

Inventor

The Inventor is on the cutting edge of the fringes of science. Creating devices able to hurl bolts of energy, form force fields, and make realistic illusions, he is the master of technology. While his devices are not reusable, they still give him abilities no other mundane character has.

Select this advanced class if you want your character to make useful devices and harness the power of science.

The fastest path to this advanced class is from the Smart hero basic class, but other paths are possible.

REQUIREMENTS

To qualify to become an Inventor, a character must fulfil the following criteria.

Skills: Craft (electronic) 6 ranks, Craft (mechanical) 6 ranks, Knowledge (technology) 6 ranks.

Feat: Builder

CLASS INFORMATION

The following information pertains to the Inventor advanced class

Hit die

The Inventor gains 1d6 hit points per level. The character's Constitution modifier applies.

Action points

The Inventor gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

Class skills

The Inventor's class skills (and the key ability for each skill) are: Craft (electronic, mechanical, structural) (Int), Disable Device (Int), Knowledge (current events, earth and life sciences, history, physical sciences, popular culture, technology, theology & philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none).

Skill Points at Each Level: 7+ Int Modifier

Table: The Inventor

| <u>Class Level</u> | <u>BAB</u> | <u>Fort Save</u> | <u>Ref Save</u> | <u>Will Save</u> | <u>Special</u> | <u>Defense Bonus</u> | <u>Reputation Bonus</u> |
|---------------------------|-------------------|-------------------------|------------------------|-------------------------|-----------------------|-----------------------------|--------------------------------|
| 1 st | +0 | +0 | +0 | +2 | Jury-rig +2 | +1 | +0 |
| 2 nd | +1 | +0 | +0 | +3 | Discoveries | +1 | +0 |
| 3 rd | +1 | +1 | +1 | +3 | Bonus feat | +2 | +1 |
| 4 th | +2 | +1 | +1 | +4 | Pack-rat | +2 | +1 |
| 5 th | +2 | +1 | +1 | +4 | Mastercraft +1 | +3 | +1 |
| 6 th | +3 | +2 | +2 | +5 | Bonus feat | +3 | +2 |
| 7 th | +3 | +2 | +2 | +5 | Jury-rig +4 | +4 | +2 |
| 8 th | +4 | +2 | +2 | +6 | Mastercraft +2 | +4 | +2 |
| 9 th | +4 | +3 | +3 | +6 | Bonus feat | +5 | +3 |
| 10 th | +5 | +3 | +3 | +7 | Mastercraft +3 | +5 | +3 |

CLASS FEATURES

All of the following features pertain to the Inventor advanced class.

Jury-Rig

An Inventor gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

At 7th level, this competence bonus increases to +4.

Discoveries

Starting at 2nd level, an Inventor can research and create small useful devices. There is no purchase DC or XP cost for items created by this ability. Each device mimics an existing arcane spell, even in a non-magical campaign, but does so as an extraordinary ability. The 'caster level' for each device is equal to the Inventor's class level when he created the specific device.

When the Inventor attains 2nd level, and upon attaining each new level thereafter, he creates new devices. The GM chooses or randomly selects the ability of each device, although the Inventor can

make a Research check to select a certain number of the abilities. The table below shows how many discoveries of each spell level the Inventor receives upon gaining a new level, and how many of these can be researched at each level. A failed Research check indicates that the Inventor instead discovers all random devices.

| Inventor Level | 1 st -level spell | 2 nd -level spell | 3 rd -level spell | 4 th -level spell | Research DC | Number Researched |
|------------------|------------------------------|------------------------------|------------------------------|------------------------------|-------------|-------------------|
| 2 nd | 3 | - | - | - | 20 | 1 |
| 3 rd | 4 | - | - | - | 23 | 2 |
| 4 th | 5 | 2 | - | - | 25 | 3 |
| 5 th | 5 | 3 | - | - | 28 | 4 |
| 6 th | 5 | 4 | - | - | 30 | 5 |
| 7 th | 6 | 5 | 2 | - | 33 | 6 |
| 8 th | 6 | 5 | 3 | - | 35 | 7 |
| 9 th | 6 | 5 | 4 | - | 38 | 8 |
| 10 th | 7 | 6 | 5 | 2 | 40 | 9 |

So, at 2nd level, the Inventor gains three devices that mimic 1st level arcane spells. The Inventor can select one of these devices if he makes a successful Research check (DC 20); the other two devices are selected randomly. These are all the devices the Inventor has until he attains 3rd level. Once a device is used, it becomes useless junk. By spending an action point, one hour, and making a Repair check (DC = 20 + ‘spell level’ of device), he may restore a used device.

1st- and 2nd-level devices are tiny, 3rd-and 4th level devices are small. A device weighs its ‘spell level’ in pounds.

Anyone may activate a device by making an Intelligence check (DC 15 + ‘spell level’). Add any Inventor levels as a bonus to this check. An Inventor may activate a device they made without a check.

Bonus feats

At 3rd, 6th and 9th level, the Inventor gets a bonus feat. The bonus feat must be selected from the following list, and the Inventor must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Confident, Creative, Deceptive, Educated, Exotic Melee Weapons Proficiency, Iron Will, Personal Weapons Proficiency, Renown, Trustworthy, Weapon Finesse, Weapon Focus, Windfall

Pack-Rat

At 4th level, the Inventor is considered to have considerable ‘junk’ resources either at hand or easily available. When making a Wealth check to determine if a particular item is “at hand”, add the Inventor’s class levels as a circumstance bonus.

Mastercraft

At 5th level, the Inventor becomes adept at creating mastercraft objects. He or she applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill.

With Craft (electronic), the Inventor can build electronic devices. With Craft (mechanical), the Inventor can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components (see the appropriate Craft skill description) + the bonus provided by the mastercraft feature. A Inventor can add the mastercraft feature to an existing ordinary object by making the Wealth check and then making the Craft check as though he or she were constructing the object from scratch.

In addition to the Wealth check, the Inventor must also pay a cost in experience points equal to 25 x his or her Inventor level x the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Inventor to below the minimum needed for his or her current level, then the XP can’t be paid and the Inventor can’t use the mastercraft ability until he or she gains enough additional XP to remain at his or her current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 8th level, the Inventor can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected at 5th level, so that his or her mastercraft objects provide a +2 bonus.

At 10th level, the Inventor adds another +1 bonus to his or her mastercraft ability. If the Inventor focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the Inventor already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.

This stacks with the Techie ability of the same name, increasing the maximum MC bonus for a created item (max +3).