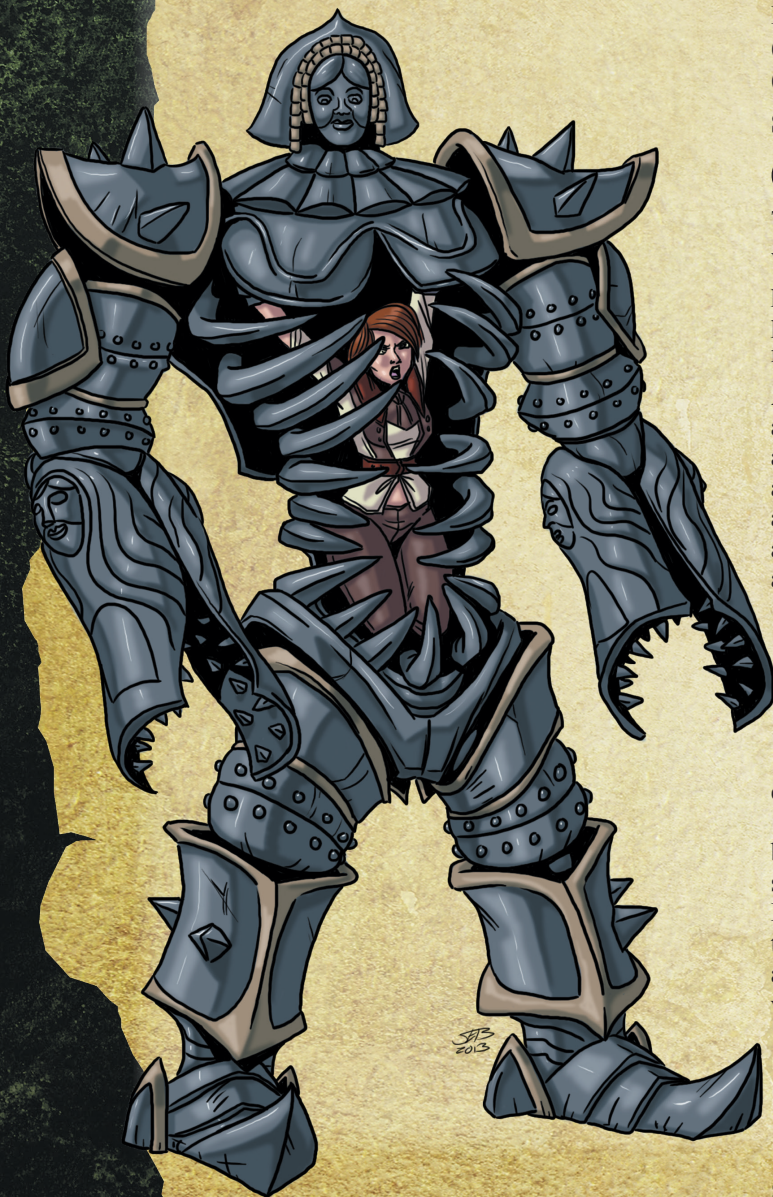




# FOUR HORSEMEN PRESENT

## ENGINEER

Crafting and using constructs is a difficult proposition. Constructs are expensive, difficult to repair, and require a certain mastery of spellcasting. The engineer scoffs at such excuses, turning all her intellect and work ethic towards creation. Spending years locked away in schools and laboratories, she explores all the secrets construct-crafting has to offer. The engineer's creations are her sword, armor, and art. While learning to craft her automatons might make her a peerless master in any number of areas, her first love is always the design and creation of magical life.



**Role:** An engineer fights alongside or within her constructs, relying heavily on creations during combat. An engineer's power comes from careful preparation in modifying her servants and crafting items of power. Many engineers concentrate on improving personal fighting capabilities, modified heavily by worn automatons and magical items.

**Alignment:** Any.

**Hit Die:** d8.

**Starting Wealth:** 3d6 x 10 gp (average 105 gp).

### CLASS SKILLS

The engineer's class skills are Craft (Int), Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks per Level:** 4 + Int modifier.

### CLASS FEATURES

The following are class features of the engineer.

**Weapon and Armor Proficiency:** Engineers are proficient with all simple weapons. They are also proficient with light, medium, and heavy armor, but not with shields.

**Automaton (Ex):** At 1<sup>st</sup> level, the engineer builds a single mindless construct of her size, called an automaton. The automaton's exact physical appearance is up to the engineer, but it must have a shape roughly similar to the engineer's. The automaton's Hit Dice, saving throws, and abilities are tied to the engineer's class level, and increase as the engineer gains levels. The engineer selects a single Craft skill type (such as clockwork or sculptures) to use with the automaton.

It does not cost the engineer gold to repair her automaton, but it does require time and Craft skill checks. The difficulty to repair the automaton is equal to 10 + the engineer's class level and requires 1 day of effort. This roll may be retried on a failure, but requires an additional day of effort. With a success, the automaton regains 1d6 hit points per Hit Die. Repair in this way can only be performed while the automaton is inanimate or nonfunctioning. At any time, the engineer can deactivate the automaton with a touch and a standard action.

The engineer can even repair or replace the automaton if it is destroyed, but doing so adds +5 to the Craft check DC and requires 1 day of effort.

See the *Cage Golem* in [Monster Menagerie: Construct Companion](#).

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With a success, the automaton is returned to 1 hit point and may then be further repaired as normal. The engineer's automaton is healed by spells such as *make whole* or *rapid repair*. The engineer cannot repair any other construct she controls in this manner (see *Pathfinder Roleplaying Game: Ultimate Magic* for details on repairing constructs).

**Craft Construct (Ex):** At 1<sup>st</sup> level, the engineer gains Craft Construct as a bonus feat. The engineer does not need to meet the prerequisites for this feat.

**Crafting Pool (Ex):** Starting at 1<sup>st</sup> level, the engineer gains a pool of magical energy each level that can be used to craft magic items or constructs. The points in the engineer's crafting pool equate to the gold piece cost associated with crafting. The engineer may reduce or even eliminate the cost of item crafting by spending points from her pool. An

engineer's crafting pool is cumulative with each level, and can be saved over multiple levels for a higher cost item crafting. The engineer may spend any combination of gold and her crafting pool towards magic item crafting or towards repairing any construct she creates.

**Magical Crafting (Ex):** At 1<sup>st</sup> level, the engineer may count her engineer level as her caster level or add her engineer level to any caster levels for the purposes of qualifying for any magic item creation feats. She can likewise create magic items using these feats, either substituting her engineer level for her total caster level or adding her engineer level to any caster level she might possess. The DC to create the item still increases for any necessary spell requirements. The engineer can even create spell-trigger or spell-activation items.

**TABLE: ENGINEER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Crafting Pool
1st	+0	+0	+2	+2	Automaton, Craft Construct, magical crafting, wear construct	100 gp
2nd	+1	+0	+3	+3	Construct modification	250 gp
3rd	+2	+1	+3	+3	Fast craft	1,000 gp
4th	+3	+1	+4	+4	Construct modification	1,500 gp
5th	+3	+1	+4	+4	Tactical preparation	2,000 gp
6th	+4	+2	+5	+5	Construct modification, harmonious magic	3,000 gp
7th	+5	+2	+5	+5	Patch	4,000 gp
8th	+6/+1	+2	+6	+6	Construct modification	5,000 gp
9th	+6/+1	+3	+6	+6	Jury-rig	7,000 gp
10th	+7/+2	+3	+7	+7	Construct modification	8,000 gp
11th	+8/+3	+3	+7	+7	Shock absorption	10,000 gp
12th	+9/+4	+4	+8	+8	Construct modification	12,000 gp
13th	+9/+4	+4	+8	+8	Disable construct	15,000 gp
14th	+10/+5	+4	+9	+9	Construct modification	20,000 gp
15th	+11/+6/+1	+5	+9	+9	Resurrect construct	30,000 gp
16th	+12/+7/+2	+5	+10	+10	Construct modification	40,000 gp
17th	+12/+7/+2	+5	+10	+10	Greater jury-rig	50,000 gp
18th	+13/+8/+3	+6	+11	+11	Construct modification	60,000 gp
19th	+14/+9/+4	+6	+11	+11	Control construct	80,000 gp
20th	+15/+10/+5	+6	+12	+12	Construct modification, industrialization	100,000 gp

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**Wear Construct (Ex):** At 1<sup>st</sup> level, all constructs the engineer designs are created to be worn like a suit of full-body armor or piloted craft. The engineer is completely concealed within the construct and cannot be directly targeted. Only the engineer can wear a construct she creates in this manner, and the construct must be at least the engineer's size or larger. The engineer may enter or exit an adjacent construct's body as a full-round action. She may then act as the construct, using all of the construct's physical statistics, attacks, and abilities. She shares in the construct's armor class, magic immunity (if any), damage reduction, and resistances provided by the construct trait. She may use any class abilities, feats, or skills she possesses, modified by the construct's physical ability scores instead of her own. The engineer uses her base attack bonus and base saves, modified by the construct's physical ability scores. The engineer retains her normal hit point total.

A worn construct does not gain the benefits of any magical items worn by the engineer. Spellcasting within the construct that requires material or somatic components is impossible. If the construct possesses magic immunity or spell resistance, any spell the engineer casts must be capable of bypassing the construct's magic immunity or spell resistance or else it fails.

Any damage that is taken in excess of the construct's damage reduction is taken by both the construct and the engineer. If the engineer is rendered unconscious, the construct acts independently, obeying its last orders or defending itself as required. If the construct is destroyed, the engineer can take no actions other than exiting the construct. A worn construct counts as heavy armor with a 50% arcane spell failure chance and no armor check penalty. The engineer cannot wear armor and a construct at the same time.

**Construct Modifications (Ex):** As an engineer gains experience, she learns a number of modifications that improve any construct she builds or controls. The engineer's automaton and any controlled constructs automatically gain any modifications with no additional cost or time required. Starting at 2<sup>nd</sup> level, an engineer gains one construct modification. She gains an additional construct modification for every 2 levels of engineer attained after 2<sup>nd</sup> level. Unless otherwise noted, an engineer cannot select an

individual construct modification more than once. Some construct modifications can only be taken if the engineer has met certain prerequisites first, such as taking other construct modifications.

*Ability Increase (Ex):* The engineer's constructs all have their Strength or Dexterity ability scores increased by +2. This modification can be selected more than once. It can only be applied once to an individual ability score, plus one additional time for every six levels the engineer possesses.

*Additional Movement (Ex):* The engineer's constructs have an additional mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to 1/2 its base speed. This construct modification can be selected multiple times, each time adding a new available mode of movement. The engineer must be at least 6th level before selecting this modification.

*Armored (Ex):* The engineer's constructs gain a +2 increase to natural armor. This construct modification can be taken once for every five levels the engineer possesses.

*Communication (Ex):* The engineer's constructs gain the ability to speak one language, known and chosen by the engineer. If the construct is mindless or not intelligent enough to communicate on its own, it may only be ordered to relay messages as instructed by the engineer.

*Constrict (Ex):* The engineer's constructs gain the constrict special attack. Whenever the constructs successfully grapple a foe with the grab special ability, it deals additional damage equal to the amount of damage dealt by the attack used by the grab modification. The engineer must possess the grab construct modification before selecting this modification.

*Disguised (Ex):* The engineer's constructs appear to be living creatures, with details of their appearance chosen by the engineer. A Knowledge (arcana) or Perception check with a DC equal to 15 + the engineer's class level identifies the creature as a construct and not a living creature.

*Energy Attacks (Su):* The engineer's constructs become charged with elemental energy. Pick one energy type: acid, cold, electricity, or fire. All of the construct's natural attacks deal 1d6 points of damage of the chosen type on a successful hit. The engineer must be at least 4th level before selecting this modification.

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*Energy Beam (Su):* The engineer's constructs can fire beams of elemental energy targeting any foe within 30 feet as a ranged touch attack. The beam deals 1d6 points of damage +1 for every two engineer levels. The engineer must be at least 6th level and must possess the energy attacks construct modification before selecting this modification. The elemental damage type must be the same as the energy attacks ability. The construct can use this ability a number of times per day equal to 3 + the engineer's Intelligence modifier.

*Faster (Ex):* The engineer's constructs have their base land speed increased by +10 ft.

*Golem (Ex):* The engineer's constructs are immune to any spell or spell-like ability that allows spell resistance. Select one elemental type (acid, cold, electricity, or fire) for each of engineer's constructs to be slowed by; whenever the constructs are subject to elemental damage of that type, they are slowed, as the slow spell, for 2d6 rounds (no save). Select one elemental type (acid cold, electricity, or fire) for each of the engineer's constructs to be healed by; whenever they are subject to elemental damage of that type they are healed of 1 point of damage for every 3 points of damage the attack would otherwise deal. Elemental damage that heals a construct breaks any slow effect. The elemental types that heals or slows the constructs cannot be of the same type. If the construct already possesses magic immunity from another source it does not gain the benefits of this modification. The engineer must be at least 12<sup>th</sup> level and must possess the spell resistance construct modification before selecting this modification. This modification replaces spell resistance.

*Grab (Ex):* The engineer's constructs gain the grab special attack with slam attacks.

*Increased Size (Ex):* The engineer's constructs increase in effective size by one category, increasing size and reach. The construct does not gain any additional benefits or penalties except any applicable

bonus hit points based on its new size. The engineer must be at least 16<sup>th</sup> level before selecting this ability.

*Maneuver (Ex):* The engineer's constructs become adept in one type of combat maneuver (disarm, feint, sunder, trip, etc.). The constructs do not provoke attacks of opportunity when making the selected combat maneuver, and gain a +2 bonus on CMB checks with the maneuver. This construct modification can be selected multiple times, each time adding a new available maneuver to all constructs.



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**Penetrate (Ex):** The engineer's constructs penetrate one type of damage reduction with their natural attacks from the following list: adamantine, cold iron, silver, or a single alignment descriptor. The engineer must be at least 6th level before selecting this construct modification. This construct modification can be selected multiple times, each time allowing the engineer's constructs to penetrate an additional type of damage reduction with natural attacks.

**Powerful Blows (Ex):** The engineer's constructs deal increased damage. Select one natural attack possessed by the construct and increase the damage die type by one step. The engineer must be at least 4th level before selecting this construct modification.

**Sturdy (Ex):** The engineer's constructs gain +2 hit points per Hit Die.

**Tactic (Ex):** Through careful instruction, the engineer can train her constructs in a single tactic. All the engineer's constructs gain a single feat as a bonus feat. The constructs must meet all prerequisites for the feat. This construct modification can be selected multiple times, each time adding a new bonus feat to all constructs.

**Self-Repair (Su):** The engineer's constructs gain fast healing 1. The engineer must be at least 12th level before selecting this construct modification.

**Skilled (Ex):** The engineer's constructs gain one skill as a class skill and ranks in the skill equal to the construct's Hit Dice. Mindless constructs only benefit from Strength- or Dexterity-based skills. This construct modification can be selected multiple times, each time adding a new skill and ranks to all constructs.

**Spell Resistance (Su):** The engineer's constructs gain spell resistance equal to 11 + engineer's class level. The engineer must be at least 6th level before selecting this construct modification.

**Wondrous Items (Ex):** The engineer's constructs gain a magic item slot and are capable of using an item of the chosen type (belt, body, chest, eyes, feet, etc.). If a magic item is installed into this slot on the construct, the construct enjoys all of the benefits of that magical item and instinctually understands (even if mindless) its use as if it were simply additional special abilities available to the construct. The abilities of the wondrous item automatically bypass any spell resistance or magical immunity

that the construct may possess. Wondrous items may be added or removed from the slot as a full-round action, but only when the construct is inanimate or nonfunctioning. At any time, a construct's creator can deactivate a construct under his control with a touch and a standard action. This construct modification can be selected multiple times, each time adding a new wondrous item slot.

**Fast Craft (Ex):** At 3rd level, an engineer learns to automate many manufacturing processes, allowing her to create with alarming speed. When using the Craft skill, the engineer makes a week's worth of progress in one day. When creating magic items, the engineer makes twice as much progress on the item for any time spent. This does not reduce the item's cost or any other requirements.

**Tactical Preparation (Ex):** At 5th level, the engineer gains a teamwork feat as a bonus feat. All constructs under the engineer's control gain any teamwork feat the engineer possesses as a bonus feat.

**Harmonious Magic (Ex):** At 6th level, a worn construct gains the benefits of any magical items worn by the engineer. Any magical item worn by the engineer automatically bypasses any spell resistance or immunity the construct may possess. If the construct wears an item in an equivalent slot to the engineer, the engineer's item functions and the construct's does not for as long as the engineer wears the construct.

**Patch (Ex):** Starting at 7th level, an engineer gains a pool of temporary hit points that can be used to "repair" her automaton or any construct under her control. She can use this ability a number of times equal to  $\frac{1}{2}$  her engineer level plus her Intelligence modifier. With one use of this ability, an engineer can grant 1d8 temporary hit points for every 2 engineer levels she possesses. Using this ability is a standard action, unless the engineer is wearing the construct, in which case it is a swift action. Temporary hit points gained cannot raise the construct's hit point total to higher than its maximum hit point total. These temporary hit points last for 1 hour per engineer level.

**Jury-Rig (Ex):** At 9th level, once per day an engineer can make minor alterations to a single created construct's modifications. This requires a full-round action and the construct must be worn or adjacent to the engineer. The engineer may switch

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any one construct modification applied to the single construct for any other construct modification the engineer meets all prerequisites for. The construct's modification reverts to the original after 1 hour per engineer level.

**Shock Absorption (Ex):** At 11<sup>th</sup> level, when wearing a construct, the engineer only takes half of any damage in excess of the construct's damage reduction. The construct still takes full damage.

**Disable Construct (Ex):** At 13<sup>th</sup> level, the engineer can disrupt the magic animating a construct at will. She must make a melee touch attack and the construct is allowed a Will saving throw (DC 10 + ½ the engineer's level + engineer's Intelligence modifier) to resist. On a failed save, the construct is rendered helpless for 1 round per engineer level.

**Resurrect Construct (Ex):** At 15<sup>th</sup> level, an engineer can repair any destroyed construct she created as if it was her automaton.

**Greater Jury-Rig (Ex):** At 17<sup>th</sup> level, the engineer may make alterations to her created construct's modifications once per day. This requires a full-round action and the constructs must be worn or adjacent to the engineer. The engineer may switch any one construct modification applied to all adjacent constructs for any other construct modification the engineer meets all prerequisites for. The affected constructs retain the new construct modification until the engineer uses this ability again (even if she affects different controlled constructs), at which point they revert to the original construct modification. This ability replaces jury-rig.

**Control Construct (Su):** At 19<sup>th</sup> level, an engineer can temporarily wrest control of constructs from their creators at will. The engineer must hit the construct with a melee touch attack and succeed on a Use Magic Device check (DC 10 + the construct's HD). If successful, the construct obeys the engineer's orders for 1 minute. If the construct's creator or master is present and trying to control the construct, then they may make an opposed Use Magic Device check to prevent the engineer from taking control.

**Industrialization (Ex):** At 20<sup>th</sup> level, an engineer automates crafting processes to the point where she doesn't even need to supervise production. When using the Craft skill, the engineer makes

a week's worth of progress in one hour. The engineer can alternately set any construct under her control to oversee the crafting process. The construct uses the engineer's Craft skill check and has no reduction in the time required, but can craft without the engineer's presence. Any number of constructs can be set to different mundane crafting tasks in this manner.

When creating magic items, the engineer makes four times as much progress on the item for any time spent. The engineer's automaton (and only her automaton) can create magic items alongside the engineer, or even without her direct supervision. The automaton acts as the engineer for all item crafting purposes.

## AUTOMATON

An automaton's abilities are determined by the engineer's level and construct modifications. The automaton's base statistics are determined by the construct's size (equal to the engineer's). All automatons are constructs, and gain all construct creature-type features (see *Pathfinder Roleplaying Game: Bestiary*).

### SMALL

**Starting Statistics:** Size Small (+10 bonus hp); Speed 20 ft.; Base AC +3 natural armor; Attack slam (1d3); Base Ability Scores Str 14, Dex 18, Con —, Int —, Wis 10, Cha 1.

### MEDIUM

**Starting Statistics:** Size Medium (+20 bonus hp); Speed 30 ft.; Base AC +4 natural armor; Attack slam (1d4); Base Ability Scores Str 16, Dex 14, Con —, Int —, Wis 10, Cha 1.

### LARGE

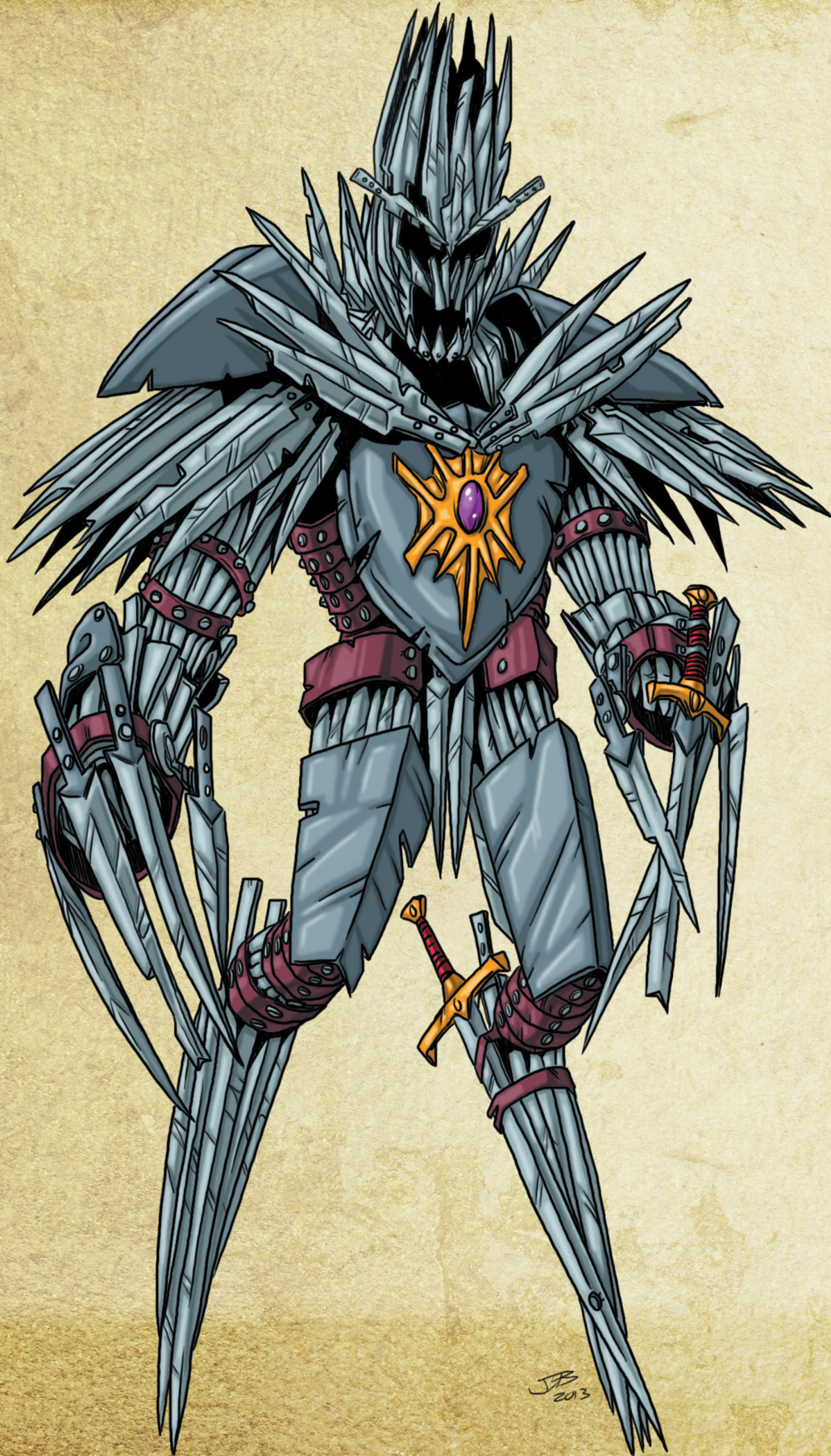
**Starting Statistics:** Size Large (+30 bonus hp); Speed 30 ft.; Base AC +5 natural armor; Attack slam (1d6); Base Ability Scores Str 18, Dex 10, Con —, Int —, Wis 10, Cha 1.

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

**HD:** This is the total number of 10-sided (d10) Hit Dice the construct possesses. The automaton does not possess a Constitution score, but gains bonus hit points due to size.

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**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 slam attack for a high base attack bonus, but gain additional slam attacks as the engineer increases in level.

**Base Saves:** These are the automaton's base saving throw bonuses. An automaton (as a construct) has all bad saving throws and no good saving throws.

**Natural Armor Bonus:** The number noted here is the automaton's base natural total armor bonus. This number is modified by the automaton's base size. An automaton cannot wear armor of any kind. Some options available through construct modifications might increase this value.

**Str/Dex Bonus:** Add this modifier to the automaton's Strength and Dexterity scores, as determined by its base size. Some options available through construct modifications might modify these scores.

**DR/adamantine:** The number noted here is the automaton's damage reduction. Adamantine weapons penetrate an automaton's damage reduction. Some options available through construct modifications might increase this value.

**Slam Attacks:** This indicates the number of natural slam attacks that the automaton possesses at the indicated level.

**TABLE: AUTOMATON BASE STATISTICS**

Class Level	HD	BAB	Base Saves	Natural Armor Bonus	Str Bonus	Dex Bonus	DR/adamantine	Slam Attacks
1	1	+1	+0	+1	+0	+0	2	1
2	2	+2	+0	+2	+0	+0	2	1
3	3	+3	+1	+3	+2	+0	2	2
4	3	+3	+1	+4	+2	+0	2	2
5	4	+4	+1	+5	+4	+0	2	2
6	5	+5	+1	+6	+6	+2	2	2
7	6	+6	+2	+7	+8	+2	5	2
8	6	+6	+2	+7	+8	+2	5	2
9	7	+7	+2	+8	+10	+2	5	2
10	8	+8	+2	+8	+10	+2	5	2
11	9	+9	+3	+9	+10	+4	5	2
12	9	+9	+3	+9	+10	+4	5	2
13	10	+10	+3	+9	+12	+4	10	2
14	11	+11	+3	+9	+12	+4	10	2
15	12	+12	+4	+10	+14	+4	10	4
16	12	+12	+4	+11	+14	+4	10	4
17	13	+13	+4	+11	+14	+4	10	4
18	14	+14	+4	+12	+14	+4	10	4
19	15	+15	+5	+12	+14	+4	15	4
20	15	+15	+5	+12	+14	+4	15	4

# FOUR HORSEMEN PRESENT

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