

NEDEXODUS ICONIC:
MILKA BRONISLAWA

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МІЛКА БРОНІСЛАВА: ФЕМІНІЕ ПУМАНІ МАЧІНЕСМІТН

MILKA BRONISLAW**Female Cardosian Machinesmith 3**

LG Medium humanoid (human)

Homeland Arman Protectorate**Deity** Emissary (pretend to follow the Sanguine Covenant)**Init** +3 **Senses** Perception +8**DEFENSE****AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex);**hp** 21 (3d8+3)**Fort** +2, **Ref** +6, **Will** +3**OFFENSE****Speed** 30ft**Melee** heavy mace +2 (1d8)**Melee** dagger +2 (1d4 /19-20)**Ranged** mwk light repeat crossbow +4 (1d8 /19-20)**Machinesmith Prototypes Known (DC 14+spell level; CL 3rd; concentration +7)****1st (3/day)** - *alarm, floating disk, shield***STATISTICS****Abilities** Str 10, Dex 12, Con 13, Int 18, Wis 14, Cha 10
Base Atk +2 **CMB** +2 **CMD** 13**Feats** Craft Wondrous Item, Point Blank Shot, Precise Shot, Rapid Reload (light repeat crossbow)**Skills** Craft (blacksmith) +11, Craft (all other) +5, Disable Device +7, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Knowledge (planes) +10, Perception +8 (+9 to find traps), Spellcraft +10, Use Magic Device +6**Languages** Ancient Arman, Common, Sorcerous**SQ** crafter, crafting expertise, greatwork (analyzer), machinesmith trick, repair 2d6, trapfinding**SPECIAL ABILITIES****Blueprint book****1st** - *alarm, expeditious retreat, faerie fire, floating disk, shield***Crafting Expertise** use your machinesmith as your caster level.**Machinesmith trick****Eye for Danger (Technique) (Ex)** Being accustomed to the sudden and often explosive hazards of operating mechanical devices hones the machinesmith to keep an eye out for the sudden and often lethal hazards of adventuring. The machine smith gains a +2 luck bonus on Reflex saves and initiative rolls.**Prototypes** Every morning, a machinesmith can create small devices and prototypes that mimic spell abilities.**Repair** 7 times a day, can use mending to repair 2d6 points of damage to inanimate object or heal constructs.**Trapfinding** May find traps as a rogue.**EQUIPMENT**dagger, heavy mace, masterwork chain shirt, masterwork light repeater crossbow, oil of magic weapon, potion of *cure light wounds*, acid flask (4), artisan's tools, masterwork: craft (blacksmith), backpack (empty), bedroll, bell, case, map or scroll (empty), flint and steel, soap, waterskin, writing kit, 25gp worth of scrap metal, 25gp in non magical equipmentBolts (50) 00000 00000 00000 00000 00000
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An analyzer communicates audio and visual information to the machinesmith. Using an analyzer is a standard action. All analyzers are tiny, have AC 10 (when not being held); hardness 5, 10 hit points. Your analyzer take up your wrist slot. The machinesmith can use some analyzer powers at will, while others expend charges. These charges return automatically if not used for 8 consecutive hours. An analyzer has 2 charges per day.

When activating the analyzer, you add +1 to all knowledge (arcana) checks, darkvision 60ft. and can use the following spell-like abilities at will: *detect magic, detect poison*. Expending one charge to cast *deathwatch, true strike*.**THE ARMAN PROTECTORATE**

Located in Southern Exodus, the lands of the Arman Protectorate were conquered by the Arman - seaborne raiders that migrated to Exodus over eight centuries ago. Over the past six centuries, the Arman Protectorate has develop firearms to combat its neighbor and traditional enemy, the Dominion.

The worse thing someone from the Protectorate can do (punishable by death or assassination) is to betray the secrets of gun-making to non-Armans. Thus, the Protectorate is the only nation in the Imperial Alliance to possess this technology. It also possesses the best and largest collection of golems and automatons they call "ironforged".

The Arman value personal achievement above all and those with great talents and abilities may rise to great heights within Arman society.

MILKA BRONISLAW

Female Cardosian Machinestmith 5

LG Medium humanoid (human)

Homeland Arman Protectorate

Deity Emissary (pretend to follow the Sanguine Covenant)

Init +4 **Senses** Perception +10

DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 38 (5d8+10)

Fort +6, **Ref** +8, **Will** +3

OFFENSE

Speed 30ft

Melee heavy mace +3 (1d8)

Melee dagger +3 (1d4 /19-20)

Ranged +1 light repeat crossbow +6 (1d8+1 /19-20)

Machinestmith Prototypes Known (DC 14+spell level; CL 5th; concentration +9)

2nd (1/day) - *knock*

1st (3/day) - *alarm, floating disk, shield*

STATISTICS

Abilities Str 10, Dex 14⁺², Con 14, Int 18, Wis 14, Cha 10

Base Atk +3 **CMB** +3 **CMD** 14

Feats Craft Wondrous Item, Gunsmithing, Magical Aptitude, Point Blank Shot, Precise Shot, Rapid Reload (light repeat crossbow), Exotic Weapon Proficiency (rifle)

Skills Craft (blacksmith) +14, Craft (all other) +6, Disable Device +10, Knowledge (arcana) +12, Knowledge (dungeoneering) +12, Knowledge (engineering) +12, Knowledge (planes) +12, Perception +10 (+12 to find traps), Spellcraft +14, Use Magic Device +10

Languages Ancient Arman, Common, Sorcerous

SQ crafter, crafting expertise, greatwork (analyzer), machinestmith trick, repair 2d6, trapfinding

SPECIAL ABILITIES

Blueprint book

2nd - *arcane lock, knock, levitate, spider climb*

1st - *alarm, expeditious retreat, faerie fire, floating disk, hold portal, shield*

Crafting Expertise use your machinestmith as your caster level.

Machinestmith trick

Eye for Danger (Technique) (Ex) Being accustomed to the sudden and often explosive hazards of operating mechanical devices hones the machinestmith to keep an eye out for the sudden and often lethal hazards of adventuring. The machine smith gains a +2 luck bonus on Reflex saves and initiative rolls.

Firearms Expertise (Technique) (Ex)

Prototypes Every morning, a machinestmith can create small devices and prototypes that mimic spell abilities.

Repair 7 times a day, can use mending to repair 3d6 points of damage to inanimate object or heal constructs.

Trapfinding May find traps as a rogue.

EQUIPMENT

dagger, heavy mace, masterwork chain shirt, +1 light repeater crossbow, belt of incredible dexterity +2, oil of magic weapon, potion of *cure light wounds*, acid flask (4), artisan's tools, masterwork: craft (blacksmith), backpack (empty), bedroll, bell, case, map or scroll (empty), flint and steel, soap, waterskin, writing kit, 25gp worth of scrap metal, 25gp in non magical equipment, Bolts (50)

ANALYZER

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When activating the analyzer, you add +2 to all knowledge (arcana) checks, darkvision 60ft. and can use the following spell-like abilities at will: *detect magic, detect poison*. Expend one charge to cast *deathwatch, true strike*.

Analyzer Upgrade 1: After adding this upgrade the machinestmith now adds +2 to all Knowledge (dungeoneering), Knowledge (engineering), Knowledge (geography), Knowledge (nature) and Knowledge (planes) checks while wearing an analyzer. The analyzer grants the following at will abilities: *detect secret doors, detect undead*, and for 1 charge: *arcane sight, and identify*.

THE ARMAN PROTECTORATE

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