

Gomak

CN Goblin junk collector inventor 1

Chaotic, Goblin, Humanoid, Neutral

Age: 7

Speed: 20 ft., Languages: Common, Dwarven, Gnoll, Gnomish, Goblin, Orcish

Hit Points	Hero Points
15	3 1

Str	Dex	Con	Int	Wis	Cha
+0	+3	+1	+4	-1	+2

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

	PERCEPTION	+2_T	= +3 _{Base} -1 _{Wis} +0 _{Misc}
	FORTITUDE	+6_E	= +5 _{Base} +1 _{Con} +0 _{Misc}
	REFLEX	+6_T	= +3 _{Base} +3 _{Dex} +0 _{Misc}
	WILL	+4_E	= +5 _{Base} -1 _{Wis} +0 _{Misc}
	AC	18_T	= +13 _{Base} +1 _{Dex} +4 _{Misc}

Defenses

All Saves (Irongut Goblin): +2 circumstance bonus vs. afflictions and sickened condition, but only if it resulted from something you ate.

Chain mail (Trained)

AC: +4, Max Dex: +1, Armor Check: -2, Speed: -5
Traits: noisy, noisy, flexible

Crossbow (Trained)

Ranged (120 ft.) : **+6/+1/-4** (1d10 P, Crit x2)
Traits: versatile B, versatile B

Special Abilities

Darkvision

See in darkness and dim light.

Explode

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

Irongut Goblin

+2 to saving throws against afflictions & sickened condition when you ingest something.

Overdrive

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

Unstable

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

Feats

City Scavenger [Ancestry Feats Selection]

Use Society/Survival to Subsist and Earn Income in a settlement.

Haphazard Repair [Class Feats Selection]

You Repair your innovation almost immediately.

Crafter's Appraisal

Can roll Crafting when Identify Magic on magic items, but not on anything else.

Inventor

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

Shield Block

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



Skills

	+6_T	Acrobatics _{Dex}
	+7_T	Alkenstar Lore _{Int}
	+4_U	Arcana _{Int}
	+3_T	Athletics _{Str}
	+7_T	Crafting _{Int}
	+5_T	Deception _{Cha}
	+5_T	Diplomacy _{Cha}
	+7_T	Engineering Lore _{Int}
	+2_U	Intimidation _{Cha}
	-1_U	Medicine _{Wis}
	-1_U	Nature _{Wis}
	+4_U	Occultism _{Int}
	+2_U	Performance _{Cha}
	-1_U	Religion _{Wis}
	+7_T*	Society _{Int}
	+2_T	Stealth _{Dex}
	-1_U*	Survival _{Wis}
	+4_T	Thievery _{Dex}

Skill Modifiers

Society (City Scavenger): +3 circumstance bonus to search for food and supplies and to subsist in a city as well as in the wild.

Survival (City Scavenger): +3 circumstance bonus to search for food and supplies and to subsist in a city as well as in the wild.

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

Total Bulk Carried: 3, Unencumbered

Backpack <Holds: 66 @ 0.5 blk>	-
Bedroll <In: Backpack>	L
Belt pouch <Holds: 1 @ 0 blk>	-
Chain mail	2
Chalk x10 <In: Backpack>	-
Crossbow	1
Flint and steel <In: Backpack>	-
Money <In: Belt pouch>	-
Rations (1 week) x2 <In: Backpack>	0.2
Rope (foot) x50 <In: Backpack>	L
Soap <In: Backpack>	-
Waterskin <In: Backpack>	L

Experience & Wealth

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

Current Cash: **4 gp, 5 sp, 1 cp**

Weapon Proficiencies

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

Armor Proficiencies

Trained: All Light Armor, All Medium Armor

Gomak – Abilities & Gear

City Scavenger

(Ancestry Feats Selection, Feat)

Traits: Goblin

You know that the greatest treasures often look like refuse, and you scoff at those who throw away perfectly good scraps. You gain a +1 circumstance bonus to checks to Subsist, and you can use Society or Survival when you Subsist in a settlement.

When you Subsist in a city, you also gather valuable junk that silly longshanks threw away. You can Earn Income using Society or Survival in the same time as you Subsist, without spending any additional days of downtime. You also gain a +1 circumstance bonus to this check.

Crafter's Appraisal

(Background Selection, Feat)

Traits: General, Skill

Prerequisites Trained in Crafting

Your knowledge of items' construction allows you to discern their magical effects as well. You can use Crafting instead of a skill associated with a magic tradition to Identify Magic on magic items, though not on any other sorts of magic.

Appears In: Advanced Player's Guide

Haphazard Repair

(Class, Class Feats Selection, Feat, Inventor)

Traits: Inventor, Unstable

[1 action]

You quickly fix your innovation, at the cost of its stability. You Repair your innovation almost immediately. You don't have to place the innovation on a flat surface, but you do need to be adjacent to it (including holding or wearing it), as well as having a repair kit as normal.

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.

Darkvision

(Goblin, 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

(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

Irongut Goblin

(Ancestry Heritage Selection)

Traits: Goblin

You can subsist on food that most folks would consider spoiled. You can keep yourself fed with poor meals in a settlement as long as garbage is readily available, without using the Subsist downtime activity. You can eat and drink things when you are sickened.

You gain a +2 circumstance bonus to saving throws against afflictions, against gaining the sickened condition, and to remove the sickened condition. When you roll a success on a Fortitude save affected by this bonus, you get a critical success instead. All these benefits apply only when the affliction or condition resulted from something you ingested.

Overdrive

(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

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

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.

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.

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.

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 follows the same rules as a free-hand weapon.

Versatile

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Gear

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.