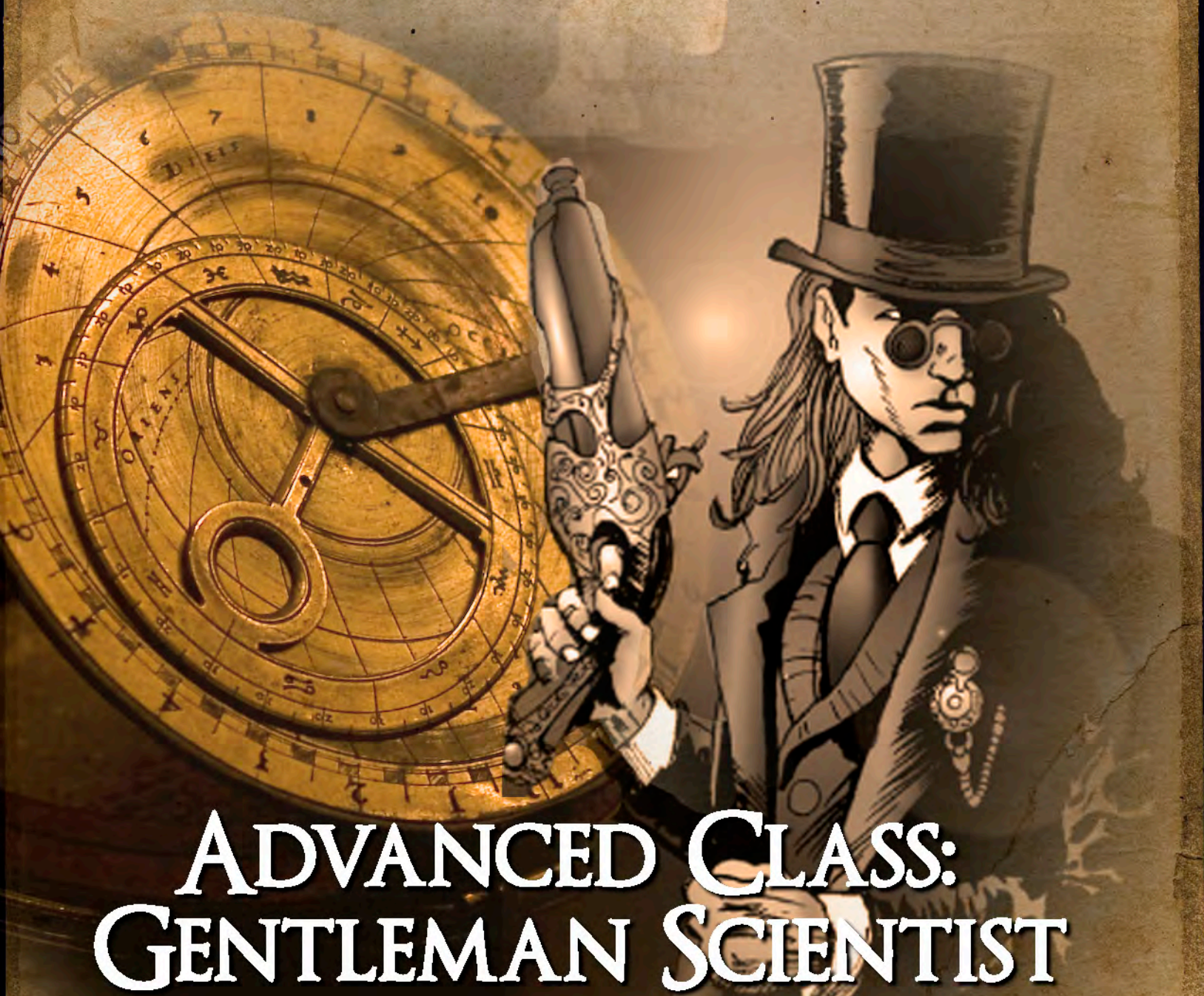


The Imperial Age



ADVANCED CLASS:
GENTLEMAN SCIENTIST

Dear Jonas,

I can hardly contain my excitement as I write this letter to you. Indeed, when you left on your expedition into the Congo I thought it would be you who would have the more interesting couple of months, penetrating darkest Africa and regaling me with tales of strange new flora and fauna! Perhaps you are, but I have made a wonderful discovery of my own last night!

You and I have been researching and experimenting on arthropods for five years now, in an attempt to unlock their secrets. Last night, I believe I have finally met with success! I only wish you were here to share in my joy! I finally stumbled upon a formula that allows man to crawl on walls and ceilings, even upside down!

Before you consider me mad, I should mention that it was your unpublished work on arthropod appendages that guided me in my experiment. I believe you shall have to add a new chapter before submitting your work to the Journal! But, I digress. Using our combined efforts, I created a tonic that, once ingested, enabled my fingers and toes to secrete an adhesive that allowed me to crawl up the walls and even onto the ceiling, so long as my hands and feet were bare. As such a display is unbecoming of a gentleman I believe I shall restrict further experimentation to nocturnal hours.

The effects of the tonic lasted about half an hour and I must admit that, toward the end, I was starting to panic. I was literally unable to touch anything without it sticking to me and I spent a good ten minutes with a beaker clenched in one hand while my other was covered in note pages. It would have been most unbearable if the effect were permanent! With further experimentation, I hope to control the intensity of the secretion.



Imagine the practical applications, Jonas! Chimney sweeps and labourers no longer have to worry about slipping and falling! Staircases will no longer waste valuable space in the home! Dirigibles and steamships can be easily repaired while in flight or at sea! I can see the headlines now: Dr. Roger Atkinson and Dr. Jonas McRae revolutionize modern life!

I do hope all is well with you and that you return to London safe and sound. I should hate to bear the burden of this discovery on my own, since you of all people should understand my vice and how it preys upon my mind. The Green Fairy has been whispering less noble applications of this discovery in my ear. I pray that I do not succumb to such temptation.

Yours,
Roger

From reanimating corpses to invisible men, the Gentleman Scientist is a staple of the Victorian literary genre. These reclusive inventors work tirelessly in their laboratories to unlock secrets of science that humanity has yet to discover and make practical applications with them. In an *Imperial Age* campaign, the Gentleman Scientist can be the focus of an adventure or overarching metaplot. Player characters can also be Gentleman Scientists, using their marvellous knowledge to combat evil or aid their fellow men.

While the inventions of literary Gentleman Scientists are ostensibly rooted in scientific principles, in truth they are often just as mysterious and unexplainable as the magical arts. For example, the process that transformed Dr. Jekyll to Mr. Hyde is explained as an exotic drug, but in truth it is a magical potion. With that in mind, the marvellous inventions of the Gentleman Scientist advanced class are derived from the F/X abilities found in the core book. This serves two goals. First, it provides a ready reference and inspiration for new inventions. Second, it allows the Game Master to introduce F/X abilities into a campaign without including magic or psionics.

As an advanced class, the Gentleman Scientist is a good option for players that want to produce marvellous effects cloaked under the veneer of science. As no one else (even his own assistants), truly understands the nature of the Gentleman Scientist's discoveries and inventions, the Gentleman Scientist tends to be aloof or mad. In some cases, this can lead to a feeling of superiority. That said, a Gentleman Scientist's contraptions and mixtures can prove quite useful to a group of player characters.

GENTLEMAN SCIENTISTS VS. ENGINEERS

The Gentleman Scientist and the Engineer (an advanced class found in *The Imperial Age: Engines*) occupy a similar place in the Imperial Age. Both develop fantastic technology and put their inventions to use. Their focus, however, is very different. The engineer concentrates on fantastic engines for transportation, combat, and service, while the Gentleman Scientist uncovers secrets of the universe and develops practical applications on a more personal level. As advanced classes, both the Gentleman Scientist and the Engineer may be used together, and indeed some particularly remarkable ladies and gentlemen have levels in both.

For GMs that enjoy tinkering, it is possible for the engineer to develop "inventions" using the rules in *Engines* and for the Gentleman Scientist to create F/X inventions that operate as engines. While rules-balanced, however, they aren't perfect fits. Being a Gentleman Scientist or an engineer is as much about flavour as it is creations, and the rules in this supplement are designed to emulate the tropes of the Gentleman Scientist while *Engines* is geared (if you'll excuse the pun) towards a "steampunk" flavour.

A TOUCH OF HORROR

Victorian literature is full of examples of Gentleman Scientists discovering new scientific knowledge at the cost of their own sanity. Their discoveries and inventions can make them feel superior to their fellow men, to the point of almost godhood. Clearly, to the rest of the world, they are madmen, and often have to be dealt with accordingly. Game Masters may wish to make Gentleman Scientists pay a price for breaching the known walls of science. Even non-Gentleman Scientist characters can risk madness when they realize that they can turn invisible or read minds.

The Imperial Age: Victorian Monstrosities includes a system for horror mechanics. Should you choose to use that system, then every use of an invention requires a Madness save with a DC of $15 + \frac{1}{2}$ preparation point cost of the invention. GM's that wish to use a less intensive system can require the roll on the first use of an invention (although altering the invention, such as using the Enlarge Invention feat, will require a separate check).

The Madness saves are designed to reinforce the tropes of a horror campaign where Gentleman Scientists are game master characters or where the Gentleman Scientist is the only PC with access to F/X abilities. Obviously, in a PC group that includes alienists, engineers, and hermetic disciples, enforcing a Madness save on the Gentleman Scientist is rather unfair. In this case, either forego the Madness save or apply Madness saves to the use of any F/X abilities.

THE GENTLEMAN SCIENTIST ADVANCED CLASS

REQUIREMENTS

To qualify to become a Gentleman Scientist, a character must fulfil the following criteria:

Ability Score: Int 14

Skills: Craft (any) 6 ranks, Knowledge (any) 6 ranks, Repair 6 ranks.

CLASS INFORMATION

Hit Die: The Gentleman Scientist gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points: The Gentleman Scientist gains a number of action points equal to $6 + \text{one-half his character level}$, rounded down, every time he attains a new level in this class.

Class Skills: The Gentleman Scientist's class skills are as follows: Concentration (Con), Craft (any) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (Any) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none), Spot (Wis).

Skill Points at Each Level: $8 + \text{Int Modifier}$

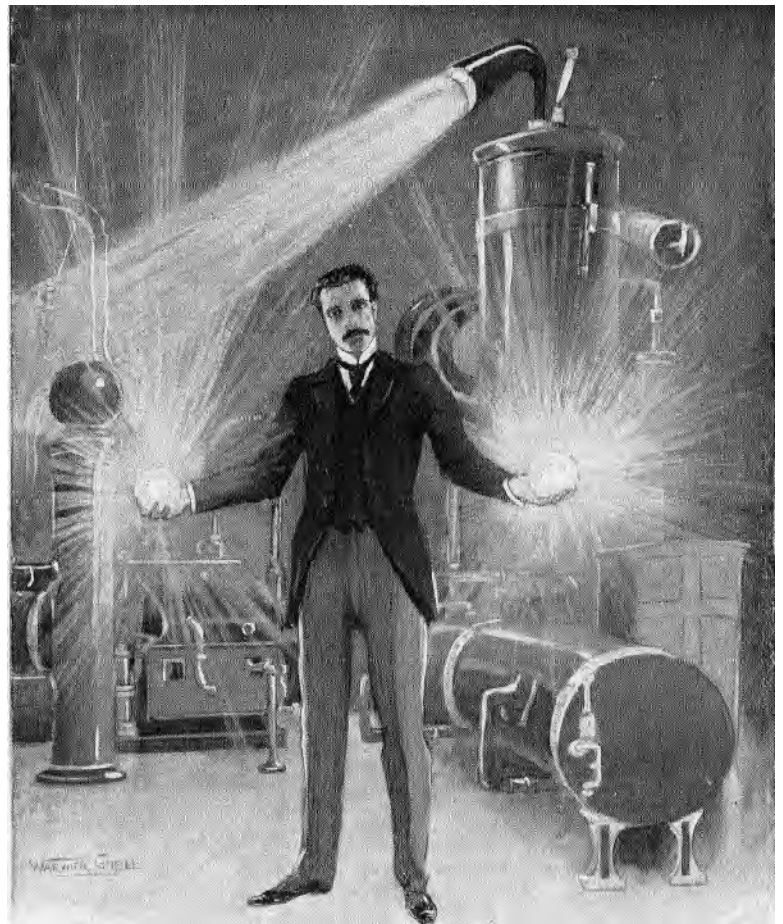


Table: The Gentleman Scientist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defence Bonus	Reputation bonus
1st	+0	+1	+1	+0	Inventions, Laboratory	+0	+0
2nd	+1	+2	+2	+0	Inventions, Signature Invention	+1	+0
3rd	+1	+2	+2	+1	Bonus feat, Inventions	+1	+1
4th	+2	+2	+2	+1	Inventions, Inspiration	+1	+1
5th	+2	+3	+3	+1	Inventions, Signature Invention	+2	+1
6th	+3	+3	+3	+2	Bonus feat, Inventions	+2	+2
7th	+3	+4	+4	+2	Inventions, Signature Invention	+2	+2
8th	+4	+4	+4	+2	Inventions, Skill Mastery	+3	+2
9th	+4	+4	+4	+3	Bonus feat, Inventions	+3	+3
10th	+5	+5	+5	+3	Flash of Genius, Inventions	+3	+3

CLASS FEATURES

The following features pertain to the Gentleman Scientist advanced class.

Inventions: At 1st level, the Gentleman Scientist starts making a number of scientific Inventions. Inventions are handled as Modern SRD F/X abilities. The Gentleman Scientist creates a contraption or mixture that mimics the effects of a spell (arcane or divine) or a psionic power. A contraption is usually a device that can be worn or carried, while a mixture is bottled and ingested or applied.

ENFORCING THE GENRE

The Gentleman Scientist is a very versatile advanced class. All F/X are theoretically available to him. This is intentional, as it is the province of the GM to add limitations in order to shape the scientific detective into an appropriate class for his campaign. Common limitations include particular spells/powers, magical schools, or even entire categories (e.g. no psionic powers or no divine spells).

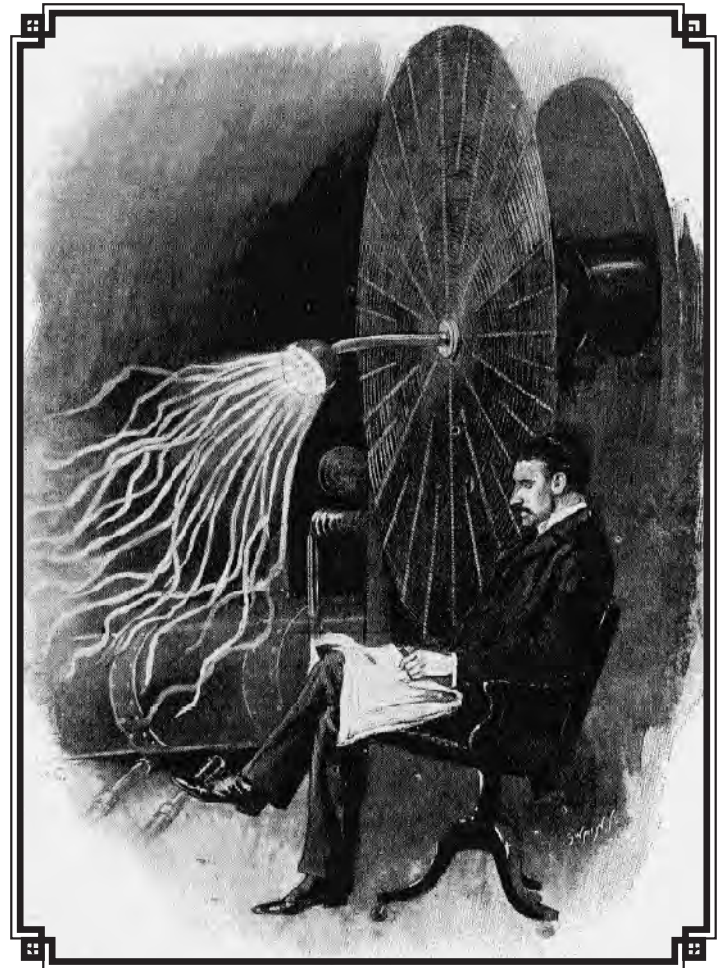
A Gentleman Scientist discovers a number and level of inventions according to his class level. The Gentleman Scientist may choose his own inventions subject to the limitations set by the GM (see the “Enforcing the Genre” sidebar).

INVENTIONS DISCOVERED PER LEVEL

Level	0	1	2	3	4	5
1st	3	1				
2nd	3	2				
3rd	3	3				
4th	4	3	1			
5th	4	3	2			
6th	4	3	2	1		
7th	5	4	3	2		
8th	5	4	3	2	1	
9th	5	4	3	3	2	
10th	6	4	3	3	2	1

Preparations: A Gentleman Scientist only has a limited number of inventions available to him at any given time. At the beginning of an adventure, the Gentleman Scientist spends his preparation points on readied inventions. The Gentleman Scientist does not need to pay the Purchase DC for initial preparations. Unspent preparation points may be held for use in replenishments. The Gentleman Scientist may destroy a ready invention at any time to make more preparation points available.

The number of preparation points a Gentleman Scientist has to spend is based on his class level and Intelligence modifier, as shown on the chart below.



PREPARATION POINTS PER LEVEL

Class Level	Int Score 14-15	16-17	18-19	20-21	22-23
1st	5	7	9	11	13
2nd	6	8	10	12	14
3rd	7	9	11	13	15
4th	10	12	14	16	18
5th	13	15	17	19	21
6th	18	20	22	24	26
7th	23	25	27	29	31
8th	30	32	34	36	38
9th	37	39	41	43	45
10th	46	48	50	52	54

An F/X ability has a preparation point cost equal to its spell or power level. Some spells have a different cost based on whether it is divine or arcane; use the lowest level.

F/X Level	0	1	2	3	4	5
Preparation cost	1	1	3	5	7	9

Using an invention: Using an invention is an attack action and provokes an attack of opportunity. Once used, the invention is gone and the used preparation points become available for replenishment. Contraptions with multiple doses may be used repeatedly (although they continue to provoke attacks of opportunity), while multiple doses of mixtures are presumed to be in separate containers. Each dose must be drawn as a move action that does not provoke an attack of opportunity (although drawing and using it in the same round will).

A Gentleman Scientist may avoid provoking an attack of opportunity if he makes a Concentration check with a DC 15 + invention level. He may not Take 10 or 20 on this check.

Replenishment: Although a Gentleman Scientist has a fixed number of preparation points, he cannot instantly allocate them to new inventions. Instead, he must return to his laboratory or other similar environment to make new inventions, which is known as replenishment. The Purchase DC of a new invention is 10 + the Gentleman Scientist' class level + the spell or power level. This cost must be paid prior to replenishment but takes no additional time (it is already factored into the replenishment time).

To replenish an invention, use the appropriate Craft category (see sidebar). The chart below indicates the appropriate Craft DC to replenish. You may take 10 or 20 on this check, but taking 20 will quadruple the preparation time.

F/X Level	0	1	2	3	4	5
Craft DC	15	18	20	22	24	27

Generally, replenishment takes 2 hours + 1 hour per F/X level of the invention. Taking 20 on the appropriate Craft check quadruples the amount of time. The Gentleman Scientist must have enough available preparation points to replenish a known invention. The Gentleman Scientist may make multiple uses of the same preparation within the same span of time. For example, Dr. Fulton wishes to make two uses of *cure moderate wounds*. Since *cure moderate wounds* is a 2nd level spell, Dr. Fulton needs a total of 6 preparation points available. As it happens, Dr. Fulton has 8, so he may make a batch of two uses within the same 4 hour period.

The Gentleman Scientist may attempt to prepare more than one type of invention during the same replenishment period. Generally, one contraption and any number of mixtures may be prepared within the same replenishment period (doses of a single contraption count as one type). In this case, use the longest replenishment period + 1 hour per additional type of invention. For example, Dr. Fulton decides to make a mixture of *change self* in addition to his two doses of *cure moderate wounds*. Since *change self* is only a first level spell, Dr. Fulton uses the replenishment period of *cure moderate wounds*, which is 4 hours, as his base. He then adds an additional hour for *change self*, bringing the replenishment time total to 5 hours (the second *cure moderate wounds* dose does not add to the time since it is a mixture).

Attempting to replenish multiple inventions at once is difficult. Add +3 to the Craft DC for each additional type of invention being replenished. For example, Dr. Fulton must normally make a DC 20 Craft check in order to replenish his *cure moderate wounds* invention (but he only makes one Craft check no matter how many doses of it he is making). Since he is also attempting to replenish *change self* at the same time, he now has to make a DC 23 Craft check to replenish his *cure moderate wounds* invention.

USING THE CRAFT SKILL

Every invention requires an appropriate Craft skill for replenishment. Generally, contraptions require Craft (engines or structural) while mixtures require Craft (chemical or pharmaceutical). The GM should assign an appropriate craft skill based on the type of invention (contraption or mixture) as well as the F/X involved (a *cure light wounds* mixture would use Craft (pharmaceutical), while a *feather fall* contraption would use Craft (mechanical)). Generally, F/X mixtures that heal or improve the human body would require the Craft (pharmaceutical) skill, while F/X mixtures that alter the body, such as *claws of the bear*, would instead require the Craft (chemical) skill.

UNLIMITED PREPARATION

The maximum number of preparation points available to a Gentleman Scientist is enforced for game balance reasons. Realistically, a Gentleman Scientist could enter his laboratory and create more inventions no matter how many unused preparation points he had. The limitations of replenishment times and material cost effectively limit the number of new preparations a Gentleman Scientist may make, and unless the adventure spans several game days the preparation point limit may seem unnecessarily restrictive.

If the GM allows it, you may ignore your preparation point maximum after initial preparations have been allotted (or, if the GM wishes, you start with no ready inventions and must replenish them during play). You may create new preparations at will, so long as you pay the cost in time or money. Alternatively, the GM may allow you to go over your preparation point maximum by spending an action point per preparation over maximum (regardless of the F/X level of the preparation).

You may also wish to make Gentleman Scientists risk fatigue for attempting to perform too many replenishments over a short span of time. See the core book for details.

Fragility: There are two main drawbacks to using inventions; they may be broken or stolen. Striking an invention provokes an attack of opportunity. Mixtures are hard to hit but easy to break. Assuming that the mixture is being carried in a glass bottle, it has a Defence of 14 + the Gentleman Scientist's Dex modifier + the Gentleman Scientist's class bonus to defence (if the bottle is immobile (such as sitting on a table), its Defence is only 9. A bottle has 2 hit points and a Break DC of 10. Contraptions are usually easier to hit but harder to damage. Use the rules in the core book; contraptions must be of at least small size and have standard hit points (and Break DCs) for manufactured objects. Contraptions may also be targeted while the F/X is in effect, which could shorten the duration. An invention will work as long as it has one hit point remaining; otherwise, it is considered destroyed and the preparation points return to the Gentleman Scientist's available pool.

Alternatively, an enemy may steal an invention. To grab an object, the character uses the rules for grabbing objects in the core book. The character gets a +4 bonus when attempting to grab a contraption. If the character is grabbing a mixture, a successful attempt will only gain one dose. If the character grabs a contraption, he receives all uses of that contraption.

Once a character has stolen an invention from the scientific detective, he may attempt to disable it. A mixture may be disabled as a free action (all that is required is to open the container and pour it out). Contraptions are more complex. Most contraptions may be disabled with a DC 15 Disable Device check.

Note: Once an invention is stolen, the Gentleman Scientist is awarded the preparation cost. He may apply those points to future replenishments regardless of whether the stolen invention is used. Should the Gentleman Scientist regain the invention, he may only activate it if he has available preparation points. The Gentleman Scientist does not regain the preparation cost for inventions he gives to others until they are used.

Contraption Repair: A Gentleman Scientist may attempt to repair a damaged contraption (but not a mixture), greatly decreasing the replenishment time. This takes one hour and restores all remaining uses of the contraption. The Repair DC is 10 or (5 x F/X level), whichever is higher. A Repair check may not be used to grant additional uses; uses must still be built according to the replenishment rules.

MORE POTENT INVENTIONS

The *Imperial Age* product line generally shares the premise that modern settings are less magically potent than fantasy settings. Thus, higher level fantasy spells and psionic powers are either removed entirely or rewritten as incantations in modern settings. That said, there are times when you may wish to allow a character to use higher level F/X to emulate a truly spectacular invention.

This should only be applied on a case-by-case basis (unless you really want to ramp up the power level of your game) and generally limited to game master characters. A Gentleman Scientist would probably only discover one or two higher level inventions. All potent inventions must be acquired with the Flash of Genius feat.

Use the following preparation point costs and replenishment Craft DCs for potent inventions:

F/X Level	6	7	8	9
Preparation cost	11	13	15	17
Craft DC	29	31	33	36

Independent Use: Inventions may be used by characters other than the Gentleman Scientist. Mixtures are the easiest to use independently; the character simply ingests or swallows the mixture. Contraptions are a bit more difficult; the character must make a DC 25 Knowledge (technology) check to properly use the contraption (or a DC 25 Fantastic Science check if you are using *Imperial Age: Engines*).

All F/X checks are made by the Gentleman Scientist regardless of who is using the invention (ironically, this means that the Gentleman Scientist might be rolling against himself). Once the invention is used, a dose is lost and the preparation points return to the Gentleman Scientist.

Laboratory: The Gentleman Scientist has a personal laboratory which aids him in his experiments. A Gentleman Scientist gains a +2 circumstance bonus on all Craft checks while in his laboratory. If the Gentleman Scientist is preparing new inventions outside of his laboratory, he must have the appropriate field kits or suffer a -4 Craft penalty. Also, any inventions made outside of his personal laboratory, whether he has the kits or not, take an extra hour to prepare.

A Gentleman Scientist need not establish his laboratory's location at the beginning of an adventure. Instead, he may determine its location at any point during the adventure. Once this is decided, however, the laboratory is fixed in the desired location for the duration of the adventure. Once a new adventure starts, the Gentleman Scientist is free to move the location once more. If the Gentleman Scientist feels the need to move the laboratory within an adventure after the location has already been established, then he may move the location again by spending an action point.

Signature Invention: At 2nd level, the Gentleman Scientist may select a signature invention. A signature invention requires no preparation point expenditure and may be used 3 + ½ class level times a day at no cost. The signature invention must be selected from the Gentleman Scientist's current discoveries (so, at 2nd level, the Gentleman Scientist must pick a 0 or 1st level invention). The Gentleman Scientist must still pay preparation costs to add feats to the invention. This class feature only covers one person's use of the invention (usually the Gentleman Scientist). Any additional "signature" inventions must be paid for normally. The Gentleman Scientist may replenish his signature invention normally at no preparation point cost and regains the same number of uses he had at the start of the adventure.

The Gentleman Scientist may change his signature weapon each time he gains a class level. He may select a new signature invention from any discoveries that he currently knows at that level. The Gentleman Scientist may always prepare additional uses; however, he must pay the preparation cost for the additional uses normally.

At 5th level, the Gentleman Scientist may choose two signature inventions. At 7th level, he may choose three signature inventions. In place of the new signature invention, the Gentleman Scientist may instead choose to apply the uses to another signature invention. For example, Dr. Fulton has a *charm person* contraption as his signature invention. At 5th level, he can use his *charm person* contraption 5 times a day at no cost. Instead of choosing a second signature invention, Dr. Fulton increases the free uses of his *charm person* contraption to 10 times per day.

Bonus Feat: At 3rd, 6th and 9th level, the Gentleman Scientist may take a Bonus Feat. The feat must be taken from the following list:

Alertness, Builder, Cautious, Delay Trigger, Educated, Enlarge Invention, Extend Invention, Heighten Invention, Inspired, Laboratory Assistant, Persistent Invention, Personal Library, Renown, Studious, Windfall, Wise Scientist.

Inspiration: At 4th level, the Gentleman Scientist gains the Inspiration ability. The Gentleman Scientist may benefit from a flash of inspiration and ingenuity, gaining a +4 bonus to a single skill check. This can also be used when taking 10 or taking 20 with a skill. The Gentleman Scientist may use this class feature a number of times per day equal to his class level.

Skill Mastery: At 8th level, the Gentleman Scientist selects a number of skills from his class list equal to 3 + his Intelligence modifier. When making a skill check using one of these skills, the Gentleman Scientist may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so accomplished in the use of these skills that he can use them reliably even under adverse conditions.

Flash of Genius: When confronted with a problem in which he is unprepared, the Gentleman Scientist may discover a novel solution to the problem. By spending an action point, the Gentleman Scientist may choose any F/X ability that he has not discovered and use it for the duration of an adventure. Preparation point costs and replenishment rules still apply. The GM reserves the right to disallow any invention that he feels would unbalance his campaign.

NEW SKILL

The following skill originally appeared in *Imperial Age: Engines*. It combines Craft (electrical) and Craft (mechanical) into a single skill. Any basic or advanced class that has either Craft (electrical) or Craft (mechanical) as a class skill receives Craft (engine) instead.

Craft (engine) (Int)

Trained Only

Electrical inventions are only in their infancy during the Imperial Age; therefore, the Craft (electrical) skill has little value as a distinct category. The Craft (engine) skill combines and replaces the Craft (electrical) and Craft (mechanical) skills. Any applications of the latter two skills may be attempted with the single Craft (engine) skill.

Special: A character without an engine tool kit takes a –4 penalty on Craft (engine) checks. A character with the Builder feat gets a +2 bonus on all Craft (engine) checks.

NEW FEATS

The following new and revised feats are available to the Gentleman Scientist advanced class.

Builder

You are a wizard in the laboratory. This feat replaces the Builder feat in the SRD and the revised feat in *Imperial Age: Engines*.

Benefit: Pick two of the following skills: Craft (electrical), Craft (engine), Craft (mechanical), and Craft (structural). You get a +2 bonus on all checks with those skills.

Special: You can select this feat twice. The second time you may apply it to skills you did not take previously. You may also take Craft (engine) a second time for a +4 bonus.

Delay Trigger

You can set your invention on a time delay once you've activated it.

Prerequisite: One level of Gentleman Scientist

Benefit: A delayed invention doesn't activate until 1 to 5 rounds after you activate it. You determine the delay when you create the use (either at the beginning of the adventure or after replenishment), and it cannot be changed once set. The invention activates just before your turn on the round you designate. Only area, personal, and touch inventions may be affected by this feat. Any decisions you would make about the invention (including attack rolls, designating targets, or determining or shaping an area) are decided when the invention is activated, while any effects resolved by those affected by the invention (including saving throws) are decided when the invention triggers. A delayed invention may be disabled or destroyed normally during the delay. A delayed invention costs an additional 6 preparation points per use.

Special: All uses of a single contraption must have the same time delay (or none at all). Mixtures may be mixed and matched.

Enlarge Invention

You can increase the range of your inventions.

Prerequisite: One level of Gentleman Scientist

Benefit: An enlarged invention has its range doubled. Inventions whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged invention's area or effect as if you were two Gentleman Scientist levels higher than you actually are. An enlarged invention costs an additional 2 preparation points per use.

Special: All uses of a single contraption must be enlarged. Mixtures may be mixed and matched.

Extend Invention

You can increase the duration of your inventions.

Prerequisite: One level of Gentleman Scientist

Benefit: An extended invention lasts twice as long as normal. Inventions with a concentration, instantaneous, or permanent duration are not extended. An extended invention costs an additional 2 preparation points per use.

Special: All uses of a single contraption must be extended. Mixtures may be mixed and matched.

Heighten Invention

You can increase the effectiveness of your invention.

Prerequisite: One level of Gentleman Scientist

Benefit: A heightened invention has a higher F/X level than normal. All effects dependent on F/X level (such as saving throw DCs) are calculated according to the heightened level. The heightened invention costs 2 preparation points per increased level.

Special: All uses of a single contraption must be heightened. Mixtures may be mixed and matched.

Inspired

You are a natural genius. Your mind is full of amazing ideas and fantastic designs and you can see methods and solutions for any challenge put before you.

Prerequisites: Intelligence 13+.

Benefit: A character with the Inspired feat can benefit from a flash of inspiration and ingenuity once per day, allowing them to take 20 on a skill check once per day without having to spend a longer period of time that would be needed to take the check normally.

Special: A Gentleman Scientist may use this feat to take 20 on a replenishment without quadrupling the time. However, the Gentleman Scientist can only replenish one type of invention (although he may make multiple uses).

Laboratory Assistant

You have a loyal assistant that aids you in your research.

Prerequisite: 2 Gentleman Scientist class levels

Benefit: You have an assistant that assists you in your laboratory. The assistant is an ordinary character that does not participate in the adventure beyond the laboratory (although the laboratory assistant can accomplish basic tasks outside for you, such as hailing a cab, running errands, or bringing replenishments from the laboratory to your location).

The laboratory assistant is a Smart Ordinary 4 levels lower than your current level and gains one level for every level you gain. The laboratory assistant offers you two benefits. First, the laboratory assistant cuts all replenishment times in half when working with you. Second, the laboratory assistant may perform your replenishments without you, using his Craft skills instead of your own. While you must still have preparation points available for the laboratory assistant to use, you may do something else while the laboratory assistant replenishes your inventions.

While the laboratory assistant is relatively loyal, he may still be bribed or put into danger. Should you lose the laboratory assistant, you may acquire another for the next adventure.

Special: You may take this feat multiple times, each time acquiring a new laboratory assistant. While a third laboratory assistant will not decrease your replenishment time any further, two laboratory assistants working without you can cut their replenishment time in half (but again, no more than two).

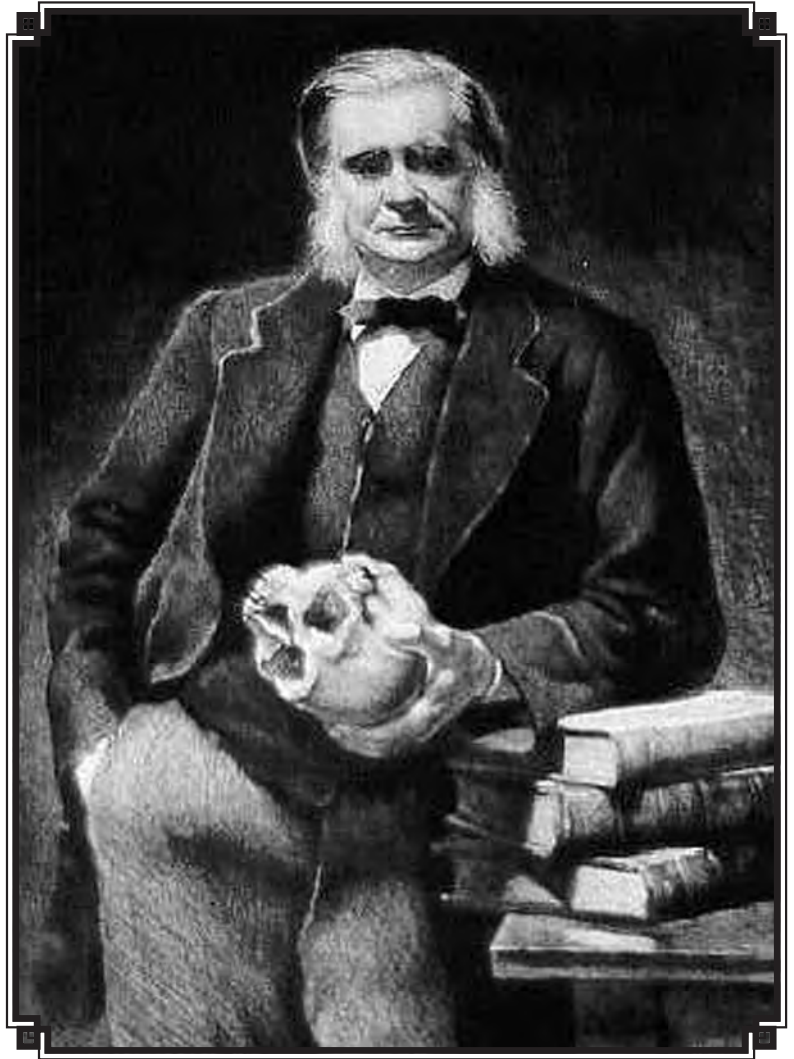
Persistent Invention

You make one of your inventions last all day.

Prerequisite: Extend Invention.

Benefit: A persistent invention has a duration of 24 hours. The persistent invention must have a personal range or a fixed range; you can't use this feat on a invention with a variable range, or on a invention with an instantaneous duration. Note that you must concentrate on some inventions to use their effects (for example, *detect psionics* and *detect thoughts*); concentration on such a invention is an attack or move action that does not provoke an attack of opportunity. A persistent invention costs an additional 8 preparation points.

Special: All uses of a single contraption must be persistent. Mixtures may be mixed and matched.



Personal Laboratory

You have a personal laboratory that increases your effectiveness.

Benefit: Your personal laboratory counts as a kit when making a Craft check (so you do not provoke the -4 penalty). In addition, you gain a +2 circumstance bonus to Craft checks while in the laboratory. You may establish your laboratory's location at any given point in an adventure, but, once fixed, it may not move until the conclusion of the adventure (at which point you are free to establish a new location during the next adventure).

Special: This feat does not stack with the Gentleman Scientist' class feature of the same name. However, a Gentleman Scientist can use this feat to establish a second laboratory, which may be useful in adventures that feature a lot of location-switching.

Wise Scientist

You have learned that persistence and patience pays off. Such wisdom makes you a better scientist.

Prerequisite: The ability to discover inventions

Benefit: You may add two preparation points for every point of your Wisdom bonus to your preparation point total.



The
Imperial
Age

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