

Technomorph

The technomorph is a surreal fusion of flesh and machine, an evolving creature that defies the limitations of both nature and technology. Their morphic bodies respond to their will, absorbing machines to add to their abilities or changing shape to adapt to their situation.

The origin of the technomorph is in a nanotechnological bioweapon. The origin and purpose of the weapon is shrouded in mystery and myth. Occasionally, someone will be exposed to an active sample and become infected. Most that contract the virus suffer a quick and hideous fate; their bodies warp and melt into unrecognisable masses of quivering flesh and wire, fused and melded into their own equipment. The lucky ones die as their organs are invaded by random growths of metal.

Of the survivors, a few form a symbiotic state with the virus. As it takes over their body and transforms them internally, the virus establishes interfaces within the nervous system and brain and quickly falls under their control. A new technomorph is created, stable and not subject to the grotesque fate of the others. They learn to use the nanomachines suffusing their body to evolve themselves with direction, not randomly, and to become something better than they were.



Stamina Points: 7 + Constitution Modifier

7 HP

Key Ability Score: Constitution or Intelligence

Class Skills - Skill Ranks Per Level: 4 + Intelligence Modifier - Athletics (Str), Computers (Int), Disguise (Cha), Engineering (Int), Intimidate (Cha), Medicine (Wis), Profession (Cha, Int, or Wis), Survival (Wis)

Proficiencies: Armour Proficiency (Light Armour and Heavy Armour), Weapon Proficiency (Basic Melee Weapons, Small Arms and Grenades)

Class Level	Base Attack Bonus	Fort Save Bonus	Ref Save Bonus	Will Save Bonus	Class Features
1st	+1	+2	+2	+0	Machine Traits, Primary Transformation
2nd	+2	+3	+3	+0	Combat Feat
3rd	+3	+3	+3	+1	Secondary Transformation, Weapon Specialisation
4th	+4	+4	+4	+1	Artificial Evolution
5th	+5	+4	+4	+1	Primary Transformation Ability 2
6th	+6	+5	+5	+2	Combat Feat
7th	+7	+5	+5	+2	Secondary Transformation Ability 2
8th	+8	+6	+6	+2	Artificial Evolution
9th	+9	+6	+6	+3	Primary Transformation Ability 3
10th	+10	+7	+7	+3	Combat Feat
11th	+11	+7	+7	+3	Secondary Transformation Ability 3
12th	+12	+8	+8	+4	Artificial Evolution
13th	+13	+8	+8	+4	Primary Transformation Ability 4
14th	+14	+9	+9	+4	Combat Feat
15th	+15	+9	+9	+5	Secondary Transformation Ability 4
16th	+16	+10	+10	+5	Artificial Evolution
17th	+17	+10	+10	+5	Primary Transformation Ability 5
18th	+18	+11	+11	+6	Combat Feat
19th	+19	+11	+11	+6	Artificial Evolution
20th	+20	+12	+12	+6	Iron God

Machine Traits (Ex) (1st Level)

You do not need to breathe (although you still can if you wish to) and are immune to airborne poison or disease. Additionally, you gain protection from pressure, radiation and temperature as if you were wearing

armour of your technomorph level. An android technomorph's saving throw bonus from their constructed trait is doubled.

Primary Transformation (1st Level)

At 1st level, choose one technomorph transformation. This choice cannot be changed. You gain the first ability in that transformation. At 5th level and every 4 levels thereafter, you gain the next subsequent ability in that transformation.

See Technomorph Transformations at the end of the class description.

Combat Feat (Ex) (2nd Level)

At 2nd level and every 4 levels thereafter, you gain a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Note: Unlike a Soldier, you do not have the ability to replace these feats each time you gain a new one.
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Secondary Transformation (3rd Level)

At 3rd level, choose another technomorph transformation. This choice cannot be changed. You gain the first ability in that transformation. At 7th level and every 4 levels thereafter, you gain the next subsequent ability in that transformation. You never gain the 5th ability in your secondary transformation.

Weapon Specialisation (Ex) (3rd Level)

You gain Weapon Specialisation as a bonus feat for each weapon type this class grants you proficiency with.

Artificial Evolution (Ex) (4th Level)

At 4th level, choose augmentation or armour.

If you choose augmentation, choose a body part (arm, brain, ears, eyes, foot, hand, heart, leg, lungs, skin, spinal column, throat). You may install a second augmentation in that location. You may not choose augmentation for the same body part twice (you may choose arm or leg for each such limb you possess).

If you choose armour, your body gains one armour upgrade slot that may be used to install one armour upgrade that could be installed into light armour. You may choose armour any number of times, gaining an additional armour upgrade slot each time.

Additionally, you require no skills or assistance to install augmentations or armour upgrades into your body; you simply absorb them as a full-round action. You may remove an augmentation or an armour upgrade as a full-round action. If you remove an augmentation in this way, it is destroyed as if it were removed normally.

At 8th level, 12th level, 16th level and 19th level, you gain another artificial evolution.

Iron God (Ex) (20th Level)

At 20th level, for effects targeting creatures by type, you count as both your original type and construct (whichever effect is better). This overrides the android constructed trait where it would apply. Additionally, you gain immunity to disease, poison, bleed and sleep. You no longer need to sleep and are immune to fatigue and exhaustion.

Technomorph Transformations

Iron Flesh (Ex)

1st Ability - Meld Armour: As a full-round action you may spend 1 resolve point to meld a suit of light or heavy armour you are wearing and proficient with into your body. It appears fused or grafted onto you and cannot be removed by normal means, and while melded cannot be targeted or affected by attacks. You may take a full-round action to remove the armour again; if you cannot wear it when you remove it, it emerges in your space. You can replace and recharge batteries in melded armour normally.

While you have melded armour, you gain all the benefits of it as though you were wearing it normally, and cannot wear another suit of armour unless you have absorbed light armour and wish to wear power armour. Additionally, your armour check penalty is reduced by 1 and maximum Dex bonus is increased by 1, and the armour does not count against your bulk carried. If you die, your melded armour emerges in your space.

2nd Ability - Devour Metal: While you have melded armour, as a standard action you may spend 1 resolve point to consume a pile of technological junk into your body. You must touch inert, nonworking mechanical or electronic equipment of at least 1 bulk. When you devour metal, you regain 1d6 Hit Points per two technomorph levels. Additionally, you may use artificial evolution to install heavy armour upgrades.

3rd Ability - Powered Body: You gain the powered armour proficiency feat and gain the ability to meld powered armour while melded with light armour or no armour. While you have melded powered armour, you gain all the benefits and penalties of it as though you were wearing it normally, including any change to your size. If you already have the powered armour proficiency feat, you gain a bonus combat feat instead. Additionally, the EAC and KAC from melded armour are increased by 1.

4th Ability - Juggernaut: You gain the improved combat maneuver (bull rush) feat. When you move, you may attempt to move into a creature's space. If you do, you make a free bull rush combat maneuver against that creature, pushing them back a maximum of 5 feet. If you succeed, you move into that space and continue the rest of your movement. If you fail or the creature does not move, you remain in your space and your movement ends. Additionally, you may use artificial evolution to install powered armour upgrades.

5th Ability - Impervious: While you have melded armour, any damage reduction or energy resistance granted by the armour or armour upgrades are increased by 5.

Liquimetal (Ex)

1st Ability - Nanite Blades: As a move action you may form blades or spikes from your body, and may withdraw them again as a move action. Your nanite blades are basic melee weapons that deal 1d6 piercing or slashing damage (your choice each time you form them). This damage increases by 1d6 at 4th level, 6th level, 8th level and every level thereafter.

2nd Ability - Slip Through: You may move through any opening that a liquid could pass through and suffer no penalties for squeezing. You cannot take actions other than to move and cannot access any of your equipment if you do not have enough space for your body.

3rd Ability - Molecular Edge: Your nanite blade attacks ignore up to 5 points of damage reduction or hardness.

4th Ability - No Sell: When you take kinetic damage, you may spend 1 resolve point as a reaction to take half that damage instead and ignore the critical effect of the attack (if any).

5th Ability - Liquid Reconstitution: You gain regeneration 5/cold.

Living Armoury (Ex)

1st Ability - Meld Weapon: As a full-round action you may spend 1 resolve point to meld a weapon you are holding into your body. It appears fused or grafted onto one of your arms and cannot be removed by normal means, and while melded cannot be targeted or affected by attacks. You may take a full-round action to remove a melded weapon again. You may have a total number of weapons melded no higher than your key ability score modifier (minimum 1). You cannot meld consumable weapons.

While melded, a weapon is treated as though you had proficiency with it, including the effects of weapon specialisation at 3rd level. While not attacking with a melded weapon, you can use your hands freely, but must use the appropriate number of hands to attack with it. A melded weapon may be reloaded normally.

A melded weapon still counts against your bulk carried.

If you die, all your melded weapons emerge in your space.

2nd Ability - Weapon Affinity: While you have melded multiple weapons, you treat each melded weapon as its next highest level version so long as that version's level is equal to or lower than the highest level amongst your melded weapons (not counting this ability).

3rd Ability - Uncanny Reload: As a move action, you may reload any number of your melded weapons.

4th Ability - Fused Fire: When you make a single attack with a melded weapon, you may change its damage type to that of another melded weapon. If you change it to bludgeoning, piercing or slashing, your attack is rolled against KAC; otherwise, it is rolled against EAC.

5th Ability - Chaos Barrage: As a full-round action you may spend 1 resolve point to make a chaos barrage. Randomly select one of your melded weapons. If the weapon selected is one you have not attacked with this turn, make an attack with it and repeat this process. Otherwise, your barrage ends.

Machine Mage

1st Ability - Minor Technomancy: You gain the ability to cast a small number of technomancer spells, using Intelligence as your key ability score and with a caster level equal to your technomorph level. Your number of spells known and spells per day do not increase by level, but by each machine mage ability gained (cantrips may be cast at will). You do not gain additional spells per day for a high Intelligence modifier. You cannot gain the Technomantic Dabbler feat. If you already have it, replace it with Spell Focus or Spell Penetration.

Machine Mage	0	1st	2nd	3rd	4th	5th
1st Ability	3	2				
2nd Ability	3	2	2			
3rd Ability	3	3	2	2		
4th Ability	4	3	3	2	2	
5th Ability	4	4	3	2	2	2

Metalmorph (Ex)

1st Ability - Shifting Image: As a move action, you may alter your appearance as if using a disguise kit. You may also disguise the appearance of any armour you are wearing or items you are holding or wearing on your person, but cannot disguise them as objects of different sizes.

2nd Ability - Altered Body: As a standard action, you may change your shape to gain additional abilities. Your equipment changes with you and retains its normal function, returning to normal when it leaves your possession. Choose one of the following abilities. Whenever you use altered body, you may replace it with different ability:

- Increase your base movement speed by 10 ft.
- You gain two additional arms.
- Lose any number of your limbs, suffering the normal penalties for missing limbs.
- You gain wings, granting you a 30 ft. fly speed. If you fly by means other than your wings, you gain a bonus to acrobatics checks to fly equal to half your technomorph level.
- You gain fins and flippers, granting you a 30 ft. swim speed.
- You gain sharp claws or suctioning surfaces, granting you a 30 ft. climb speed and the ability to hang from climbable surfaces by a single limb.
- You shrink by one size category, to a minimum of tiny size.
- You grow by one size category, to a maximum of huge size.

3rd Ability - Perfect Mimicry: When you disguise yourself, you may create a disguise of a specific individual you know of, including altering your voice. Additionally, you gain a bonus to all disguise checks equal to half your technomorph level.

4th Ability - Amorphous: You gain 50% fortification and immunity to the wound and severe wound critical effects. If you are missing any body parts, you may regrow them as a move action (this does not heal any damage).

5th Ability - Morph Mastery: You are immune to critical hits. When you use altered body, you may choose a second ability and gain its benefits simultaneously. If you choose the same ability twice, double the movement speed it grants.

Technomorph Archetype Replacements

For any level at which an archetype provides an alternate class feature, a technomorph who takes the archetype alters or replaces the listed class features.

Multilevel - 2nd, 4th, 6th, 12th, and 18th Levels: You don't gain bonus combat feats or artificial evolutions at these levels.

9th Level: You don't gain the third ability in your primary transformation at this level. Instead, you gain it at 10th level, and you don't gain the bonus combat feat normally gained at 10th level.