

DROVEN

INVENTOR

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ANCESTRY	HUMAN (DROMAAR)	BACKGROUND	TINKER
SPEED	25 FEET	PERCEPTION	+3 (TRAINED)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, FEY, GOBLIN, ORCISH, RAZATLANI, SAKVROTH		CLASS DC 17

STRENGTH	DEXTERITY	CONSTITUTION
STR +3	DEX +1	CON +1
INTELLIGENCE	WISDOM	CHARISMA
INT +4	WIS +0	CHA +0

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	17	17
FORTITUDE +6	REFLEX +4	WILL +5

STRIKES

MELEE	<ul style="list-style-type: none"> warhammer +6 [+1/-4] (shove), 1d8+3 bludgeoning dagger +6 [+2/-2] (agile, finesse, thrown 10 feet, versatile S), 1d4+3 piercing
RANGED	<ul style="list-style-type: none"> crossbow +4 [-1/-6] (range increment 120 feet, reload 1), 1d8 piercing

SKILLS

ACROBATICS (DEX) +1	ARCANA (INT) +7 ●	ATHLETICS (STR) +6 ●
CRAFTING (INT) +7 ●	DECEPTION (CHA) +0	DIPLOMACY (CHA) +0
ENGINEERING LORE (INT) +7 ●	INTIMIDATION (CHA) +0	LORE (OTHER; INT) +4
MEDICINE (WIS) +0	NATURE (WIS) +0	OCCULTISM (INT) +7 ●
PATHFINDER SOCIETY LORE +7 ●	PERFORMANCE (CHA) +0	RELIGION (WIS) +0
SAILING LORE (INT) +7 ●	SOCIETY (INT) +7 ●	STEALTH (DEX) +4 ●
SURVIVAL (WIS) +0	THIEVERY (DEX) +4 ●	

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Natural Ambition*
CLASS FEATS	Built-In Tools, Explosive Leap ♦
SKILL FEATS	Inventor*, Specialty Crafting (blacksmithing)
CLASS ABILITIES	Explode ♦♦, innovation (construct), Overdrive ♦, peerless inventor*

* Abilities with an asterisk have already been calculated into Drogen's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Current: 5, 4 L; Maximum: 13 Bulk
WORN	backpack, basic prosthesis, crossbow (20 bolts), dagger, hide armor, warhammer
STOWED	basic crafter's book, bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), repair kit (built into Whip), rope (50 feet), soap, thieves' toolkit (built into Whip), torch (5), waterskin
WEALTH	2 gp



WHAT IS AN INVENTOR?

You are someone with a brilliant mind capable of creating clever inventions. In combat you can deploy explosives, gadgets, other innovations, and, most notably, your intelligence to best your foes.

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EQUIPMENT

The following rules apply to Drogen's equipment.

Agile (trait) The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

Finesse (trait) You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

Repair Toolkit A repair toolkit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair toolkit to Repair items using the Crafting skill.

Shove (trait) You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Thieves' Toolkit You need a thieves' toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit; this doesn't require using the Repair action.

Thrown (trait) You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Versatile (trait) A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.


FEATS AND ABILITIES


Drogen's feats and abilities are described below.

Innovation Drogen's innovation is his construct companion Whirp.

You know how to spend additional time directing, controlling, or programming your construct innovation for a more complex plan of action. You can spend 2 actions to Command instead of 1 when commanding your construct companion; your construct companion can then use an additional action (normally 3 actions, rather than 2). If your innovation is destroyed, you can spend 1 day of downtime and attempt a Crafting check with a high DC for your level (DC 17 for 1st level); on a success, you rebuild it. An innovation only works due to your constant maintenance and tinkering, and therefore has no market Price.


Built-In Tools You've built tools into your innovation so you can access and use them easily. You have built your thieves' toolkit and your repair kit into Whirp. As long as you are adjacent to Whirp, you have the same quick access to these tools as the tools you are wearing, and they don't count against the usual limit of tools you can wear.

Explode  (fire, manipulate, unstable) You intentionally take your innovation beyond normal safety limits, making it explode and damage nearby creatures without damaging the innovation... hopefully. The explosion deals 2d6 fire damage with a basic Reflex (DC 17) save to all creatures in a 5-foot emanation around Whirp.

Explosive Leap  (fire, move, unstable) You aim an explosion from your innovation downward to launch yourself into the air. You jump up to 30 feet in any direction without touching the ground. You must land on a space of solid ground, or else you fall after using your next action. As normal for effects where you fall after using your next action, you still fall at the end of your turn, even if you don't use any further actions that turn.

Special Whirp can take this action rather than you.

Low-light Vision You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Overdrive  (manipulate) **Frequency** once per round; **Effect** Temporarily cranking the gizmos on your body into overdrive, you try to add greater power to your attacks. Attempt a Crafting check that has a standard DC for your level (DC 15 for 1st level).

Critical Success Your gizmos go into a state of incredible efficiency called critical overdrive, adding great power to your attacks. Your Strikes deal additional damage equal to your Intelligence modifier for 1 minute. After the Overdrive ends, your gizmos become unusable as they cool down or reset, and you can't use Overdrive for 1 minute.

Success Your gizmos go into overdrive, adding power to your attacks. As critical success, except the additional damage is equal to half your Intelligence modifier.

Failure Your gizmos whine concerningly and begin to smoke. Your Strikes deal 1 additional fire damage.

Critical Failure Whoops! Something explodes. You take fire damage equal to half your level (rounded up), and you can't use Overdrive again for 1d4 rounds as your gizmos reset.

Special When under the effects of Overdrive, you can still use the Overdrive action. You can't extend your Overdrive's duration this way, but you can turn an overdrive into a critical overdrive if you critically succeed. A failure has no effect on your current Overdrive, and you end your Overdrive on a critical failure.

Specialty Crafting Your training focused on Crafting one particular kind of item. You gain a +1 circumstance bonus to Crafting checks to Craft items related to blacksmithing. If it's unclear whether the specialty applies, the GM decides.

Unstable (trait) Unstable actions are experimental applications of your innovation that even you can't fully predict. When you take an unstable action, attempt a DC 15 flat check immediately after applying its effects. On a failure, the innovation malfunctions in a spectacular (though harmless) fashion, such as a belch of smoke or shower of sparks, and it becomes incapable of being used for further unstable actions. On a critical failure, you also take an amount of fire damage equal to half your level. You can spend 10 minutes retuning your innovation and making adjustments to return it to functionality, at which point you can use unstable actions with that innovation again.

To take an unstable action, you must be using your innovation (for example, wearing an armor innovation or wielding a weapon innovation). If you have a minion innovation, some unstable actions are taken by the minion instead of you. In these cases, only the minion can take that action, and the minion needs to have been Commanded that turn to take the action. If you critically fail the flat check, the minion takes the damage instead of you.

WHIRP

CONSTRUCT

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ABILITIES

ANCESTRY	CONSTRUCT	SIZE	SMALL
SPEED	25 FEET	PERCEPTION	+4 (TRAINED)
SENSES	IMPRECISE HEARING, PRECISE VISION		
LANGUAGES	NONE		
STRENGTH		DEXTERITY	
STR	+3	DEX	+3
CONSTITUTION			
CON	+2		
INTELLIGENCE		WISDOM	
INT	-4	WIS	+1
CHARISMA			
CHA	+0		

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	18	16
FORTITUDE	REFLEX	WILL
+5	+6	+4

STRIKES

- MELEE**
- fist +6 [+1/-4], 1d8+3 bludgeoning
 - ear +6 [+2/-2] (agile, finesse), 1d6+3 slashing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+6 •	-4	+6 •
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
-4	+0	+0
INTIMIDATION (CHA)	LORE (OTHER; INT)	MEDICINE (WIS)
+0	-4	+1
NATURE (WIS)	OCCULTISM (INT)	PERFORMANCE (CHA)
+1	-4	+0
RELIGION (WIS)	SOCIETY (INT)	STEALTH (DEX)
+1	-4	+3
SURVIVAL (WIS)	THIEVERY (DEX)	
+1	+3	

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CONSTRUCT

Whirp is a construct and doesn't need to eat or breathe. Because a construct isn't a living creature, effects that heal living creatures can't help it recover Hit Points. Restoring Hit Points to Whirp requires using the Repair action or other means that can restore Hit Points to objects and nonliving creatures.

When Whirp reaches 0 Hit Points, it becomes broken and begins sparking and might be destroyed if you don't Repair it. This works the same as the normal dying rules and determines if your construct is destroyed, with the following two changes. First, most effects that end the dying condition don't work to save a construct companion, but a construct can be stabilized using the Administer First Aid action, using the Crafting skill instead of Medicine. Second, instead of gaining and tracking the wounded condition, if your construct becomes broken in this way more than twice within a 10-minute period, it's destroyed, and you'll need to reconstruct it by spending a day of downtime.

IMMUNITIES

bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, and void

MANUAL DEXTERITY

Whirp has articulated hands or similar appendages with significant manual dexterity. Whirp can perform manipulate actions with up to two of its limbs. As normal for a companion, it still can't wield weapons or held items that don't have the companion trait, and it can't activate items.

SENSES

Your construct companion has precise vision, imprecise hearing, and vague touch senses, but no sense of smell or taste.

