

Clockwork Engineer

Who needs magic when so many of its effects can be duplicated with science? Who needs swordplay when machines are so much more efficient? For the Clockwork Engineer the answer would be someone else. These rare individuals have devoted their lives to the study of technology; the interaction of gears, steam, springs, and alchemy allow them to perform wonders that rival any wizard or warrior's best feats. Through careful research and construction they are able to build a clockwork automaton to serve them; improving it as they gain in experience and knowledge or advancing their own combat prowess and survivability through advanced technological discoveries.

Clockwork Engineers naturally feel that their technology is superior to magic and seldom use magic or take levels in a class that is reliant upon magic, but there are no inherent restrictions. As their abilities are technologically based, they are not able to be dispelled but can malfunction or be destroyed with damage.

Role: Clockwork Engineers excel in a support role; they constantly strive to improve their automatons and can invent incredible apparatus' to boost their allies' or their own effectiveness. They can also boost their own effectiveness to become more than adequate in defending themselves. In time their knowledge of steam and clockwork allow them to create wonders unheard of.

Alignment: Any

Hit Dice: d8



Level	BAB	Fort Save	Ref Save	Will Save	Special	Pro	totyp	es	/day
						1 st	2 nd	3 rd	4 th
1 st	+0	+0	+2	+0	Construct Automaton, Repair Construct, Prototypes, Minor Tools & Gadgets	1	---	---	---
2 nd	+1	+0	+3	+0	Develop Tech I	2	---	---	---
3 rd	+2	+1	+3	+1	Perfect Tools	3	---	---	---
4 th	+3	+1	+4	+1	Develop Tech II	3	1	---	---
5 th	+3	+1	+4	+1	Sabotage	4	2	---	---
6 th	+4	+2	+5	+2	Develop Tech III	4	3	---	---
7 th	+5	+2	+5	+2	---	4	3	1	---
8 th	+6/+1	+2	+6	+2	Develop Tech IV	4	4	2	---
9 th	+6/+1	+3	+6	+3	---	5	4	3	---
10 th	+7/+2	+3	+7	+3	Develop Tech V	5	4	3	1
11 th	+8/+3	+3	+7	+3	---	5	4	4	2
12 th	+9/+4	+4	+8	+4	Develop Tech VI	5	5	4	3
13 th	+9/+4	+4	+8	+4	---	5	5	4	3
14 th	+10/+5	+4	+9	+4	Develop Tech VII	5	5	4	4
15 th	+11/+6/+1	+5	+9	+5	---	5	5	5	4
16 th	+12/+7/+2	+5	+10	+5	Develop Tech VIII	5	5	5	4
17 th	+12/+7/+2	+5	+10	+5	---	5	5	5	4
18 th	+13/+8/+3	+6	+11	+6	Develop Tech IX	5	5	5	5
19 th	+14/+9/+4	+6	+11	+6	---	5	5	5	5
20 th	+15/+10/+5	+6	+12	+6	Technological Wonder	5	5	5	5

Class Skills

The Clockwork Engineer's class skills are Appraise, Craft (any), Disable Device, Knowledge (any), Linguistics, Perception, Profession (any).

Skill Ranks per Level: 6 + Int. Modifier

Class Features:

The following are class features of the Clockwork Engineer.

Weapon and Armor Proficiency: Clockwork Engineers are proficient with all simple weapons and light armor as well as their Tech Armor and/or Tech Weapons regardless of type or description.

Construct Automaton (Ex): Through years of study and research, the Clockwork Engineer has learned the secrets of constructing a loyal automaton companion. Whether steam, gear, or alchemically powered, this construct is unique to the character that created it and he will likely spend his career improving and revising this perfect expression of clockwork engineering.

The Clockwork Engineer typically shapes his automaton in a humanoid fashion, though variations are not unheard of. The automaton's Hit Dice, saving throws, feats, and abilities are tied to the clockwork engineer's class level and increase as the engineer gains levels. In addition, as the engineer levels he can research new technological advancements for his automaton, greatly improving its combat effectiveness.

If the automaton is destroyed the Clockwork Engineer must spend 1 full day reconstructing it and 500gp/level in additional materials. Due to the complexity of an engineer's automaton a rebuilt construct must exactly replicate the one destroyed. Making changes to an automaton requires the time and study involved in gaining a level to fully develop. Due to the complexity in maintaining and repairing an automaton and engineer may never have more than one at a time.

Repair Construct (Ex): Due to his years of study and the technological know-how, the clockwork engineer can utilize components from his prototypes to repair a HD per level of prototype worth of damage to his automaton as a full round action. The engineer can also fix damage of automatons during periods of rest, repairing damage equal to a full day's rest in a comfortable environment after an 8 hour period with a successful Craft Engineering check DC (20).

Develop Tech (Ex): Throughout the course of his career a clockwork engineer can select a path of study to pursue and as he gains in experience and knowledge, reach breakthroughs in those fields. An engineer must focus in a single line of research but may gain insights into other lines of research by taking feats; however each level of tech must be taken in order and no level may be skipped in any particular chain. Due to the complexity and difficulty in making, maintaining, and using the developed tech only the engineer who developed it may use any piece of tech gear, for everyone else they are simply a pile of gears and metal.

Minor Tools & Gadgets (Ex): An Engineer possesses a tool kit of random standard and custom made tools that are used to perform a variety of tasks. This tool kit is ever changing and growing as the character advances in level. Minor Tools and Gadgets can replicate the effect of zero level spells based on the list of gadgets under schematics. They may be used an unlimited number of times per day. Furthermore these tools are non-magical; they produce no magical aura, are not subject to spell resistance, and function within an anti-magic field. **An Engineer may only have a number of Minor Tools & Gadgets equal to his class level + Intelligence modifier.** Any save DC for these items is equal to 10 + Intelligence Modifier.

Tech Armor: The engineer devotes his time and energy into developing a suit of clockwork, steam, spring, and alchemically powered armor to protect him. As his knowledge and skills advance he is able to make dramatic

improvements to this armor. The armor also creates an energy field that helps to protect the engineer; enemies must first break through this field before inflicting wounds on the engineer; any damage beyond what is needed to deplete the field carries over to the engineer. This energy field takes a full 8 hours to recharge once depleted and is considered a force effect. At the second level of tech development an engineer may detonate his energy field, so long as he has at least one point remaining, as standard action to deal $d6 + \text{int modifier}$ in a 5' radius.

The energy field can be turned on or off to conserve the barrier as a move action by the engineer.

Tech Weapons: The engineer creates unique inventions to mimic the movements, actions, and attacks of trained warriors and is able to develop them over time. As such the tech weapons improve the damage and accuracy of the engineer beyond his own physical capabilities. This weapon may be either ranged or melee, dual weapons, or two handed, but once selected cannot be changed until the engineer gains another level of clockwork engineer. The mechanical nature of these weapons means that they ignore natural physical bonuses to damage and rely instead on mechanical bonuses. Ranged weapons are considered to have limitless ammunition. Two handed tech weapons receive 1.5 times the bonus to damage listed. For all feats your intelligence score replaces your strength/dexterity for meeting prerequisites.

Your tech weapon enhancements may be changed at each new level of Clockwork Engineer.

Improve Automaton: The Clockwork Engineer focuses on improving his automaton and increasing its powers and abilities.



Level of Tech	Specific Line of Research		
	Tech Armor	Tech Weapons	Improve Automaton
1	+2 Armor Bonus, Energy Field (6hp), +5 max dex bonus, -1 armor check penalty	Masterwork version of chosen weapon and ignores any Str/Dex. Penalties/bonuses to hit or dmg. Weapon Focus with chosen weapon. Crit. x2 on roll of 20.	Weaponize – automaton may now wield a single, two handed or weapon and shield in place of its natural slam attacks. Proficiency may be changed at gained level.
2	+ 4 Armor Bonus, Energy Field (10 hp) Detonate (d6)	Weapon is considered magic for overcoming DR., +2 mechanical bonus to hit/dmg May add ½ intelligence modifier to dmg.	Energize Attacks – the automaton may add d6 additional damage of a specific energy type to melee damage. Changing energy type requires 8 hours rest.
3	+2 bonus to Str., Dex. , or Con. Energy Field (15 hp)	May choose bonus equal to +1 enhancement for weapon. Clockwork Action = +1 attack at 1/2 BAB per rnd.	Boost Speed – the automaton gains an extra attack -5 from its BAB.
4	Charged Armor – inflicts d6 electrical dmg to melee attackers 2x/rnd , Energy Field (20 hp) Detonate (d8)	+3 mechanical bonus to hit/dmg. /Improved critical for tech weapon. (19-20) critical x2	Boost Defense – the automaton's natural armor increases by +2
5	+6 Armor Bonus, Energy Field (25 hp) +3 max Dex bonus, -3 armor check penalty.	May choose bonus enhancement equal to +2. Free Weapon Specialization for Tech Weapon.	Improved Materials – the automaton gains immunity to one energy type.
6	Moderate Fortification, Charged Armor uses d8. Detonate (d10)	+4 mechanical bonus to hit/dmg.	Boost Speed 2 – the automaton may now make a 3 rd attack at -10 from its BAB as a full attack.
7	+8 Armor Bonus, Energy Field (30hp)	May choose bonus enhancement equal to +3. Critical becomes x3	Boost Defense – the automaton's natural armor increases by +2 more.
8	Spell Resistance (18) +1 max Dex bonus, -5 armor check penalty	+5 mechanical bonus to hit/dmg.	Spell resistance – the automaton gains SR = to engineer level +11.
9	+10 Armor Bonus, Energy Field (50hp) Detonate (2d6)	May choose bonus enhancement equal to +4	Increase Size – automaton becomes large as per the Eidolon evolution ability. Wielded weapons do not change size.
10	Technological Wonder	Technological Wonder	Technological Wonder

Perfect Tools (Ex): The engineer has developed his own tools for crafting and may now make craft checks for all craft skills at twice the normal rate.

Sabotage (Ex): Using a Craft (engineering) check the Clockwork engineer may sabotage an item, armor, or weapon to malfunction on its next use. Doing so requires a full round and results in the following ways:

- **Weapon** – takes a -2 penalty to hit and damage until repaired.
- **Armor** - -2 penalty to AC until repaired.
- **Lock /Door** – jammed until repaired.
- **Mechanical Device** – the engineer can disable for a number of rounds equal to $\frac{1}{2}$ his level any mechanical device unless a successful save versus DC 10 + Int Modifier + $\frac{1}{2}$ engineer level is made.

Technological Wonder (Ex): Upon reaching level 20, the clockwork engineer has improved a single line of his tech development to the point that it is now a technological wonder. The engineer must choose the wonder that he has the greatest level of development in. If two lines are tied he must choose the line he first entered.

- **Armor** – the tech armor gains the following abilities.
 - Flight – average maneuverability
 - Water/Air tight – the engineer may breath for d6+2 hours within the suit
 - Energy resist (20) fire, ice, electric
 - Energy field increases to (70hp.) Detonate (2d10 + stun vs DC (20+Int Modifier)
- **Weapon** – the tech weapon gains the following properties.
 - Gains an enhancement bonus equal to +5 and is considered epic for overcoming DR.
 - May deal damage as energy damage of engineer's choice, can be changed after 8 hours rest.
 - Deals damage as a weapon of same type one size larger.
- **Automaton** – the automaton gain the following properties.
 - The automaton gains sentience and is forever loyal to the engineer that built him. The automaton has an Int score equal to 10 + the engineers modifier.
 - The construct gains 50 additional HP, DR2/--, +2 str and +2 dex
 - The automaton and engineer share a telepathic bond to any distance on the same plane and may share senses.
 - The automaton may take up to half of any damage done the engineer.

Automaton

The engineer through years of study and research constructs an automaton that follows his commands; an engineer must be able to speak to his automaton to give it direction. An automaton without commands stands in place until its engineer provides new commands. Automaton's are essentially mindless and so can only follow the most basic instruction, but can differentiate between individuals if given clear descriptions.

The automaton is a construct and enjoys all the benefits of this type. Constructs are of medium size and usually have a humanoid build. Other builds may be discussed with GM for approval.

Automaton's are absolutely loyal to their creator and follow his commands to the best of their ability.

Class Level: This is the character's clockwork engineer level.

HD: This is the total number of 10-sided (d10) Hit Dice the automaton possesses, each of which gains a modifier based on the engineer's intelligence modifier.

BAB: This is the automaton's base attack bonus. An automaton's base attack bonus is equal to its Hit Dice. Automatons do not gain additional attacks using their natural weapons for a high base attack bonus.

Saves: These are the automaton's base saving throw bonuses.

Feats: This is the total number of feats possessed by an automaton. Engineers can select any feat that their automaton qualifies for. Automaton feats are set once chosen, even if the construct is rebuilt.

Armor Bonus: The number noted here is the automaton's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the engineer. This number is modified by the automaton's tech developments. An automaton cannot wear armor of any kind, as the armor interferes with the automaton's functions.

Str/Dex Bonus: Add this modifier to the automaton's Strength and Dexterity scores.

Base Automaton:

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** Slam (1d8); **Ability Scores** Str 16, Dex 12, Wis 10, Cha 11;

Construct (Ex): Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

The Automaton

Level	HD	BAB	Saves	Feats	Armor Bonus	Str/De x Bonus	Special
1 st	1	+1	+0	1	+1	+0	Slam Attack = d8
2 nd	2	+2	+0	1	+2	+1	
3 rd	3	+3	+1	2	+2	+1	
4 th	3	+3	+1	2	+2	+1	
5 th	4	+4	+1	2	+4	+2	Slam Attack = d10 Slam is considered magic for overcoming DR.
6 th	5	+5	+1	3	+4	+2	
7 th	6	+6	+2	3	+6	+3	
8 th	6	+6	+2	3	+6	+3	
9 th	7	+7	+2	4	+6	+3	
10 th	8	+8	+2	4	+8	+4	Slam Attack = 2d6
11 th	9	+9	+3	5	+8	+4	
12 th	9	+9	+3	5	+10	+5	
13 th	10	+10	+3	5	+10	+5	
14 th	11	+11	+3	6	+10	+5	
15 th	12	+12	+4	6	+12	+6	
16 th	12	+12	+4	6	+12	+6	
17 th	13	+13	+4	6	+14	+7	Slam Attack = 2d10
18 th	14	+14	+4	7	+14	+7	
19 th	15	+15	+5	7	+14	+7	
20 th	15	+15	+5	8	+16	+8	

Prototypes (Ex): Through ongoing research, experimentation and the use of complex schematics the

Clockwork engineer is able to develop a number of preassembled prototypes per day of any schematic known. The materials for prototypes are scavenged from armor, traps, and other bits and pieces while he adventures. Though these inventions often duplicate the effects of magic, they are based in science and powered by steam, gears, springs, or alchemy. Certain prototypes can be applied to other friendly or enemy targets, including the engineer's automaton.

A Clockwork Engineer may use a certain number of prototypes per day based on his class level. These levels do not stack with any other class. Use of a prototype requires a standard action to prepare. Prototypes have a save DC equal to 10+INT Modifier + Level. An engineer may benefit from bonus prototypes per day due to an Int. bonus. Caster level becomes engineer level for purposes of determining spell-like effects.

Prototypes must be prepared in advance based on schematics the engineer has access to. New prototypes require a period of study (8 hours) to prepare. A clockwork engineer must have an intelligence score equal to 10+the prototype level to utilize it.

A deployed prototype can be targeted by an enemy and has an AC of 10 + the dexterity modifier of target if worn, with hardness 5 and 5hp per level of engineer. Attacking a prototype provokes AoOs where appropriate. Destroying a prototype ends its effect immediately.

Deploying a prototype provokes an AoO and the prototype is ruined unless an Engineer succeeds at a Craft Engineering check equal to 10 +damage dealt + prototype level.

An engineer may make last minute adjustments when applying a prototype, such as target, duration, deployment and any other effects required of casting a similar spell.

Schematics

An engineer keeps a book or collection of scrolls with his known schematics in it. It is from these plans that he constructs his daily allotment of prototypes. Engineers can develop their own schematics with GM approval. An engineer must have an intelligence score equal to 10+the schematic level to learn it. At each level an engineer can learn 2 new schematics for any level prototype he knows. Clockwork engineers can find and copy schematics from ancient civilizations and the like with GM approval.

Prototypes duplicate magic like effects in many cases and when doing so follow all rules for the similarly based spell when applicable. Prototypes follow the base rules for all spells they duplicate. Caster level is always equal to Clockwork Engineer level.

Due to the nature of technology as opposed to magic not all spells will have a direct translation to a schematic and thus the schematic list is necessarily limited. GMs and Players should discuss new schematic options based on existing spells as needed.

Clockwork Engineer Schematics

Minor Tools & Gadgets:

Ear Popper – as per Daze

Magnesium Flare – as per Flare

Compass – as per Know Direction

Flashlight – as per Light

Repair Kit – as per Mending

First Aid Kit – as per Stabilize

PH Stick – as per Detect Poison

Freeze Ray – as per Ray of Frost

Level 1 Schematics:

Fog Machine – as per Obscuring Mist

Flame Thrower – as per Burning Hands

Mechanized Sentry – as per Alarm

Sleep Gas – as per Sleep

Tachyon Field – as per Shield

Goggles of Minutia – as per Detect Secret Doors

Parachute Pack – as per feather fall

Spring Boots – as per Jump

Charged Gloves – as per Shocking Grasp

Photonic Armor – as per Mage armor

Phaser- as per Magic Missiles

Material Patch – as per Repair Light Damage (Eberron)

Level 2 Schematics:

Clockwork Strength – as per Bulls Strength

Spring wound Dexterity – as per Cats Grace

Electric Net – as per Hold Person

Sonic Emitter – as per Shatter

Glue Bomb – as per Web

Hover Pack – as per Levitate

Sound Baffler- grants a +5 bonus to stealth/ rules mimic Bulls Str.

Death Ray – as per Scorching Ray

Universal Key – as per Knock

Spatial Baffle – as per Blur

Holographic Replicator- as per Mirror Image

Improved Materials Patch – as Repair Moderate Dmg (Eberron)

Level 3 Schematics:

Energy Weave – as per Protection from Energy

Stink Bomb – as per Stinking Cloud

Tesla Coil – as per Lightning Bolt

Jet Pack – as per Fly

Oxygen Tank – as per Water Breathing

Universal Translator – as per Tongues

Temporal Accelerator – as per Haste

Spatial Relocater – as per Dimension Door

Major Spatial Baffle – as per Displacement

Level 4 Schematics:

Neural Scrambler – as per Confusion

Mind control helm – as per Dominate Person (bard)

Proton Pack – as per Dismissal

Explosive Vest – as per Detonate

Temporal Isolator – as per Hold Monster

Somatic Stabilizer – as per Cure Critical Wounds

Sonic Destabilizer – as per Shout

Expert Materials Patch – as per Repair Critical Dmg (Eberron)

New Feats: Clockwork Engineer

Technological Insights I

Prerequisite: You must have a tech development of level 1 or higher.

Benefit: You may select a level 1 tech development in another tree.

Technological Insights II

Prerequisite: You must have a tech development of level 3 or higher.

Benefit: You may select a level 2 tech development in another tree.

Technological Insights III

Prerequisite: You must have a tech development of level 5 or higher.

Benefit: You may select a level 3 tech development in another tree.

Technological Insights IV

Prerequisite: You must have a tech development of level 7 or higher.

Benefit: You may select a level 4 tech development in another tree.

Technological Insights V

Prerequisite: You must have a tech development of level 9 or higher.

Benefit: You may select a level 5 tech development in another tree.