

Capt Tick Tock - Clockwork Mage – Abilities & Gear

Augment Summoning Feat

Your summoned creatures are more powerful and robust.

Prerequisite: Spell Focus (conjuration).

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Craft Wondrous Item Feat

You can create wondrous items, a type of magic item.

Prerequisite: Caster level 3rd.

Benefit: You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Magic Items for more information.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

Gunsmithing Feat

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms: You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition: You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

Special: If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Appears In: Ultimate Combat

Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Opposition Research Feat

By completing strenuous studies, you have broken through the mental barriers that made it hard for you to prepare spells from one of your opposition schools. Select one wizard opposition school; preparing spells of this school now only requires one spell slot of the appropriate level instead of two, and you no longer have the -4 Spellcraft penalty for crafting items from that school. You must be at least a 9th-level wizard to select this discovery.

Note: This functions by removing one of the required slots from the Opposition Schools table. Once you choose this Arcane Discovery, you can delete one of your opposition schools.

Appears In: Ultimate Magic

Quick Draw Feat

You can draw weapons faster than most.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Rapid Reload (Pistol) Feat

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with.

You can reload such a weapon quickly.

Prerequisite: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

Capt Tick Tock - Clockwork Mage – Abilities & Gear

Scribe Scroll

Feat

You can create magic scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

Spell Focus (Conjuration)

Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Improvisational Equipment

Trait

You have an uncanny knack for turning equipment to new and unexpected uses. When using an item for anything other than its intended purpose—such as using a crowbar as a grappling hook or an old shirt to bandage a deadly wound—reduce the improvisation penalty by 2. This does not apply to improvised weapon penalties. Your GM may rule that some things are just not suitable for use in certain ways; for example, gluing a dead orc's face to your own face won't help you disguise yourself as an orc.

Appears In: Adventurer's Armory

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Immunity to Bleeds

Unknown

You are immune to bleeds.

Regeneration 1

Unknown

A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Acid Dart (9/day) (Sp)

Class Ability (Wizard)

As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

Arcane Familiar Nearby

Class Ability (Wizard)

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

If you are within 1 mile of your familiar, you may gain other benefits.

Conjuration

Class Ability (Wizard)

The conjurer focuses on the study of summoning monsters and magic alike to bend to his will.

Deed: Deadeye (Ex)

Class Ability (Gunslinger)

At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Deed: Focused Aim (+3)

Class Ability (Gunslinger)

At 1st level, as a swift action, the mysterious stranger can spend 1 grit point to gain a bonus on all firearm damage rolls equal to her Charisma modifier (minimum 1) with all firearm attacks she makes until the end of her turn. At 7th level, when she uses the dead shot deed, she multiplies this bonus by the number of hits she made while rolling the Dead Shot attack. This deed replaces the quick clear deed.

Appears In: Ultimate Combat

Deed: Gunslinger's Dodge (+2 AC) (Ex)

Class Ability (Gunslinger)

At 1st level, the gunslinger gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the gunslinger, she can spend 1 grit point to move 5 feet as an immediate action; doing so grants the gunslinger a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the gunslinger can drop prone to gain a +4 bonus to AC against the triggering attack. The gunslinger can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

Deliver Touch Spells Through Familiar (Su)

Class Ability (Wizard)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Dimensional Steps (270/day) (54 5-ft inc/dæ)

Class Ability (Wizard)

At 8th level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

Note: Each usage on the In-Play tab represents 5' of movement used.

Capt Tick Tock - Clockwork Mage – Abilities & Gear

Empathic Link with Familiar (Su) Class Ability (Wizard)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Grit (Ex) Class Ability (Gunslinger)

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm : Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit.

Killing Blow with a Firearm : When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Optional Rule: Daring Act

The following method for regaining grit points requires a measure of GM judgment, so it is an optional rule.

Daring Act : Each time a gunslinger performs a daring act, she can regain grit. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the gunslinger regains 1 grit point.

Before attempting a daring act, the player should ask the GM whether the act qualifies. The GM is the final arbiter of what's considered a daring act, and can grant a regained grit point for a daring act even if the player does not ask beforehand whether the act qualifies.

Addition from Mysterious Stranger: Instead of using her Wisdom to determine the number of grit points she gains at the start of each day, a mysterious stranger uses Charisma.

Necromancy Class Ability (Wizard)

You must spend 2 slots to cast spells from the Necromancy school.

Share Spells with Familiar Class Ability (Wizard)

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Animals (Ex) Class Ability (Wizard)

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Speak With Familiar (Ex) Class Ability (Wizard)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Summoner's Charm (+4 rds) (Su) Class Ability (Wizard)

Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). At 20th level, you can change the duration of all summon monster spells to permanent. You can have no more than one summon monster spell made permanent in this way at one time. If you designate another summon monster spell as permanent, the previous spell immediately ends.

Enervating pistol Weapon

Kerdak Bonéfist had this + 1 *reliable distance pistol* (Ultimate Combat 138, 142) specially crafted for him to take advantage of his unique skeletal hand. The pistol shows signs of wear and exposure to the elements, but its walnut stock, nickel-plated barrel, and gold accents are of fine craftsmanship, and its mechanisms still move with precision. Ammunition fired from an *enervating pistol* deals an extra 1d6 points of negative energy damage on a successful hit. On a successful critical hit, an *enervating pistol* bestows a negative level on its target. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or they become permanent. An *enervating pistol* bestows one permanent negative level on any creature wielding it that is not undead or does not possess an undead hand. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Construction

Requirements Craft Magic Arms and Armor, *clairvoyance/clairvoyance, finger of death*, *enervation, mending*; **Cost** 26,300 gp

Appears In : Skull & Shackles

Ring of regeneration Ring

This white gold ring is generally set with a large green sapphire. When worn, the ring continually allows a living wearer to heal 1 point of damage per round and an equal amount of nonlethal damage. In addition, he is immune to bleed damage while wearing a *ring of regeneration*. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell. In either case, only damage taken while wearing the ring is regenerated.

Construction

Requirements: Forge Ring, *regenerate*; **Cost** 45,000 gp

Capt Tick Tock - Clockwork Mage – Abilities & Gear

Silent metamagic rod (lesser) (3/day) Rod

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat. Lesser metamagic rods can be used with spells of 3rd level or lower.

Construction

Requirements: Craft Rod, Silent Spell feat; **Cost** 1,500 gp

Amulet of proof against detection and loc; Wondrous Item (Neck)

This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 23 (as if the wearer had cast *nondetection* on herself).

Construction

Requirements: Craft Wondrous Item, *nondetection*; **Cost** 17,500 gp

Boots of teleportation Wondrous Item (Feet)

When scrutinized closely, parts of these light gray boots appear to fade in and out of existence. Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Construction

Requirements: Craft Wondrous Item, *teleport*, **Cost** 24,500 gp

Bracers of armor +8 Wondrous Item (Wrist)

These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

Construction

Requirements: Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; **Cost** 32,000 gp

Clockwork Hands, Mithril (1 @ 0 lbs) (Body) Wondrous Item (Wrist)

Highly complex Clockwork mechanism. Standard is Brass, giving +2 to strength. Mithril +4. Adamantite +6. Mithril carries no Magic Spell Casting Penalty.

Farglass Wondrous Item

This telescoping brass spyglass functions as a normal spyglass and allows clear vision to the horizon 3 miles away at sea level. From atop a typical crow's nest or 70-foot-tall tower like Tidewater Rock, this vision extends to over 10 miles. Once per day, the user of a *farglass* can activate a *clairaudience/clairvoyance* effect upon any location seen through the *farglass*'s lens. As long as the location is kept in sight through the lens, the *clairaudience/clairvoyance* sensor can move with the location. This effect lasts for up to 5 minutes.

Construction

Requirements: Craft Wondrous Item, *clairaudience/clairvoyance*; **Cost** 3,700 gp

Appears In : Skull & Shackles

Gem of seeing Wondrous Item

This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though she were affected by the *true seeing* spell. A *gem of seeing* can be used for as many as 30 minutes a day, in increments of 5 minutes. These increments do not need to be consecutive.

Construction

Requirements: Craft Wondrous Item, *true seeing*; **Cost** 37,500 gp

Handy haversack (42 @ 0 lbs) Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements: Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Headband of vast intelligence +4 (Craft [b]Wondrous Item (Headband)

This intricate gold headband is decorated with several small blue and deep purple gemstones. The headband grants the wearer an enhancement bonus to Intelligence of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. A headband of vast intelligence has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

Construction

Requirements: Craft Wondrous Item, *fox's cunning*; **Cost** 8,000 gp

Capt Tick Tock - Clockwork Mage – Abilities & Gear

Mirror of mental prowess (1/week) Wondrous Item

This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows.

- Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
- View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
- Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow her through the mirror if they like. An invisible portal remains on the other side where she arrives, and she can return through that portal. Once she returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word. Creatures with Intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the *legend lore* spell).

Construction

Requirements: Craft Wondrous Item, *detect thoughts*, *clairaudience/clairvoyance*, *gate*, *legend lore* ; **Cost**

Appears In : d20 SRD Magic Items