

Drainer

CE Poppet dhampir wished alive inventor

Chaotic, Construct, Dhampir, Evil, Humanoid

Deity: **Norgorber**

Speed: **20 ft.**, Languages: Common, Dwarven, Elven, Gnomish, Goblin

Hit Points	Hero Points
17	3 1

Str	Dex	Con	Int	Wis	Cha
+0	+0	+3	+4	+1	+1

10 Str
10 Dex
16 Con
18 Int
12 Wis
12 Cha

	PERCEPTION	+4_T	= +3 _{Base} +1 _{Wis} +0 _{Misc}
	FORTITUDE	+8_E	= +5 _{Base} +3 _{Con} +0 _{Misc}
	REFLEX	+3_T	= +3 _{Base} +0 _{Dex} +0 _{Misc}
	WILL	+6_E	= +5 _{Base} +1 _{Wis} +0 _{Misc}
	AC	16_T	= +13 _{Base} +0 _{Dex} +3 _{Misc}

Defenses

All Saves (Constructed): +1 circumstance bonus vs. death effects, disease, poison, and draining, paralyzing, and sickening effects

Hide armor (Trained)

AC: +3, Max Dex: +2, Armor Check: -2, Speed: -5

Fangs (Trained)

Melee: **+3/-2/-7** (1d6 P, Crit ×2)

Traits: grapple, unarmed

Injection spear (Trained)

Melee: **+3/-2/-7** (1d8 P, Crit ×2)

Traits: disarm, nonlethal, reach, injection

Special Abilities

Constructed

+1 circumstance bonus to saves vs. death effects, diseases, poisons, and draining/paralyzing/sickening effects.

Darkvision

See in darkness and dim light.

Explode (2d6 F, DC 17)

You take your innovation beyond safety limits, dealing fire damage in a given radius.

Low-Light Vision

See in dim light as if it were normal light.

Negative Healing

You are damaged by positive damage, not healed by positive healing, do not take negative damage, and are healed by negative effects that heal undead.

Overdrive (+2, +4 on critical, DC 15)

You crank your gizmos into overdrive, gaining a damage bonus for 1 minute.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Unstable

DC 17 flat check after unstable action; on fail, unstable options unusable until taking 10m to reset innovation.

Weakness to fire 1

Damage taken of listed type is increased by listed amount.

Wished Alive - Wish (1/day)

Wish for something to help you succeed at an achievement; gain bonus to next skill check.



Skills

	+1_T	Acrobatics	_{Dex}
	+4_U	Arcana	_{Int}
	+1_T	Athletics	_{Str}
	+7_T	Crafting	_{Int}
	+4_T	Deception	_{Cha}
	+4_T	Diplomacy	_{Cha}
	+1_U	Intimidation	_{Cha}
	+4_T	Medicine	_{Wis}
	+1_U	Nature	_{Wis}
	+4_U	Occultism	_{Int}
	+1_U	Performance	_{Cha}
	+1_U	Religion	_{Wis}
	+7_T	Society	_{Int}
	+1_T	Stealth	_{Dex}
	+1_U	Survival	_{Wis}
	+1_T	Thievery	_{Dex}

Feats

Fangs [Ancestry Feats Selection]

You gain a fangs unarmed attack that deals 1d6 piercing damage

Built-In Tools [Class Feats Selection]

Selected tools are part of your innovation and available as long as you're wearing, wielding, or adjacent to it.

Inventor

You can spend downtime to invent a common formula that you don't know.

Weapon Proficiencies

Trained: All Simple Weapons, All Martial Weapons, All Unarmed Attacks

Armor Proficiencies

Trained: All Light Armor, All Medium Armor

Feats

Shield Block

Your shield absorbs damage up to the shield's Hardness. You and the shield each take any remaining damage.

Tracked Resources

Wished Alive - Wish (1/day)

Gear (Encum: 5 bulk, Over: 10 bulk)

Total Bulk Carried: 3, Unencumbered

Built-In Tools <Holds: 2 @ 0 blk>	-
Healer's tools <In: Built-In Tools>	1
Hide armor	2
Injection spear	1
Money	-
Thieves' tools <In: Built-In Tools>	L

Experience & Wealth

Career Experience Points: 0 (0/0 to 2nd)

Current Cash: 2 gp

Drainer – Abilities & Gear

Built-In Tools

(Class, Class Feats Selection, Feat, Inventor)

Traits: Inventor, Modification

You've built tools into your innovation so you can access and use them easily. When you take this feat, choose up to two sets of tools you own, such as thieves' tools or healer's tools, that weigh a total of 2 Bulk or less. These tools become part of your innovation. The innovation's Bulk doesn't increase from this addition. As long as you are wielding, wearing, or adjacent to your innovation, 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.

Appears In: Guns & Gears

Inventor

(Class, Feat, Inventor)

Traits: Downtime, General, Skill

Prerequisites master in Crafting

You are a genius at Crafting, easily able to determine how things are made and create new inventions. You can spend downtime to invent a common formula that you don't know. This works just like the Craft activity: you spend half the Price of the formula up front, attempt a Crafting check, and on a success either finish the formula by paying the difference or work for longer to decrease the Price. The difference is that you spend the additional time in research, design, and development, rather than in creating an item. Once it's complete, you add the new formula you invented to your formula book.

Shield Block

(Class, Feat, Inventor)

Traits: General

[reaction]

Trigger While you have your shield raised, you would take damage from a physical attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Constructed

(Poppet, Race)

The materials of your body resist ailments that assail the flesh. You gain a +1 circumstance bonus to saving throws against death effects, disease, and poison as well as to saving throws against effects that would give you the drained, paralyzed, or sickened conditions. Your spark of life means that you're a living creature, and you can be healed by positive energy and harmed by negative energy as normal.

Appears In: Lost Omens Grand Bazaar

Darkvision

(Poppet, Race)

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Explode (2d6 F, DC 17)

(Class, Inventor)

Traits: Fire, Inventor, Manipulate, Unstable

[2 actions]

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 save to all creatures in a 5-foot emanation around you (if you're wearing or holding the innovation) or around your innovation (if your innovation is a minion).

At 3rd level, and every level thereafter, increase your explosion's damage by 1d6.

If you have the breakthrough innovation class feature, you can choose either a 5-foot or 10-foot emanation for the area when you use Explode; if you have the revolutionary innovation class feature, you can choose a 5-foot, 10-foot, or 15-foot emanation.

Appears In: Guns & Gears

Low-Light Vision

(Ancestry Heritage Selection)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Negative Healing

(Ancestry Heritage Selection)

The creature is damaged by positive damage and is not healed by positive healing effects. It does not take negative damage, and it is healed by negative effects that heal undead.

Overdrive (+2, +4 on critical, DC 15)

(Class, Inventor)

Traits: Inventor, Manipulate

[1 action]

Frequency once per round

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.

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 You make a miscalculation and nothing happens.

Critical Failure Whoops! Something explodes. You take fire damage equal to your level, and you can't use Overdrive again for 1 minute as your gizmos cool down and reset.

Appears In: Guns & Gears

Drainer – Abilities & Gear

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

Requirements You're wearing or holding healer's tools

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.

Success The target regains 2d8 Hit Points, and its wounded condition is removed.

Critical Failure The target takes 1d8 damage.

Unstable (Class, Inventor)

Unstable actions use experimental applications of your innovation that even you can't fully predict, and that are hazardous to your innovation (and potentially you). When you take an unstable action, attempt a DC 17 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 your level. As the innovation's creator, 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.

Some actions have an Unstable Function entry, which you can use to add the unstable trait for a bigger benefit. If you're unable to use unstable actions, you can still use the action normally, but you can't use the unstable function.

Appears In: Guns & Gears

Weakness to fire 1 (Poppet, Race)

When a creature has a weakness to a certain type of damage or damage from a certain source, increase that damage by the amount of the creature's weakness. For instance, if a creature takes 2d6 fire damage and has weakness 5 to fire, it takes 2d6+5 fire damage instead. If the creature has more than one type of weakness that would apply to the same instance of damage, use only the highest applicable weakness value. This usually only happens when a monster is weak to both a type of physical damage and the material a weapon is made of.

Wished Alive - Wish (1/day) (Background Selection)

Traits: Concentrate

[1 action]

Once per day, you can fervently wish for something you could work towards achieving as a single action which has the concentrate trait. If you do, you gain a +2 circumstance bonus on the first skill check you attempt before the end of your turn to fulfill that wish.

Appears In: Guns & Gears

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Disarm

You can use this weapon to Disarm 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 (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Grapple

You can use this weapon to Grapple 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 Grapple using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Injection

This weapon can be filled with an injury poison. Immediately after a successful attack with the weapon, you can inject the target with the loaded poison with a single Interact action. Refilling the weapon with a new substance requires three Interact actions and uses both hands.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty.

Reach

This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.