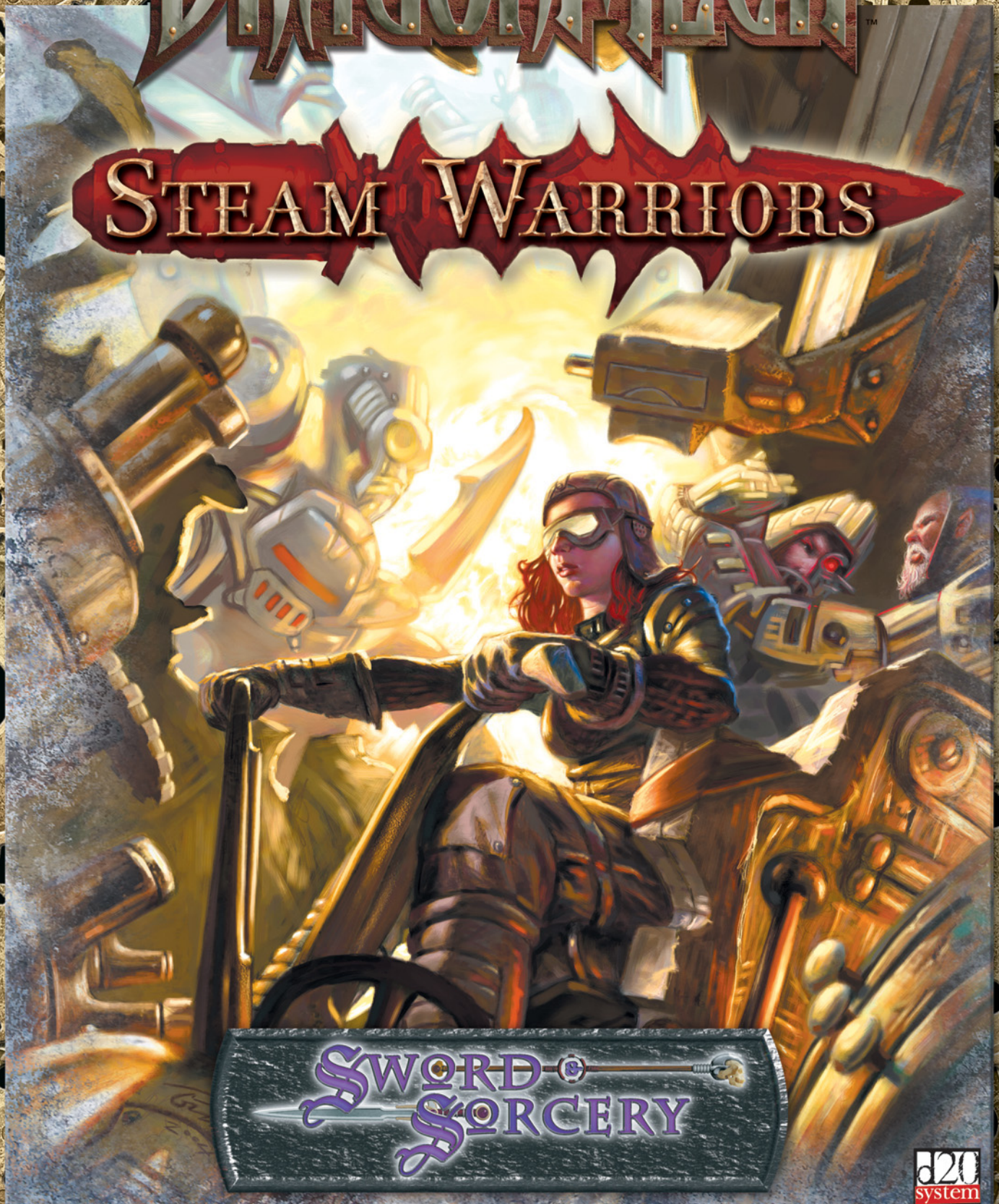
MEDIEVAL FANTASY MECHS POWERED BY STEAM, MAGIC, OR THE LABOR OF A THOUSAND SLAVES

DragonMech™

Steam Warriors



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STEAM WARRIORS

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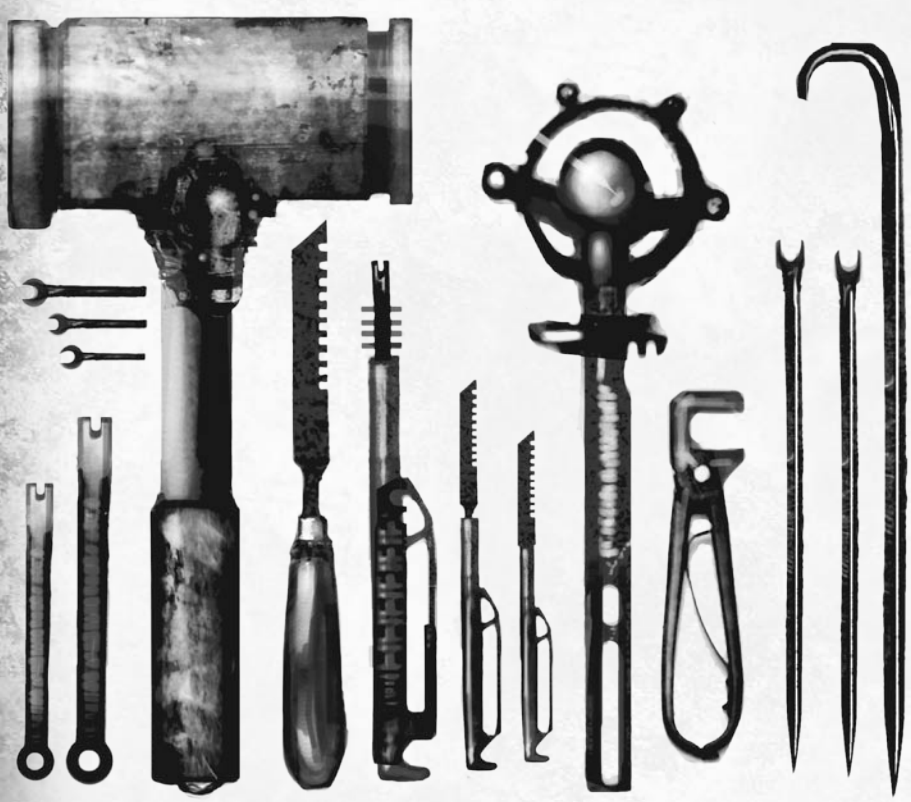
PLATE 1 *The quintessential steam warrior is the steamborg: half man, half machine.*

INTRODUCTION

WHAT IS THIS BOOK?

It's the ultimate guide for coglayers, steamborgs, mech jockeys, gearwrights, and anyone else who wants to survive and thrive in the Second Age of Walkers. Between these covers you'll find the tools and tricks that separate the skilled from the scrap. Whether you're a player or a Game Master, Steam Warriors has what you need to bring the world of DragonMech to steam-powered, piston-pulsing life.



SO ANYONE CAN USE IT?

Anyone who wants to see steam-driven characters take center stage in an adventure. Steam Warriors gives them the skills they need, the gear they desire, and a host of advancement options. The tongue-tied techie hiding in the back of the party is about to become a thing of the past.

GOT ANY DETAILS?

Glad you asked. Here's a description of the book, chapter by chapter:

- Feats: More than 50 new feats to help your character overcome the odds.
- Classes: Prestige classes ranging from the versatile Cogmorph to the dangerous Steam Weapon Adept, and from the noble Mech Templar to the vile Lunarborg.
- Equipment: All the weapons, armor, and gear that Highpoint's finest (and craziest) inventors could come up with.
- Steam Powers: Dozens of options that help you get the most bang from your portable steam engine. The smallest steamborg and the mightiest mech will both find something useful here.
- Magic & Psionics: Highpoint's arcane masters haven't been sitting quietly and letting steam render them obsolete.
- The Steam-Driven Life: Three racial descriptions, expanded rules for 7 skills, some optional rules, and a few musings on how steam works in a fantasy world.

PLATE 2 *Some steam warriors call the gear forests home. Others seek to destroy them.*

Feats

Feats define a character. They make him distinctive compared to other characters of the same class and level. They give him special talents, a distinctive identity, and useful abilities both in combat and out of combat. And unlike equipment or magic items, they're not interchangeable: Once chosen, they can't be changed. More than any other aspect of the game, feats are important for setting your character apart. Up until now, there haven't been a lot of feat options for steam-powered characters. But now that changes! In this chapter, you'll find more than 50 new feats for steamborgs, coglayers, and mech jockeys, as well as other classes that make use of steam engine or mech technology, and the mechanically inclined races of coglings and tik'tok (both described in detail elsewhere in this volume).

Accurate Lob (General, Mech, Fighter)

You have a keen eye for aiming indirect attacks.

Prerequisites: Int 12, Mech Weapon Proficiency with an indirect weapon or Siege Weapon Proficiency

Benefit: Reduce penalties from making an indirect attack by your Intelligence modifier. Regardless of your Intelligence, this feat never grants you a bonus on attack rolls with indirect combat.

Aerial Operation (Mech)

You have experience piloting mechs that fly.

Prerequisites: Dex 13, Mech Pilot 5 ranks.

Benefit: You ignore the –4 penalty to Mech Pilot checks for maneuvers made while airborne. All other penalties still apply. See Chapter 6 (The Steam-Driven Life) for more details on this skill use.

Ageless (General)

You do not age.

Prerequisite: Artificial parts +7.

Benefit: Your body has been so thoroughly reconstructed that aging is no longer a factor; old parts can simply be repaired or replaced. This feat acts exactly like the steamborg's ageless class ability. However, you still die when you reach your maximum age.

Ambient Amplifier (General)

You are able to tap into the ambient energies of a gear forest to enhance your steam powers.

Prerequisites: Coglayer level 1st.

Benefit: When using steam powers within a gear forest, you are treated as if you have one extra amplifier steam power. This can be applied to any one steam device that you are currently using. It is not a specific part but instead represents adjustments to your existing parts that improve their functionality in a gear forest by drawing on the ambient heat and steam within the choking hot air of the gear forest. This "virtual amplifier" must be assigned to a specific steam device and cannot be reconstituted without following the

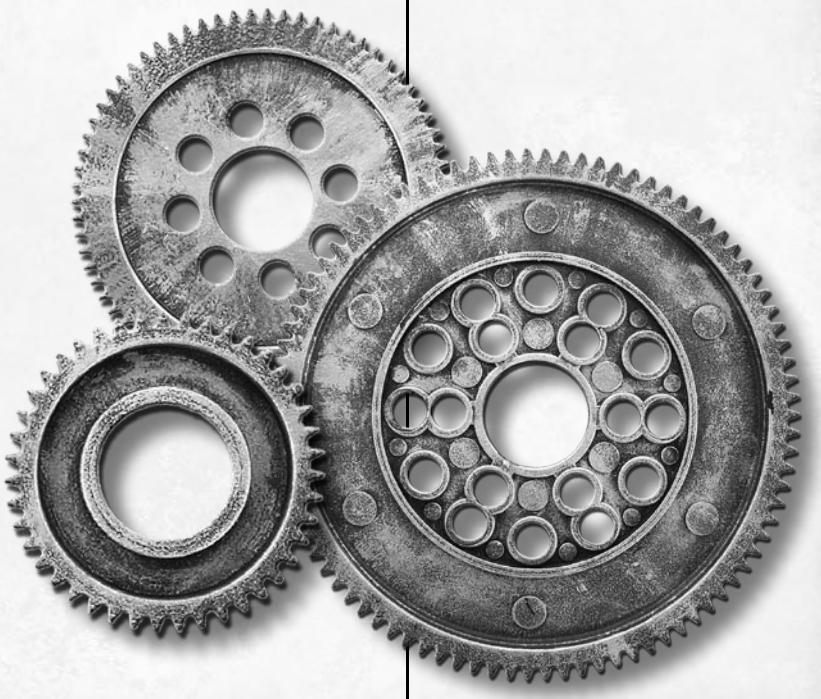


TABLE 1-1: FEATS

Feats	Prerequisite	Benefit
Accurate Lob[1,3]	Int 12, Mech Weapon Proficiency with an indirect weapon or Siege Weapon Proficiency	Reduce penalties on indirect attacks
Aerial Operation[3]	Dex 13, Mech Pilot 5 ranks	Ignore –4 penalty to Mech Pilot for airborne maneuvers
Ageless	Artificial parts +7	Gain the ageless class ability
Ambient Amplifier	Coglayer level 1st	Steam powers gain effect of amplifier in gear forest
Aquatic Operation[3]	Dex 13, Mech Pilot 5 ranks	Ignore –4 penalty to Mech Pilot for underwater maneuvers
Armored Skin	Tik'tok	Additional +1 natural armor bonus
Arterial Node	Con 14, Heal 6 ranks, Natural Pilot	Wired to mech; eligible for mech symbiote prestige class
Artificial Part	Power Source feat or steam engine class ability	Gain one artificial part
Attached Weapon	Tik'tok	Attach one weapon to your body
Attuned Pilot[3]	Mech Pilot 4 ranks, Natural Pilot, 3 months experience	Alter critical hits against your mech
Boarding	Balance 4 ranks, Climb 4 ranks	+2 bonus to board mechs
Bolstered	Tik'tok	+1 hit point per Hit Die
City-Mech Familiarity	Live aboard city-mech for 6 months	+1 to many skills while aboard chosen city-mech
Coupling[1]	Artificial parts +2	Attack bonus, can't be flanked
Disabling Blow[1]	Knowledge (steam engines) 5 ranks, base attack bonus +4	Disable steam powers with melee strike
Dusk Runner Friend	Diplomacy 4 ranks, Ride 4 ranks, Survival 4 ranks	+2 to several skills when dealing with dusk runners
Engine Insight	Gearstride, Skill Focus (Knowledge [steam engines])	Improved synergy bonuses
Enlarged	Tik'tok	Size Medium instead of Small
Extra Steam	Tik'tok	Add a steam power to your body
Fast Rebuild	Dex 13, coglayer level 1st,	Reconstitute steam powers faster
Gallant Commander[3]	Mech Pilot 8 ranks, Leadership	Mech crew adds your Charisma modifier to initiative rolls
Gearman Healer	Tik'tok, Craft (blacksmithing) 4 ranks	+4 to repair tik'toks
Greater Mech Adversary[3]	Mech Adversary, base attack bonus +9	Increase critical threat range against target mech by 1
Hands-On Commander	Wis 12, Leadership	Decreases crew minimum on mech
Hazard Killer[2]	Gearstride, Hazard Master, Hazard Lord	Install more deadly hazards easier and faster
Hazard Lord[2]	Gearstride, Hazard Master	Rearrange gear forest to guarantee hazards
Hazard Master[2]	Gearstride	Touch attack to provoke gear forest hazard
High-Grade Steel	–	+1 hit point for each new artificial part
Humanity Retained	Lose self class ability	+2 bonus on lose self checks
Improved Animal Companion	Clockwork ranger level 4th	Effective druid level same as clockwork ranger level for purposes of animal companion
Improved Mech Trample[3]	Dex 15, Mech Dancer	You are skilled at trampling others
Intuitive Infiltrator	Gearstride, *that piece is important*	Studying time reduced by half
Landswalker[3]	–	+4 to mech-related checks to balance, hide, or move silently in chosen terrain
Lizard Fighter[2]	Cogling, Handle Animal 6 ranks	Teach grease lizards to rage
Lizard Lord[2]	Cogling, Lizard Fighter, Lizard Warrior, Improved Animal Companion, grease lizard for animal companion	Some grease lizards are treated as additional animal companions
Lizard Warrior[2]	Cogling, Lizard Fighter, Handle Animal 12 ranks	Trained grease lizards rage more easily and gain pack tactics
Mech Adversary[3]	Base attack bonus +4	+1 attack bonus against certain mech types
Mech Part Specialization	Craft (mechcraft) 5 ranks	Time to install and repair chosen items is half normal
Metal Skin	Artificial parts +2	+2 natural armor bonus to AC
Overseer	Cha 15, Leadership, character level 7th	Oversee more than 10 laborers during mech construction
Power Source	–	Gain a steamborg's power source
Powered Leap	Tik'tok, Jump 2 ranks	+2 to Jump checks
Pushing the Limit	Artificial part +1	Install extra artificial parts
Rust Guard	Tik'tok	Resist normal and magical rust
Salvage Master	Craft (mechcraft) 1 rank, coglayer level 1st	Recover maximum possible salvage load
Secrets of Steam	–	+2 to Craft (mechcraft) and Knowledge (steam engines) checks
Shepherd of the Metal Soul	Ability to cast *awaken construct*	Constructs you awaken gain bonus to characteristics
Stealthy Mech[3]	Dex 13	+4 to mech-related checks to hide or move silently
Steam Jack	Coglayer level 1st	No maintenance needed while in gear forest
Steam-Trigger Training	Base attack bonus +3	Gain proficiency with four steam weapons
Superior Checklist	Gearhead	Maintain steam powers in half the usual time
Terror Strike[3]	Mech Fu	Targets of mech's attack are shaken
Under the Skin	Artificial part +1	Artificial parts are small and easy to conceal
Wrecker	–	+4 to skill checks to disable or destroy machines

[1]A fighter may select this feat as one of his bonus feats.

[2]These feats may be selected by a clockwork ranger as part of the hazard master or lizard master combat styles.

[3]A mech jockey may select this feat as one of his bonus feats.

normal rules for reconstituting steam powers. It cannot be combined using a coglayer's integrated parts ability. The amplifier ceases to function when you leave the gear forest.

Aquatic Operation (Mech)

You have experience operating mechs underwater.

Prerequisites: Dex 13, Mech Pilot 5 ranks.

Benefit: You ignore the –4 penalty to Mech Pilot checks for maneuvers made while underwater. All other penalties still apply. See Chapter 6 (The Steam-Driven Life) for more details on this skill use.

Armored Skin (Tik'tok)

You have armored your skin.

Prerequisite: Tik'tok.

Benefit: Increase your natural armor bonus by +1.

Special: This feat may be taken more than once, each instance increasing your natural armor bonus to Armor Class. You cannot use this feat to increase your natural armor more than 2 + your Strength bonus (minimum of 2). See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Arterial Node (General)

You have wired a specific mech's controls into your body, creating a cyst on your chest or back that allows you to internally connect to your mech. This unnatural connection gives you intimate knowledge of all your mech's operations.

Prerequisite: Con 14, Heal 6 ranks, Natural Pilot.

Benefit: You gain a +2 bonus on all Craft (mechcraft) and Mech Pilot checks you make using or relating to the mech you share an arterial node with.

You now meet one of the prerequisites of the mech symbiote prestige class.

Special: It takes one week to create an arterial node. After your node has been created, no other creature may pilot the mech you've bound yourself to. While attached to an arterial node, you have no movement speed. You may connect or disconnect from your mech as a movement action that provokes an attack of opportunity. The bonuses from this feat only apply while you are attached to your mech's arterial node in its cockpit.

You may only gain the benefits of arterial node with one mech.

Artificial Part (General)

You gain one additional artificial part.

Prerequisite: Power Source or steam engine class ability.

Benefit: You gain one additional artificial part and your artificial part bonus increases by +1.

Special: You are still restricted to a maximum artificial part bonus equal to twice your Constitution modifier. You may take this feat even if the artificial part bonus would exceed twice your Constitution score, but you cannot install the artificial part bonus until your Constitution is improved.

Attached Weapon (Tik'tok)

You have added a weapon to your body.

Prerequisite: Tik'tok.

Benefit: You are able to add a weapon to your body, making it impossible to disarm, so long as you pay its cost and are of the appropriate size to accommodate it. Increasing the weapon's cost by 50% allows it to be retractable and concealable when not in use. Once attached, a weapon cannot be changed. You have the benefits of the Quick Draw feat with this built-in weapon. See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Special: This feat may be taken more than once, each time adding a new weapon. Your Game Master (GM) has final say over which weapons can be attached. You may only use Quick Draw with one attached weapon each round, unless you have taken it as a separate feat.

Attuned Pilot (Mech)

You have a heightened sense of what is going on with your mech while piloting it. You can just feel when something is amiss and react instinctively to problems that arise during combat.

Prerequisites: Mech Pilot 4 ranks, Natural Pilot, must have spent at least three months as pilot of the individual mech.

Benefit: Make a Mech Pilot check when your mech suffers a critical hit, using the attack's damage point total as the Difficulty Class (DC). If successful, you can shift the critical hit table result up or down by as much as (1 + the amount the check was successful by) x 2. For example, if piloting a clockwork mech that suffers 14 points of damage during a critical strike and a Yellow Threshold result of 42 is rolled, a Mech Pilot check result of 22 would allow you to shift the critical hit result up or down the range by as much as 18.

The largest mech this feat can affect depends on the character's Mech Pilot skill. For every size above Colossal V, add +2 to the number of ranks.

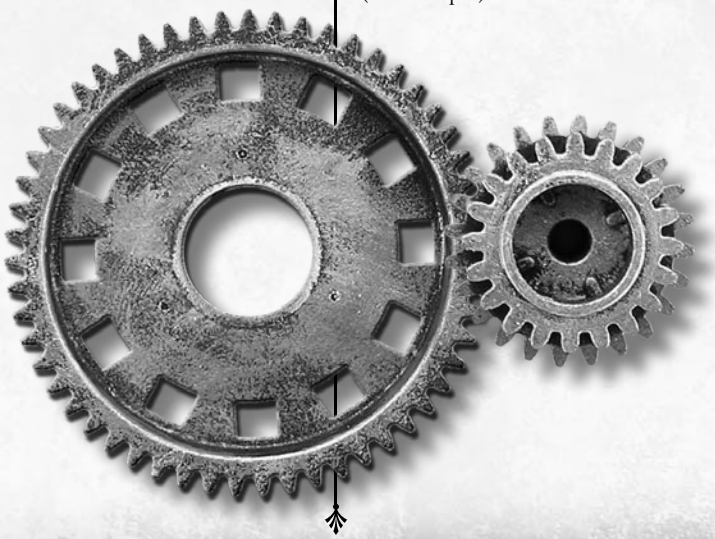
Mech Size	Mech Pilot Ranks
Large	4
Huge	6
Gargantuan	8
Colossal	10
Colossal II	12
Colossal III	14
Colossal IV	16
Colossal V	18

Boarding (General)

You know how to move with steady feet and sure hands when boarding a mech.

Prerequisites: Balance 4 ranks, Climb 4 ranks.

Benefit: You gain a +2 bonus on any check directly related to boarding a mech, from the Climb check to scale a mech's legs to the Balance check not to fall when it moves to the Strength check to smash a porthole for entry (for example).



Bolstered (Tik'tok)

You have made your inner mechanisms more resistant to harm.

Prerequisite: Tik'tok.

Benefit: Despite not having a Constitution score, you gain a hit point bonus of 1 per level, as per a +1 Constitution bonus. See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Special: This feat may be taken more than once, each increasing the hit point bonus per level.

City-mech Familiarity (General)

You are familiar with one city-mech, having lived there for some time.

Prerequisite: Must have lived in the city-mech chosen for at least 6 months.

Benefit: You gain a +1 bonus to Balance, Climb, Diplomacy, Gather Information, Listen, Mech Pilot, Search, and Spot checks made within or regarding the city-mech you call home.

Special: Each time this feat is selected, a specific city-mech is chosen in which you receive the benefits of this feat. This feat may be selected multiple times, choosing a different city-mech each time.

Coupling (General, Fighter)

You can hook yourself to other steamborgs and combine operations, giving you bonuses in melee combat.

Prerequisite: Artificial parts +2.

Benefits: This feat allows two or more steamborgs to physically link their bodies together, sharing sensory data to help in combat. Only characters with this feat are outfitted to do so. When joined, no opponent can get a flanking bonus on you, and a rogue may not sneak attack you for extra damage. When two individuals merge, both are at +1 to attack, with an additional +1 for every additional 2 members up to a maximum +5 (+1 with 2 members, +2 with 4 members, and so on). There is no bonus beyond that, due to the difficulty in maintaining control. Base movement for all coupled characters is reduced by 10 feet, and while coupled they must remain in physical contact. Addition-

ally, the next day's lose self check is made with a penalty equal to the maximum attack bonus achieved the previous day. A team may remain coupled for rounds equaling 1d4 + the number of participants before the physical strain causes them to uncouple automatically.

Disabling Blow (General, Fighter)

You can strike a steam power and cause it to temporarily stop working.

Prerequisite: Knowledge (steam engines) 5 ranks, base attack bonus +4

Benefits: You have come to understand the delicate nature of steam powers and are able to disable an opponent's while in melee combat. This is treated as a sunder attempt, except that it can also be performed unarmed or with piercing melee weapons. If you are successful, the power is considered disabled for 1d3 rounds. Only one power in a combination can be disabled with one strike.

Dusk Runner Friend (General)

You have befriended the dusk runners and learned of their ways. This often involves living and traveling with them for a time.

Prerequisite: Diplomacy 4 ranks, Ride 4 ranks, Survival 4 ranks.

Benefit: You gain a +2 bonus to Bluff, Diplomacy, Gather Information, Handle Animal, Intimidate, and Ride checks involving dusk runners and their mounts.

Engine Insight (General)

You have an understanding of engines that could only come from living in one.

Prerequisite: Gearstride, Skill Focus (Knowledge [steam engines])

Benefit: Your synergy bonuses relating to Craft (mechcraft), Knowledge (mechs), and Knowledge (steam engines) are doubled.

Furthermore, you gain an *additional* (non-doubled) synergy bonus of +1 to all engineering-related checks for every 5 ranks you have in Knowledge (steam engines), up to a maximum possible bonus of +4. This applies to Disable Device, Craft (mechcraft), Knowledge (mechs), Profession (engineer), and any other relevant skill check concerning a steam engine or steam-powered device.

Normal: Normal synergy bonuses are +2 to Craft (mechcraft) for 5 or more ranks in Knowledge (engineering) and +2 to Knowledge (mechs) for 5 or more ranks in Craft (mechcraft).

Enlarged (Tik'tok)

By adding mass and extra machinery to yourself, you have increased your size.

Prerequisite: Tik'tok.

Benefit: Instead of Small, your size is now considered Medium. See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Special: This feat may not be taken more than once.

Extra Steam (Tik'tok)

You are able to fit yourself with an additional steam power.

Prerequisite: Tik'tok.

Benefit: You are able to place a new steam power into your body, so long as the price and requirements are met and your body is large enough to accommodate it. This steam power can be exchanged later for a new one by paying the latter's cost, without taking this feat again. The feat slot, once spent, cannot be regained by giving up the steam power. See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Special: This feat may be taken more than once, each time allowing a new steam power to be added without replacing any current steam powers.

Fast Rebuild (General)

You can reconstitute your steam powers with amazing speed.

Prerequisites: Dex 13, coglayer level 1st.

Benefit: When you rearrange existing steam powers into a new configuration, the time required is 1 round per steam power affected.

Normal: Without this feat, the time required is 1 minute per steam power affected.

Gallant Commander (Mech)

You are a skilled mech commander who is able to inspire his crew to great acts.

Prerequisites: Mech Pilot 8 ranks, Leadership.

Benefit: When commanding a mech, all crewmembers in your charge participating in the mech's operation — including weapons — add your Charisma modifier (if positive) as a bonus on their initiative for mech operations.

Gearman Healer (Tik'tok)

You are especially talented at "healing" harm done to tik'toks.

Prerequisite: Tik'tok, Craft (blacksmithing) 4 ranks.

Benefit: You gain a +4 racial bonus to Craft (blacksmithing) checks to repair damage to yourself or other tik'toks (and, at the GM's discretion, other sentient machines). See Chapter 6 (The Steam-Driven Life) for more information on the tik'tok race.

Greater Mech Adversary (Mech)

You know your adversarial mech type so well that you are better able to find its weak spots.

Prerequisites: Mech Adversary, base attack bonus +9.

Benefit: Increase your critical threat range against the type appropriate to your Mech Adversary feat by 1.

Special: This feat can be taken multiple times, but each new instance must be for a different mech type.

Hands-On Commander (Mech)

Your superior leadership can compensate for crew shortages by pushing a crew on beyond their normal limits.

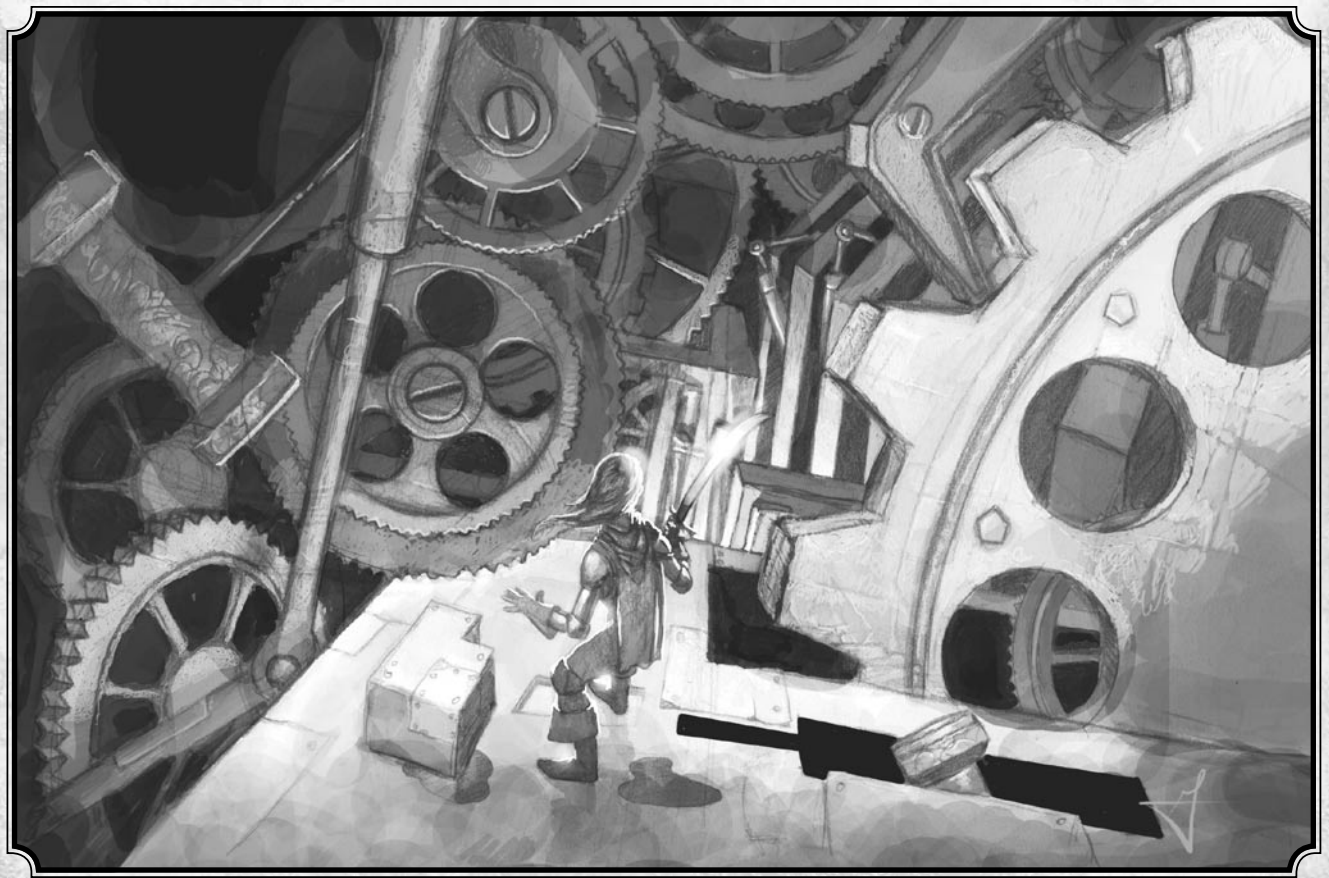
Prerequisites: Wis 12, Leadership.

Benefit: In a mech normally operated by a pilot and at least two other people, the crew minimum may is decreased by one crewmember. This feat cannot lower the crew beyond half its normal minimum complement, nor can it leave the mech without a pilot or any other entirely unmanned, independent stations if they are to remain operable. The laborers of a man-powered mech are also unaffected by this feat. In other words, equipment such as weapons that are not pilot-operated must have at least one person stationed with them.

Special: This feat can be taken multiple times. Each additional time compensates for one additional crew member, but the Wisdom prerequisite increases by 2. For example, taking the twice compensates for two crewmen and requires Wis 14+ while selecting the feat three times counts as three crewmembers and requires Wis 16+.

Hazard Killer (General)

Not only can you build traps into the gear forest, but you can design them to be especially fatal.

Prerequisites: Gearstride, Hazard Master, Hazard Lord.

Benefit: This feat has three benefits. First, you receive a +4 bonus to Craft (mechcraft) checks to install a hazard in the gear forest. Second, you can install a hazard in one-tenth the normal time. This means you can install a normal hazard in only one minute, and install a hazard quickly in one round. Finally, all hazards that you install (with the Hazard Lord feat) *or* trigger (with the Hazard Master feat) have their Reflex save DC increased by