

# SCIENTIST [WIZARD]

*Brief: reskin the wizard class to a sci-fi setting without changing any actual rules.*

Beyond the veil of the mundane hide the secrets of science. The workings of the universe, the application of technology, research and inventions wondrous and terrible—such mysteries call to those with the ambition and the intellect to rise above the common folk to grasp true knowledge. Such is the path of the scientist. These shrewd academics seek, collect, and covet esoteric knowledge, drawing on technology to work wonders beyond the abilities of mere mortals. While some might choose a particular field of scientific study and become masters of such technology, others embrace versatility, revelling in the unbounded wonders of all science. In either case, scientists prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.

**Role:** While generalist scientists might study to prepare themselves for any manner of danger, specialist scientists research spheres of science and technology that make them exceptionally skilled within a specific focus. Yet no matter their specialty, all scientists are masters of the impossible and can aid their allies in overcoming any danger.

**Alignment:** Any.

**Hit Die:** d6.

## Class Skills

The scientist's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all), (Int), Linguistics (Int), Profession (Wis), and Science (Int).

**Skill Ranks per Level:** 2 + Int modifier.

[TABLE: SCIENTIST; see TABLE: WIZARD, *Pathfinder* core rulebook]; this table is identical.



## Class Features

The following are the class features of the scientist.

**Weapon and Armor Proficiency:** Scientists are proficient with the club, dagger, pistol, rifle, and quarterstaff, but not with any type of armor or shield. Armor interferes with a scientist's movements, which can cause his technical processes, which often involve precise calibration, to fail.

**Technical Processes:** A scientist deploys scientific technical processs drawn from the sorcerer/scientist technical process list presented in process Lists. A scientist must choose and prepare his technical processs ahead of time.

To learn, prepare, or deploy a technical process, the scientist must have an Intelligence score equal to at least 10 + the technical process level. The Difficulty Class for a saving throw against a scientist's technical process is 10 + the technical process level + the scientist's Intelligence modifier.

A scientist can deploy only a certain number of technical processs of each technical process level per day. His base daily technical process allotment is given on Table: Scientist. In addition, he receives bonus technical processs per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Processes).

A scientist may know any number of technical processs. He must choose and prepare his technical processs ahead of time by getting 8 hours of sleep and spending 1 hour studying his technical process.

book. While studying, the scientist decides which technical processes to prepare.

**Bonus Languages:** A scientist may substitute Algebraic Expression for one of the bonus languages available to the character because of his race.

**Technological Bond (Ex or Sp):** At 1st level, scientists form a powerful bond with an object or a automaton. This bond can take one of two forms: a robot or a bonded object. A robot is an artificial pet that enhances the scientist's skills and senses and can aid him with technology, while a bonded object is an item a scientist can use to deploy additional technical processes or to serve as a gadget. Once a scientist makes this choice, it is permanent and cannot be changed. Rules for bonded items are given below, while rules for robots are at the end of this section.

Scientists who select a bonded object begin play with one at no cost. Objects that are the subject of an technological bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be wielded. If a scientist attempts to deploy a process without his bonded object worn or in hand, he must make a concentration check or lose the process. The DC for this check is equal to 20 + the process's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to deploy any one process that the scientist has in his computer and is capable of deploying, even if the process is not prepared. This process is treated like any other process deploy by the scientist, including deploying time, duration, and other effects dependent on the scientist's level. This process cannot be modified by metatechnology feats or other abilities. The bonded object cannot be used to deploy processes from the scientist's opposition spheres (see scientific sphere).

A scientist can add additional technology abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a scientist with a bonded dagger must be at least 5th level to add technology abilities to the dagger (see the Craft technology Arms and Armor feat in Feats ). If the bonded object

is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The technology properties of a bonded object, including any technology abilities added to the object, only function for the scientist who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the scientist prepares his processes. If the object of an technological bond is lost or destroyed, it can be replaced after 1 week in a special process that costs 200 CR per scientist level plus the cost of the masterwork item. This process takes 8 hours to complete. Items replaced in this way do not possess any of the additional enhancements of the previous bonded item. A scientist can designate an existing technology item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new technology item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

**Scientific Specialty:** A scientist can choose to specialize in one field of science, gaining additional processes and powers based on that area. This choice must be made at 1st level, and once made, it cannot be changed. A scientist that does not select a field receives the generalist field instead.

A scientist that chooses to specialize in one field of science must select two other fields as his opposition fields, representing knowledge sacrificed in one area of scientific research to gain mastery in another. A scientist who prepares technical processes from his opposition fields must use two technical process slots of that level to prepare the technical process. For example, a scientist with evocation as an opposition field must expend two of his available 3rd-level technical process slots to prepare a *fireball*. In addition, a specialist takes a -4 penalty on any item creation feats and if he meets the level prerequisites of the feat. For example, a scientist with a bonded dagger must be at least 5th level to add technology abilities to the dagger (see the Craft technology Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The

technology properties of a bonded object, including any technology abilities added to the object, only function for the scientist who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

Each scientific field gives the scientist a number of field powers. In addition, specialist scientists receive an additional technical process slot of each technical process level he can deploy, from 1st on up. Each day, a scientist can prepare a technical process from his specialty field in that slot. This technical process must be in the scientist's computer. A scientist can select a technical process modified by a metaprocess feat to prepare in his field slot, but it uses up a higher-level technical process slot. Scientists with the generalist field do not receive a field slot.

**Subroutines:** Scientists can prepare a number of subroutines, or 0-level processes, each day, as noted on Table: Scientist under "Processes per Day." These processes are deployed like any other process, but they are not expended when deployed and may be used again. A scientist can prepare a subroutine from a prohibited field, but it uses up two of his available slots (see below).

**Record Process:** At 1st level, a scientist gains Record Process as a bonus feat.

**Bonus Feats:** At 5th, 10th, 15th, and 20th level, a scientist gains a bonus feat. At each such opportunity, he can choose a metaprocess feat, an item creation feat, or Process Mastery. The scientist must still meet all prerequisites for a bonus feat, including deployer level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The scientist is not limited to the categories of item creation feats, metaprocess feats, or Process Mastery when choosing those feats.

**Computer:** A scientist must study his personal computer each day to prepare his processes. He cannot prepare any process not recorded in his computer, except for *read equations*, which all scientists can prepare from memory.

A scientist begins play with a computer containing all 0-level scientist processes (except those from his prohibited fields, if any; see Scientific Specialty) plus three 1st-level processes of his choice. The scientist also selects a number of additional 1st-level processes equal to his Intelligence modifier to add to the computer. At each new scientist level, he gains

two new processes of any process level or levels that he can deploy (based on his new scientist level) for his computer. At any time, a scientist can also add processes found in other scientists' computers to his own (see Science).

## Scientific Fields

The following descriptions detail each scientific field and its corresponding powers.

### Forcefield Field [abjuration]

The forcefield specialist uses science against itself, and masters the art of defensive and warding processes such as forcefields and frequencies.

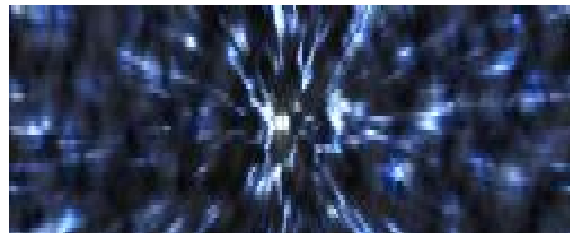
*Resistance (Ex):* You gain resistance 5 to an energy type of your choice, chosen when you prepare processes. This resistance can be changed each day. At 11th level, this resistance increases to 10. At 20th level, this resistance changes to immunity to the chosen energy type.

*Protective Field (Su):* As a standard action, you can create a 10-foot-radius field of protective energy centered on you that lasts for a number of rounds equal to your Intelligence modifier. All allies in this area (including you) receive a +1 deflection bonus to their AC. This bonus increases by +1 for every five scientist levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Energy Absorption (Su):* At 6th level, you gain an amount of energy absorption equal to 3 times your scientist level per day. Whenever you take energy damage, apply immunity, vulnerability (if any), and resistance first and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally.

### Warp Dynamics Field [conjuration]

The warp dynamics specialist focuses on the study of summoning monsters and science alike to bend to his will, often using theories of interdimensionality or warped space-time.





**Field Stabilization (Su):** Whenever you deploy a warp dynamics process, increase the duration by a number of rounds equal to 1/2 your scientist level (minimum 1). At 20th level, you can change the duration of all *summon monster* processes to permanent. You can have no more than one *summon monster* process made permanent in this way at one time. If you designate another *summon monster* process as permanent, the previous process immediately ends.

**Acid Dart (Sp):** 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 scientist levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores process resistance.

**Dimensional Steps (Sp):** At 8th level, you can use this ability to teleport up to 30 feet per scientist 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.

## Research Field [divination]

Researchers are masters at using scanners and accessing remote databanks or camera feeds to obtain information.

**Forewarned (Su):** You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed

until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your scientist level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

**Researcher's Insight (Sp):** When you activate this field power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your scientist level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Scrying Adept (Su):** At 8th level, you are always aware when you are being observed via science, as if you had a permanent detect scrying. In addition, whenever you scry on a subject, treat the subject as one step more robot to you. Very robot subjects get a -10 penalty on their save to avoid your scrying attempts.

## Psychology Field [enchantment]

The psychologist uses science in the form of psychological theory and the application of drugs to control and manipulate the minds of his victims.

**Enchanting Smile (Su):** You gain a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five scientist levels you possess, up to a maximum of +6 at 20th level. At 20th level, whenever you succeed at a saving throw against a process of the psychology field, that process is reflected back at its deployer, as per *process reversing*.

**Dazing Contact Drug (Sp):** You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your scientist level are unaffected. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Aura of Despair (Su):** At 8th level, you can emit a 30-foot aura of despair for a number of rounds per day equal to your scientist level. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive.

## High Energy Physics Field [evocation]

High energy physics specialists revel in the raw power of energy, and can use it to create and destroy with shocking ease.

**Intense Processes (Su):** Whenever you deploy a high

energy physics process that deals hit point damage, add 1/2 your scientist level to the damage (minimum +1). This bonus only applies once to a process, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Process or similar effects. This damage is of the same type as the process. At 20th level, whenever you deploy high energy physics process you can roll twice to penetrate a creature's process resistance and take the better result.

*Force Missile (Sp):* As a standard action you can unleash a force missile that automatically strikes a foe, as *science missile*. The force missile deals 1d4 points of damage plus the damage from your intense process evocation power. This is a force effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Elemental Wall (Sp):* At 8th level, you can create a wall of energy that lasts for a number of rounds per day equal to your scientist level. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like wall of fire.

## Photonic Field [illusion]

Photonic specialist use science to weave confounding images, figments, and holograms to baffle and vex their foes.

*Extended Holograms (Su):* Any hologram you deploy with a duration of "concentration" lasts a number of additional rounds equal to 1/2 your scientist level after you stop maintaining concentration (minimum +1 round). At 20th level, you can make one hologram with a duration of "concentration" become permanent. You can have no more than one hologram made permanent in this way at one time. If you designate another hologram as permanent, the previous permanent hologram ends.

*Blinding Ray (Sp):* As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your scientist level are dazzled for 1 round instead. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Invisibility Field (Sp):* At 8th level, you can make yourself invisible as a swift action for a number of rounds per day equal to your scientist level. These

rounds do not need to be consecutive. This otherwise functions as greater invisibility.

## Necromancy Field [necromancy]

The dread and feared necromancer takes inspiration from Doctor Frankenstein and other misunderstood scientists and uses the unethical sciences of unlife against his enemies.

*Power over Undead (Su):* You receive Command Undead or Turn Undead as a bonus feat. You can channel energy a number of times per day equal to 3 + your Intelligence modifier, but only to use the selected feat. You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against these feats is equal to 10 + 1/2 your scientist level + your Charisma modifier. At 20th level, undead cannot add their channel resistance to the save against this ability.

*Grave Touch (Sp):* As a standard action, you can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to 1/2 your scientist level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your scientist level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Life Sight (Su):* At 8th level, you gain blindsight to a range of 10 feet for a number of rounds per day equal to your scientist level. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 10 feet at 12th level, and by an additional 10 feet for every four levels beyond 12th. These rounds do not need to be consecutive.

## MolecularTransmutation Field [transmutation]

Molecular transmuters use science to change the world around them.

*Physical Enhancement (Su):* You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five scientist levels you possess to a maximum of +5 at 20th level. You can



change this bonus to a new ability score when you prepare processes. At 20th level, this bonus applies to two physical ability scores of your choice.

*Robotic Fist (Sp):* As a standard action you can strike with a remote robotic fist, targeting any foe within 30 feet as a ranged touch attack. The robotic fist deals 1d4 points of bludgeoning damage + 1 for every two scientist levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Change Shape (Sp):* At 8th level, you can change your shape for a number of rounds per day equal to your scientist level. These rounds do not need to be consecutive. This ability otherwise functions like beast shape II or elemental body I. At 12th level, this ability functions like beast shape III or elemental body II.

### **Generalist Field [universalist]**

Scientists who do not specialize (known as as generalists) have the most diversity of all technical process deployers.

*Hand of the Apprentice (Su):* You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Metascience Mastery (Su):* At 8th level, you can apply any one metascience feat that you know to a process you are about to deploy. This does not alter the level of the process or the deploying time. You can use this ability once per day at 8th level and one additional time per day for every two scientist levels you possess beyond 8th. Any time you use this ability to apply a metascience feat that increases the process level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the process. Even though this ability does not modify the process's actual level, you cannot use this ability to deploy a process whose modified process level would be above the level of the highest-level process that you are capable of deploying.

## **Robots**

A robot is an construction chosen by a spellcaster to aid him in his study of science. It retains the approximate appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it is based upon, but is now a scientific beast for the purpose of effects that depend on its type. Only a normal, unmodified animal may be the template for a robot. An animal companion cannot also function as a robot.

A robot grants special abilities to its master, as given on the table below. These special abilities apply only when the master and robot are within 1 mile of each other.

Levels of different classes that are entitled to robots stack for the purpose of determining any robot abilities that depend on the master's level.

If a robot is lost or destroyed, it can be replaced 1 week later through a specialized process that costs 200 CR per scientist level. The process takes 8 hours to complete.

## **Technical Processes and Armor**

Armor restricts the complicated adjustments and calibrations required while deploying any process that has a somatic component. The armor and shield descriptions list the technical process failure chance for different armors and shields.

If a process doesn't have a somatic component, a technical process deployer can deploy it with no technical process failure chance while wearing armor. Such processes can also be deployed even if the deployer's hands are bound or he is grappling (although concentration checks still apply normally). The metascience feat Still Process allows a scientist to prepare or deploy a process without the somatic component at one process level higher than normal. This also provides a way to deploy a process while wearing armor without risking scientific process failure.