

The Techreaver

Trained specifically in the use of SkyGnome equipment, this PrC is equipped to survive in a range of inhospitable climates. Their appreciation of science grants them an understanding of the natural environment, allowing them to get the best use of available resources and over time refining their technological focus to an unparalleled degree.

Hit Die: d8

Requirements

In order to become a Techreaver, a character must fulfil all the following criteria.

Race: Must be Gnomish, Dwarven or Halfling.

Skills: Knowledge (Architecture and Engineering) 4 ranks, Knowledge (Nature) 4 ranks, Knowledge (Arcana) 4 ranks.

Feats: Weapon Focus (Flamer, Decimator or Buzzblade), Weapon Specialisation (Flamer, Decimator or Buzzblade).

Class Skills: Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Gather Information (Cha), Jump (Str), Knowledge (Architecture and Engineering), Knowledge (Nature), Open Lock (Dex), Swim (Str).

Skill Points at Each Level: 4 + Int modifier

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Ready to Rumble
2	+1	+3	+0	+0	Elementostop Infusion I
3	+2	+3	+1	+1	Arcane Engineering I
4	+3	+4	+1	+1	Greater Weapon Focus
5	+3	+4	+1	+1	Elementostop Infusion II
6	+4	+5	+2	+2	Metal Skin (Mithral)
7	+5	+5	+2	+2	Greater Weapon Specialisation
8	+6	+6	+2	+2	Elementostop Infusion III
9	+6	+6	+3	+3	Arcane Engineering II
10	+7	+7	+3	+3	Metal Skin (Adamantite)

Class Features

Weapon and Armour Proficiency: Techreavers gain no proficiency with any weapon or armour.

Ready to Rumble (Ex): At first level, a Techreaver gains such familiarity with their chosen weapon that they are able to put it into action without a moments thought. A Techreaver gains a +2 competency bonus to Initiative checks, but only if they use their chosen weapon in the first round of combat. Also, SkyGnome technicians enchant the weapon, making it a +7 weapon (for the Flamer, this makes the flame magical but offers no additional benefit).

Elementostop Infusion (Ex): At second level, a Techreaver is given a chemical infusion (which must be performed at the SkyGnome main depot in Iraebor). This infusion offers the recipient Energy Resistance 5 to one energy source (chosen by the recipient).

At 5th level, and again at 10th level, this process is repeated, and either increases the subjects existing resistance to 10, then 20, or they may choose an infusion against a different energy source (so a subject could have resistance 5 to three energy types, or resistance 5 to one type and 10 to another or resistance 20 against one type).

Each infusion is permanent, and there is currently no infusion available that is effective against sonic attack.

Greater Weapon Focus (Ex): As per the feat description in PHB. For the flamer, this adds +1 to the reflex DC against the weapon.

Greater Weapon Specialisation (Ex): As per the feat description in PHB. For the flamer, this adds an additional +2 to the total damage dealt by the weapon (in addition to the +2 granted by the Weapon Specialisation feat.)

Arcane Engineering (Sp): At 3rd, and again at 9th level a Techreaver may imbue his chosen weapon with a magical property (as per DMG), chosen from the following list. Note that you may only imbue a single weapon with these properties at any time, and the weapon must be destroyed before the Techreaver can imbue its replacement.

Flamer	Decimator	Buzzblade
Energy Substitution. The projector is imbued with one additional elemental effect, selected by switching a knob on the device (a move equiv action). Once changed, all remaining fuel units in a given tank will be released as this energy type.	May imbue the <i>Bane</i> weapon special ability on their projector (as per DMG page 224)	May imbue the <i>Bane</i> weapon special ability on their weapon (as per DMG page 224)
Half fuel damage is considered Divine/Profane in origin, so is not negated by Energy Resistance.	May imbue the <i>Distance</i> weapon special ability on their projector (as per DMG page 224)	May imbue the <i>Ghost Touch</i> weapon special ability on their weapon (as per DMG page 224)
May increase maximum range of your Flamer to 90 feet.	May imbue the <i>Seeking</i> weapon special ability on their projector (as per DMG page 225)	May imbue the <i>Keen</i> weapon special ability on their weapon (as per DMG page 225), taking the standard (small) weapon damage to 1d6 19-20/x4)

In order to perform the necessary enchantments, the Techreaver needs access to a fully equipped arcane laboratory, as well as a weaponsmiths forge. Each enchantment takes 5 full days (at 8hrs/day) to complete.

Metal Skin (Sp): Once per day as a standard action, a 10th level Techreaver can conjure a fine layer of magical metal on his skin.

Metal Skin (Mithral) gives the Techreaver DR 3/mithral, whilst Metal Skin (Adamantite) gives the wearer DR5/adamantite. This effect lasts for a number of rounds equal to the Techreavers class level plus his Constitution Bonus.

A 10th level Techreaver has the option of conjuring either skin, although he may only produce one or the other per day, not both. The skin is weightless and completely flexible, and at the end of the effect crumbles into black-blue dust.

Special: As a chosen warrior and espouser of SkyGnome equipment, the Techreaver will be periodically called upon to test and evaluate new products. On such occasions, it is an expectation of the class that they utilise these prototypes at the first opportunity. The Techreaver also enjoys a discount on SkyGnome hardware, which depending on the reliability of the product may range from 20% - no cost.