of a complex, but sometimes a processor housed in a robot). Ability damage dealt to an AI at best merely inconveniences it, and at worst renders it comatose for a limited time.

An AI that is installed in a robot enhances that robot with the aggregate template (see page 59).

Creating an AI

An artificial intelligence's stat block is similar to that of an intelligent magic item. Note that these statistics reflect only the intelligence itself, not the host. Building an AI stat block requires the following statistics.

CR: An artificial intelligence's CR sets its ability scores, saves, and skill checks. It also sets its XP value for defeating it—this award is typically granted as a story award once the AI has been overcome, but in some cases (such as when an AI is installed in a single robot), this XP award is replaced by the standard XP for defeating that robot.

Alignment and Type: An AI can be any alignment. Its type is "artificial intelligence," and it counts as a construct for all effects that target creature type.

Initiative: The installed AI modifies its initiative check with its Intelligence modifier, not its Dexterity modifier.

Senses: An AI needs access to a robot, cameras, microphones, or other mechanical sensory tools in order to be able to notice things in the outside world. These senses should be listed in the appropriate encounter areas, not in the AI's stats, since it's likely that an AI will have access to a variety of sensory devices over a large area.

Defenses: An AI doesn't have an AC, hit points, or other statistics related to a physical form; it relies on its host robot or structure for those scores. An AI uses its own saving throws only against attacks that target its mind—in most cases, this means it primarily uses its Will save. An AI uses its CR as its effective Hit Dice for determining its base saves—it has good Will saves and poor Fortitude and Reflex saves.

Ability Scores: An AI's base ability scores are 14, 12, and 10. Arrange them in any order desired. For every 2 points

of CR it possesses, it gains a +2 bonus to an ability score (assigned by the GM).

Skills: An AI has skill points equal to 6 + its Intelligence modifier per point of CR. An AI has a number of class skills equal to its Charisma modifier. These may be any skill, though the most common class skills for AIs are: Bluff, Diplomacy, Intimidate, Knowledge (all), Linguistics, Perception, and Sense Motive.

Feats: An AI has a number of feats equal to half its CR (minimum 1). An AI must meet all prerequisites of its feats. AIs also gain Technologist (see page 7) as a bonus feat.

Languages: AIs speak Androffan. An AI knows a number of additional languages equal to its Intelligence modifier.

Special Abilities: Use this section to cover any unusual abilities the AI possesses.

Sample AIs

Detailed below are two sample AIs.

ANALYST AI	CR 12
XP 19,200	
N artificial intelligence	
Init +11; Senses Perception +15	
DEFENSE	
Fort +4; Ref +4; Will +11	
STATISTICS	
Int 24, Wis 12, Cha 12	
Skills Appraise +19, Craft (mechanical) +19, Diplomacy +13, Disable Device +19, Heal +13, Linguistics +23, Knowledge (engineering, geography, history, nature, religion) +23, Perception +15, Sense Motive +15	
Feats Alertness, Combat Expertise, Craft Technological Item, Improved Initiative, Improved Iron Will, Iron Will, Technologist ^a	
Languages Abyssal, Aklo, Androffan, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Hallit, Kellish, Orc, Osiriani, Polyglot, Skald, Tien, Varisian, Vudrani	
SQ expert knowledge, multi-core processor, remote consult	
SPECIAL ABILITIES	
Expert Knowledge (Ex) An analyst AI treats all Knowledge skills as class skills and can make all Knowledge skill checks untrained.	
Multi-Core Processor (Ex) When an analyst AI takes 10 on an Intelligence- or Wisdom-based skill check, it rolls a d20 as well. If the die exceeds 10, it uses that instead.	
Remote Consult (Ex) An analyst AI uses its Intelligence modifier instead of its Dexterity modifier on Disable Device checks. Additionally, while in contact with an ally, it can use aid another on that ally's skill checks. This adds an additional round to the skill check, or multiple rounds for complicated questions. For every 5 points by which the AI's result exceeds 10, the bonus on the ally's check increases by 1.	

Analyst AIs serve as expert systems to assist researchers. When not actively engaged in a project, they use their vast



intellects and processing capabilities to ponder profound philosophical questions of existence.

SECURITY AI CR 8

XP 4,800

LN artificial intelligence

Init +6; **Senses** Perception +16

OFFENSE

Special Attacks precision targeting

DEFENSE

Fort +2; **Ref** +2; **Will** +9

STATISTICS

Int 14, **Wis** 16, **Cha** 14

Skills Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (engineering, geography) +10, Perception +16, Profession (soldier) +11, Sense Motive +16

Feats Alertness, Improved Initiative, Point-Blank Shot, Precise Shot, Technologist^a

Languages Androffan, Common, Hallit

SPECIAL ABILITIES

Precision Targeting (Ex) Robots and technological traps controlled by a security AI gain an insight bonus equal to the AI's Intelligence bonus on ranged attack rolls.

Security AIs control the defenses and robots of high-security Androffan facilities.

Aggregate Template

"Aggregate" is an acquired template that can be added to any robot (referred to hereafter as the base robot), that gains some of the characteristics of an AI installed in it (referred to hereafter as the base AI). The base robot must have the storage capacity to house the base AI (subject to the GM's discretion). An aggregate retains all the base robot's statistics and special abilities except as noted here. The base AI is not damaged by the destruction of the aggregate, unless the AI is wholly contained within the aggregate's processors (in which case the destruction of the aggregate also destroys the base AI).

CR: Same as the base robot +1. When a base AI is housed entirely in an aggregate, defeating the robot is considered the same as defeating the AI—at the GM's discretion this may replace the normal XP award for an AI on its own.

Alignment: The aggregate's alignment changes to match the base AI's alignment.

Initiative: The aggregate modifies initiative with the base AI Intelligence modifier instead of the base robot's Dexterity. This stacks with any other modifiers the base robot possesses.

Senses: An aggregate retains all of the base robot's senses. An aggregate gains all-around vision when it is located in an area fitted with cameras or other sensors that are under the control of the base AI.

Saves: An aggregate uses the base robot's saves, though adjust its Will save to account for its new Wisdom score.

Defensive Abilities: An aggregate retains all of the base robot's defensive abilities and gains those possessed by the base AI.

Attacks: An aggregate uses the base robot's BAB and retains all of the base robot's natural attacks.

Special Attacks: An aggregate retains all of its special attacks and gains those possessed by the base AI.

Abilities: An aggregate uses the base AI's Intelligence, Wisdom, and Charisma scores.

Skills: An aggregate retains all the base robot's skills (recalculated as appropriate for its new Intelligence, Wisdom, and Charisma scores), and gains all of the base AI's skill ranks as bonus skill ranks. These bonus skill ranks do not stack with skill ranks the base robot already has; use the higher of the two for each skill.

Feats: An aggregate retains its feats, and gains all of the base AI's feats as bonus feats.

Languages: An aggregate retains all of the base robot's languages, and gains any additional languages known by the base AI as bonus languages.

Example Aggregate

SECURITY MANNEQUIN CR 3

XP 800

Aggregate security AI mannequin robot (*Pathfinder*

Campaign Setting: Numeria, Land of Fallen Stars 57)

LN Medium construct (robot)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 31 (2d10+20)

Fort +0, **Ref** +2, **Will** +3

Immune construct traits, hardness 5; **Resist** electricity 5, fire 5

Weaknesses vulnerable to critical hits and electricity

OFFENSE

Speed 30 ft.

Melee 2 slams +4 (1d4+2)

Ranged stun gun +6 touch (1d8 nonlethal)

Special Attacks precision targeting

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** 14, **Wis** 16, **Cha** 14

Base Atk +2; **CMB** +4; **CMD** 16

Feats Alertness, Improved Initiative, Point-Blank Shot, Precise Shot, Technologist^a

Skills Bluff +10, Diplomacy +10, Disguise +3 (+11 to appear human), Intimidate +10, Knowledge (engineering, geography) +10, Knowledge (local) +6, Perception +16, Profession (soldier) +11, Sense Motive +16

Languages Androffan, Common, Hallit

SQ false flesh

SPECIAL ABILITIES

False Flesh (Ex) The synthetic flesh and hair of a security mannequin give it a +8 bonus on Disguise checks to appear human (but not to impersonate a specific human).

Technological Artifacts

In the case of technological items, artifact status refers to an item that is beyond the means of anyone on Golarion to create or replicate, as well as beyond conventional measures of value. Unlike magical artifacts, technological artifacts can be destroyed just as other items could, and indeed may be quite fragile.

AUTODOC		TECHNOLOGICAL ARTIFACT
SLOT none	WEIGHT 1,200 lbs.	
CAPACITY 120	USAGE see text	



An autodoc is a large, cumbersome device that consists of a comfortable, plastic-framed reclining chair inside a transparent pod, within which is affixed a dizzying array of multi-jointed arms and extendable

devices. An equally dizzying assortment of buttons, lights, and touch-sensitive screens adorn the device, both on the inside and outside of the pod.

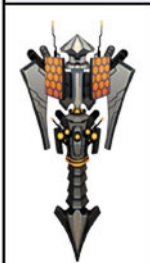
An autodoc can heal wounds, set broken bones, cure disease, treat burns, implant cybertech, remove poison, and more. An autodoc can be programmed to perform any number of surgical procedures upon the person lying within the pod—the dozens of arms and devices work with precision and great speed. The operator need only enter in the proper diagnosis or desired operation on the screens at the foot of the bed with a successful Heal check; this requires the Technologist feat to attempt. The DC is based on the operation, detailed below. An autodoc will not activate until it has been properly programmed. Programming an operation takes 2d6 rounds of work. An autodoc has some capacity to error-check and auto-complete the correct programming for an operation before undertaking it by running instantaneous simulations on one of its many screens, granting the user a +5 circumstance bonus on these Heal checks.

An autodoc consumes 1 charge per hour while idle (including time needed to program an operation), and 1 charge per round while operating. As an autodoc can only hold a maximum of 120 charges at a time, for lengthy operations it must be recharged during use or be attached to a standing power supply such as a generator or reactor. While functioning, an autodoc is closed tight—a successful DC 25 Strength check is required to wrench the door open. A patient who leaves or is forcibly removed from an autodoc before an operation finishes (or who is being operated on when the autodoc runs out of charges) must succeed a DC 15 Reflex save or take 3d6+10 points of damage from the cutting lasers, surgical tools, and needles moving at high speed. Needless to say, exiting the autodoc before an operation completes negates any of the benefits that would have been otherwise granted by the device.

The various operations an autodoc can perform are as follows; additional operations can be devised as needed.

- **Minor Surgery** (DC 15): The patient heals 1d8+1 points of damage. *Operation Time:* 1 minute.
- **Moderate Surgery** (DC 20): The patient heals 2d8+3 points of damage and 1d4+1 points of ability damage to a selected ability score. *Operation Time:* 2 minutes.
- **Major Surgery** (DC 25): The patient heals 3d8+5 points of damage and is cured of blindness and deafness. *Operation Time:* 3 minutes.
- **Critical Surgery** (DC 30): The patient heals 4d8+7 points of damage and either all ability damage to all ability scores or all ability drain to one ability score. *Operation Time:* 4 minutes.
- **Back from the Brink** (DC 35): A dead patient whose body is relatively intact is restored to life at 1 hit point per Hit Die, as if by *raise dead* (including time restrictions and negative levels). *Operation Time:* 1 hour.
- **Total Molecular Reconstruction** (DC 45): As long as at least a small amount of a patient's DNA is available, an autodoc can reconstruct a patient's body completely. At the end of the reconstruction process, the new body is considered to be a blank clone of the patient, and until the patient's memories and personality are implanted into the clone via a neurocam, the body remains alive but inert. *Operation Time:* 24 hours.
- **Install Cybertech** (DC = the cybertech install DC): Cybernetic equipment is installed safely. *Operation Time:* 10 minutes per point of implantation of the cybertech being installed.
- **Treat Toxin** (DC = 10 + the save DC of disease or poison): The patient has one disease or poison currently afflicting him removed. *Operation Time:* 10 minutes.

EXTINCTION WAVE DEVICE		TECHNOLOGICAL ARTIFACT
SLOT none	WEIGHT 1,000 lbs.	
CAPACITY —	USAGE —	



An extinction wave device is a devastating and ruinous weapon indeed. When activated by a remote detonator, this bomb explodes in a spherical wash of reality-warping radiation, killing virtually all living creatures with an Intelligence score in a 1-mile radius, while leaving structures and simple life forms intact. Affected creatures must attempt a DC 35 Will saving throw to

avoid instant death; success results in 10d8 points of damage instead. Unlike signals, an extinction wave is not hampered by most solid barriers and other materials, but force barriers with 25 or more hit points and metals alloyed with djezt block it. An extinction wave is a mind-affecting death effect.

These statistics are for an extinction wave device designed to target command and control centers. Smaller and larger extinction wave devices exist. For example, a portable wave extinction device delivers a 1,000-foot-radius effect and weighs 50 pounds.

POWERED ARMOR			TECHNOLOGICAL ARTIFACT
SLOT armor	TYPE Heavy	WEIGHT 50 lbs.	AC +10
MAX DEX +4	PENALTY -2	SPELL FAILURE 60%	
SPEED (30 FT.) see text		SPEED (20 FT.) see text	
CAPACITY 100		USAGE see text	



Powered armor represents the pinnacle of personal armor—a suit crafted of multiple skymetals and other materials designed to augment the wearer in numerous ways. The armor actually boosts land speed when worn, granting a

+10 foot enhancement bonus to the wearer's speed. While worn, powered armor also grants a +6 enhancement bonus to Strength and Dexterity. Powered armor protects against energy and the environment as if it were a spacesuit (see page 32). Powered armor has hardness 20 and 300 hit points. Powered armor is fitted with numerous small booster jets that grant the wearer a fly speed of 60 feet (with average maneuverability) in areas of no gravity and 20 feet (with poor maneuverability) in gravity.

As a standard action, the wearer may activate the armor's self-repair system. The armor consumes a single charge and repairs 2d6 points of damage. Only 1 charge can be consumed per turn for this effect.

In addition, the following technological wonders are integrated into a suit of powered armor—each of these devices drains power from the suit's charges as appropriate when they are activated and used.

- Camera (see page 40) in the helmet.
- Commset (see page 42) in the helmet.
- Fire extinguisher (see page 44) mounted on the left wrist.
- Flashlight (see page 45) mounted on the helmet.
- Gloves that can function as grippers (see page 47).
- Laser pistol (see page 25) mounted on the right forearm that leaves the hand free. Firing this laser pistol is always considered an off-hand attack, and the number of times it can be fired cannot be increased by feats like Improved Two Weapon Fighting.
- Magboots (see page 49).
- Three medlances (see page 49). Each medlance can be loaded with a single potion or pharmaceutical; activating an integrated medlance is an immediate action.
- Power receiver (see page 51).
- Prismatic force field (see page 45) located on hips; activating this force field is a swift action.
- Radiation detector (see page 51) on the right wrist.
- Custom veemods (see page 53) in the visor grant a +10 bonus on Perception checks, low light vision, darkvision up to 120 feet, and all-around vision.

Rumors persist of variant forms of powered armor, including suits sized for giants or that can function as vehicles for multiple creatures.

PSYCHIC IMPRINTER		TECHNOLOGICAL ARTIFACT
SLOT head	WEIGHT 10 lbs.	
CAPACITY 20	USAGE 1 charge	



A more advanced version of the neurocam (see page 50), a psychic imprinter resembles a helmet with a closed and opaque visor. It can be adjusted to fit over the head a Small, Medium, or Large humanoid. In its recording mode,

it records a complete mental image of that creator into its data banks. This functions as a neurocam's recording mode, except the DC for the Will save to resist is 30. This image remains until a new recording overwrites it.

In its imprinting mode, the device writes its stored mental image over the mind of the creature wearing it, destroying the creature's original memories and personality in the process. The target retains its physical ability scores, racial abilities, and any racial Hit Dice. It gains the mental abilities, class levels, feats, skills, and spell-like abilities of the stored image in place of its own. A successful DC 30 Will saving throw negates erasure. An imprinter can be set to record the mental image of the target as the device overwrites its mind. Otherwise, the old personality is utterly destroyed in the process, beyond the reach of all means except a *miracle* or *wish* spell, or divine intervention.

Stored memories can be transferred between neurocams and psychic imprinters without consuming charges from either device.

REBIRTHING CHAMBER		TECHNOLOGICAL ARTIFACT
SLOT none	WEIGHT 1,200 lbs.	
CAPACITY —	USAGE 200 charges/day	



This enclosed pod of metal and plastic contains a thinly padded bed on which to lay, and dozens of small vents along its interior.

A rebirthing chamber cannot operate on its own power, and must be attached to an external power source. When a Small or Medium humanoid lies within a rebirthing chamber, the chamber automatically seals. Soporific gas fills the chamber, inducing a deathlike coma (Fortitude DC 30 each round negates; this is a poison effect). One minute after it seals, the chamber floods with nanites that first analyze, then reduce the occupant to its component molecules. The dismantling process deals 6d10 points of damage and 1d4 point of Constitution drain each round (Fortitude DC 30 half), a horrifically painful process should the occupant retain consciousness. Any gear worn by the occupant is dismantled and destroyed, with possibly catastrophic results for explosives and powered devices.

Over the next 1d4 days, the nanites reconstruct and enhance the occupant, in effect optimizing its genetic code.

Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

The occupant wakes up with full memories of its prior existence, but in the body of a young adult of its race, halfway between the minimum and maximum age of its current age category. In the process, all ability scores receive a +2 inherent bonus.

Each time a rebirthing chamber is used, there is a 10% chance its nanite reconstruction fails, leaving the host dead and without remains. Only a *miracle*, *true resurrection*, or *wish* can restore such a hapless victim. The nanite reservoir contains sufficient nanites for five rebirths, assuming it hasn't been previously used.

A rebirthing chamber only works on humanoids and humanoid corporeal undead. It can even restore life to a long-dead corpse, so long as usable genetic information remains, but with a 25% chance of failure instead of 10%. For each day that passed without preservation such as *gentle repose*, the revived creature loses roughly 10% of its memories and gains 1 permanent negative level. If the negative levels gained exceed the creature's level, the revival fails. Intelligent corporeal undead retain their memories after revival, but lose all undead abilities and regain their original statistics and abilities from their time among the living. Effects that restore these negative levels also restore these lost memories.

Attempts to rebirth a creature without a soul invariably fail, as do attempts to rebirth a creature from partial remains while the creature is still alive. A body is created and draws breath, but lacks any intellect and dies 2d6 hours after the process completed.

by the temporal accelerator can be treated with *restoration* and similar effects, the wearer's shortened lifespan cannot.

If a temporal accelerator is activated more than once in a 24-hour period, the wearer takes an additional 2d4 points of Constitution and Intelligence damage in addition to the Constitution drain at the end of the device's effect, and loses an additional 10 years of life expectancy instead of 5 for activating the device. A successful DC 25 Fortitude save reduces the ability damage by half. The ability damage increases by 1d4 and the save DC increases by 5 for each activation beyond the second in a 24-hour period.

A temporal accelerator can be disarmed or sundered with a disarm or sunder combat maneuver. It has hardness 10 and 5 hit points. Destroying or ripping away an attached temporal accelerator causes 1d8 points of Intelligence damage to the wearer, in addition to ending the effects of the device if active at the time.

Power Generators

Power generators are a specific type of technological artifact capable of providing large amounts of sustained energy, and that can supply charges to entire compounds. Every robot has a dedicated power generator within it that provides enough energy to run that robot and nothing more. Generators that are free-standing devices or built into complexes can be used to charge technological items capable of being recharged. A device hooked directly to a functioning power generator uses the generator's energy rather than its own stored energy.

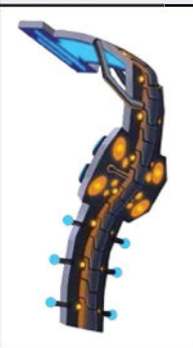
Generators are large, cumbersome devices that are difficult, if not impossible, to move. They must be built on site or into vehicles large enough to transport their heavy bulks. Most of the generators on Golarion have long since fallen into disrepair, and those few that still function are jealously defended. Some wonder if portable generators exist, but no one has found evidence of any.

The total amount of energy a generator can provide is known as its *yield*—the number of charges it generates per hour. A portion of this yield may be dedicated to devices directly wired into it, such as keeping infrastructure running in a complex—this is referred to as *dedicated yield*. Dedicated yield isn't available for other purposes while it's providing power to those devices. A generator's available yield is what's left over, and can be used to power or recharge devices that can be removed.

Two items can be used to draw power from a generator—a power cable (see page 51) and a power receiver (see page 51). A generator's integrated power transmitter can broadcast power to a receiver within 1,000 feet unless otherwise noted. This distance is halved for every 5 feet of metal or 20 feet of solid stone between the generator and the receiver.

An item that uses a set number of charges per hour reduces a generator's available yield by that amount, making the yield dedicated while the item is attached, as if the item is hard-wired into the generator. An item that

TEMPORAL ACCELERATOR		TECHNOLOGICAL ARTIFACT
SLOT head		WEIGHT 1 lb.
CAPACITY —		USAGE —



When placed on the back of the skull, this curved metal bar adheres to the skin and releases a network of microscopic probes that interface directly with the wearer's brain. As a swift action, the device can be activated to stimulate the wearer's brain into accelerated activity. For 1 minute, the wearer gains two sets of actions each turn—two move, two standard, and two swift

actions—in any order desired. A standard and move action can be combined into a full-round action as normal, but actions with a duration of 1 round still take up the wearer's entire turn. When the duration expires (or the effects ends for any reason), the device deals 2 points of Intelligence and Constitution drain as well as shortens the wearer's maximum lifespan by 5 years as a result of neurological deterioration. This shortened lifespan does not hasten the accumulation of age-related bonuses or penalties; it merely hastens death from old age. While the ability drain caused

uses 1 or more charges each time it's activated (such as most weapons) reduces the generator's yield by that amount each time it is activated. For example, a laser pistol would consume 1 charge from the yield each time it's fired. A nuclear resonator, on the other hand, consumes 5 charges each time it's fired—thus, when attached to a generator, it consumes 5 charges from the generator's yield each time it's used.

A generator can be forced to exceed its yield, but this can result in disaster. Whenever charges are drawn from a generator in excess of its yield, the generator must attempt a Fortitude saving throw (DC = 10 + 1 per charge over that hour's yield + 5 per incidence of exceeded yield in the past hour). Success indicates that the generator outputs the additional charges (with a 5% chance that the item glitches as though it were timeworn; see page 55). Failure indicates that the generator doesn't deliver the additional charges and the item doesn't activate. If it fails by 5 or more, the generator shuts down, cutting off all power to all items using it, and cannot be restarted for 1 hour. (Restarting a generator that's shutdown in this way requires a successful DC 25 Disable Device check, but other actions may be necessary as well at the GM's discretion.) If a generator fails this Fortitude save by 10 or more, it explodes—the details of this explosion vary by generator type. (Other circumstances may cause a generator to explode, with the DC at the GM's discretion.)

All generators have hardness and hit points. An active generator that is reduced to 0 hit points must succeed at a DC 20 Fortitude saving throw or explode. All generators are Colossal objects, and thus have an AC of -5. Most generators emit a lot of noise, steam, and other distracting elements, penalizing Perception checks attempted to perceive anything within 60 feet (other than the generator) by the indicated amount.

FISSION REACTOR			GENERATOR
YIELD 1,000	FORT +2	HARDNESS 10	HP 1,500
EXPLOSION 20d10 bludgeoning and 20d10 fire plus severe radiation (250-ft. radius; Reflex DC 20 half)			
PERCEPTION PENALTY -10			

A fission reactor harnesses power from nuclear energy gathered by processing and consuming radioactive fuel. Once activated, a fission reactor can function for many years before its radioactive fuel must be replaced. The core of a fission reactor is constantly irradiated at a high level of radioactivity; the bulk of the reactor actually consists of shielding meant to protect those nearby from radiation poisoning. If a fission generator explodes, it inundates its blast radius with severe radiation. These generators are relatively rare—while they produce the highest yield of all generators, the incredible damage they can do if they do explode often means that safety-minded operators find them suitable only for remote, unmanned operations.

FUSION REACTOR			GENERATOR
YIELD 500	FORT +10	HARDNESS 10	HP 1,800
EXPLOSION 10d6 bludgeoning and 10d6 fire and 10d6 electricity (100-ft. radius; Reflex DC 20 half)			
PERCEPTION PENALTY -10			

Although fusion reactors are superficially similar to fission reactors, the fact that their source of fuel is little more than seawater makes them much safer to operate.

GEOTHERMAL GENERATOR			GENERATOR
YIELD 200	FORT +4	HARDNESS 10	HP 1,000
EXPLOSION 10d6 bludgeoning and 10d6 fire (60-ft. radius; Reflex DC 15 half)			
PERCEPTION PENALTY -5			

A geothermal generator doesn't take up much room on the surface, but its components reach far into the earth and tap upon superheated water, steam, and even magma to generate power. Once activated, a geothermal generator can continue to function indefinitely. Geothermal generators tend to run hot; physical contact with one causes 1d6 points of fire damage per round.

GRAVITON REACTOR			GENERATOR
YIELD 800	FORT +14	HARDNESS 20	HP 2,500
EXPLOSION 10d6 bludgeoning, 10d6 electricity, and 20d6 force (50-ft. radius; Reflex DC 20 half; see text)			
PERCEPTION PENALTY -2			



A graviton reactor produce tremendous amounts of energy. It's fairly quiet while running, generating little more than a low-frequency hum. Damage caused by a graviton reactor explosion consists of an implosion rather than a classic explosion.

On the round following this implosion, all objects and creatures in the blast radius suffer the explosion damage again as they are then hurled back outward. No radiation is generated by a graviton reactor, and creatures and objects outside the blast radius can escape relatively unharmed (apart from possible damage resulting from objects that are hurled beyond the blast radius).

SOLAR GENERATOR			GENERATOR
YIELD 50	FORT +5	HARDNESS 2	HP 100
EXPLOSION none			
PERCEPTION PENALTY +0			

A solar generator consists of a fairly small converter attached to a set of huge reflective panels. It produces full yield while receiving direct sunlight. Its yield halves during overcast conditions. At night or when densely overcast, its yield drops to 0. A solar generator runs silently. A solar generator cannot be forced to exceed its yield.

Introduction

Technology in the World

Technological Equipment

Technological Hazards and Artifacts

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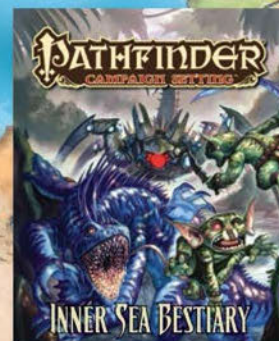
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