



THE AERONAUT

A ranger archetype, plus skyborne options for all characters.

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The Aeronaut

There are some rangers unsatisfied by hunting on the ground. This rare breed dons experimental flying tech, taking to the sky at great risk. . The aeronauts eschew mastery of terrain, instead focusing on perfecting their flight. Their knack for tinkering eventually grants them access to the gearhead's contraption building.

Class skills: An aeronaut adds Acrobatics, Fly, and Knowledge (engineering) to her list of class skills and removes Knowledge (dungeoneering), Spellcraft, and Stealth from her list of class skills.

Novice Flyer: The aeronaut begins play with a broken personal flying machine from Table A-1. This ability meets the special requirements of the Fly skill and allows aeronauts to gain ranks in Fly at first level. This ability replaces Track.

Adept Flyer (Ex): At 3rd level, and every 5 levels thereafter, the aeronaut may increase the maneuverability of any flying machine one step. If its maneuverability is already perfect, she gains +4 to fly skill checks per additional maneuverability increase. This ability replaces Favored Terrain.

Contraptions: Beginning at 4th level, an aeronaut gains the ability to construct a small number of contraptions, which are drawn from the Gearhead contraption list presented in the *Pure Steam Campaign Setting*.

To prepare or activate a contraption, an aeronaut must have an Intelligence score equal to at least 10 + the contraption level. The Difficulty Class for a saving throw against an aeronaut's contraption is 8 + the contraption level + the aeronaut's Intelligence modifier.

Like other contraption builders (*Pure Steam Campaign Setting*, page 79), an aeronaut can activate only a certain number of contraptions of each contraption level per day. Her base daily contraption allotment is given on Table: A-2. In addition, she receives bonus contraptions per day if she has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells). When Table: A-2 indicates that the aeronaut gets 0 contraptions per day of a given contraption level, she gains only the contraption she would be entitled to based on her Intelligence score for that contraption level.

An aeronaut may prepare and activate any contraption on the aeronaut schematic list, provided that she can activate contraptions of that level.

An aeronaut's constructor level is equal to her aeronaut level - 3.

This ability replaces Spells.



Table A-1 Starting Flying Machines

Personal Flying Machine	Weight	Fly Speed	Maneuverability	Special
Rocket Pack	12 lbs	20 ft	Clumsy	Uses 1 charge per round, 50 charges per day.
Wingsuit	8 lbs	30 ft Glide	Average	Loses five feet of altitude per round.
Clockwork Copter Harness	10 lbs	10 ft	Poor	Fly up to one minute. Takes one full round to rewind between flights.

An aeronaut gains access to all targeting schematics.

Aeronaut Effect Schematic List

accelerate, alacrity, beacon, burn, decelerate, disappear, detect anomalistic creatures, detect constructs, detect fauna or flora, detect humanoids, detect detect mystical creatures, paranormal, dimensional hop, electromagnetic deflection, energy resistance, fade, frigid cloud, hover, hydrate, illuminate, kinetic burst, lift, scald, shatter, shock, soak, soar, spark, suppress, time lapse

Table A-2: Aeronaut Contraptions per Day

Aeronaut Level	1st	2nd	3rd	4th
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
4	0	-	-	-
5	1	-	-	-
6	1	-	-	-
7	1	0	-	-
8	2	1	-	-
9	2	1	-	-
10	2	1	0	-
11	2	1	1	-
12	3	2	1	-
13	3	2	1	0
14	3	2	1	1
15	3	2	2	1
16	4	3	2	1
17	4	3	2	1
18	4	3	2	2
19	4	3	3	2
20	4	4	3	3

Table A-3: Aeronaut Activation Charges per Day

Aeronaut Level	1st	2nd	3rd	4th
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
4	2	-	-	-
5	3	-	-	-
6	4	-	-	-
7	4	2	-	-
8	5	3	-	-
9	5	4	-	-
10	5	4	2	-
11	6	5	3	-
12	6	5	4	-
13	6	5	4	2
14	6	6	5	3
15	6	6	5	4
16	6	6	5	4
17	6	6	6	5
18	6	6	6	5
19	6	6	6	5
20	6	6	6	6

Never grounded (Ex): At level 7 the aeronaut has mastered staying in flight. While flying 10 ft or higher, any time an aeronaut fails a save against an effect that would impede or prevent flight they may make an immediate Fly check against the same DC to avoid the effect. They may also make a fly check against any attack or effect that targets their method of flight, if the check exceeds the attack the effect is negated. This includes but is not limited to effects that entangle, paralyze, or sleep. This ability replaces Woodland Stride.

Need for Speed (Ex): Starting at 4th level and every 4 levels thereafter, the aeronaut increases the base fly speed by +10 ft of all flying technological devices, including their own personal flying machine. This replaces Swift Tracker.

Life on the Wing (Ex): At 12th level, the aeronaut is so adept at flight that flying is as easy as walking. The aeronaut may take 10 on any Fly check even when in combat or distracted. Furthermore the aeronaut may make a DC 15 reflex check after taking falling damage to half the damage received. This replaces Camouflage.

Strafing run (Ex): An aeronaut is a master of fighting multiple opponents from above and can rain death upon many at once. At 17th level, once per day, the aeronaut may take a full round action to move at twice her fly speed and make attacks. She may select a number of targets equal to her total number of attacks + 1, targeting any who start their round 10 or more feet below her. This attack is calculated using her full base attack bonus against each target. If a ranged attack, she may choose where in her movement she may make the attack, but must move at least 5 ft between attacks. If a melee attack, she must be within reach of the target. This movement provokes attacks of opportunities as normal. This replaces Hide in Plain Sight.

New Combat Style: Aflight

You are adept at combat on the wing, having honed your battle prowess while in the air.

At 2nd level, she may choose from the following feats: Aerial Combat, Improved Bull Rush, Improved Overrun, Improved Trip, Charge Through, Mobility

At 6th level, she adds the following feats to the list: Greater Aerial Combat, Dive-bomb, Rhino Charge, Power Charge, Flinging Charge, Wind Stance, Sidestep, Flyby Attack

At 10th level, , she adds the following feats to the list: Death From Above, Greater Dive-bomb, Lightning Stance, Juke, Wingover, Hover

New Feats

Aerial Combat [Combat]

Prerequisites: Str 13, Dex 15

Benefit: You gain a +2 to attack rolls and a +1 dodge bonus to armor class while flying.

Dive-Bomb [Combat]

Prerequisites: Fly 5 ranks, base attack bonus +5

Benefit: When charging while flying, if you move downward at least 10ft, you add +5 to your attack roll, instead of +2.

Greater Aerial Combat [Combat]

Prerequisites: Str 13, Dex 17, Aerial Combat

Benefit: You gain a +4 to attack rolls and a +2 dodge bonus to armor class while flying.

Greater Dive-Bomb [Combat]

Prerequisites: Fly 10 ranks, base attack bonus +10

Benefit: When charging while flying, if you move downward at least 10ft, you may deal double damage on your attack.

Heavy Air Support [Animal Companion, General]

Prerequisite: Wingman, animal companion

Benefit: Your wingman animal companion may now be size category large.

Normal: Your wingman animal companion is limited to medium or small size.

Wingman [Animal Companion, General]

Prerequisite: Aeronaut level 8, Animal Companion, Animal companion without fly speed, Animal companion medium or smaller

Benefit: Your animal companion gains a Flying Machine as a first level aeronaut. They add Flyby Attack, Wingover, and Hover to their list of animal companion feats. The animal companion also gains Adept Flyer, Need for Speed and Never Grounded equal to the aeronaut's level - 4.



New Equipment

The fantastic ability of flight opens up all manner of possibilities to characters. While on the wing, they may also take advantage of new options for defense, maneuvering, and lifesaving. Presented below are relatively common items for sale across the continent of Ullera.

Table A-4: Goods and Services

Item	Cost	Weight
Mothballs	\$500	3 lbs.
Mothball control rod	\$1500	0.5 lbs
Dart, styptic	\$10	-
Dart, adrenaline	\$25	-

Aeronautic Adventuring Boots: These well made and well insulated boots feature a compass, are glow in the dark, and have a small pocket to hold a map (or other single sheet of paper), and feature star charts on the inside of the lining. Their main feature is however concealed along the sides of the tall boots: pair of propellers on each side, compressed springs and gyroscopes. When activated with a simple click of the heels the propellers break away from the boot and spin rapidly as the gyroscope rights the boots (and the wearer). For a few moments the wearer is able to walk on air, allowing them to make quick runs across the nothingness between airships, or to get back safely to their dirigible should they fall. All purchasers are advised to read the instructions carefully and avoid testing equipment without proper fall protection.

Once per day as an immediate action the wearer can activate the Aeronautic Adventuring Boots and gain the ability to move as per the *air walk* spell. This effect lasts a single round after which the user descends at 60 ft per round for 1d4+2 rounds before the propellers cease to have any effect.

Science simple relativity; **EL** 4th; **Slot** Feet; **Weight** 4 lbs; **Price** \$2,000

Requirements Craft Revolutionary Item, Craft (Leatherwork) 11, **Cost** \$1,000

Control Rod, Mothball: This eight-inch rod contains a lead-acid battery and radio frequency transmitter. It can be attuned to a container of mothballs with 1 hour of work. Thereafter, the mothballs hover in an arc equidistant from the wand when deployed. The wielder can move the mothball swarm as a move action that does not provoke an attack of opportunity.

Dart, Adrenaline: This dart is used by troopers who are either sleep deprived or looking for a combat edge. When applied, it grants the recipient 1d6 temporary hit points. These hit points last 10 minutes.

Dart, Styptic: Favored by Ulleran combat medics who cannot tend to every casualty at once, the styptic dart is a mainstay in many military first aid kits. This dart may be deployed by throwing or by any weapon which deploys darts. Instead of doing damage, a successful hit with this needle releases the antihemorrhagic substance inside, instantly stabilizing a dying creature. After a successful attack with a styptic dart, it cannot be used again.

Mothballs: Mothballs are a collection of approximately two hundred spheres in a single compact container. Each sphere is actually a coiled short-term automaton that takes on the eventual form of a winged insect with a three-inch wingspan. A character can deploy these items by opening their spring-loaded case in any one square within 10 feet of the character. When sprung from their container, each mothball automatically deploys and hovers approximately three inches from the others, forming a 5-foot cube of 'moths'. This field provides concealment until the automatons are destroyed, dispersed, or run out of energy (approximately 10 minutes), at which time the 'moths' fall lifeless. A wind over 20 mph or 6 points of energy damage is enough to scatter and/or destroy the field of automatons at GM discretion. Spent mothballs can be



collected, rewound, and reloaded for future use, which takes approximately 2 hours.

Grapple Launcher, Light

This weapon boasts a penetrating grappling hook mounted in a crossbow-like frame. Whether an item can attach/hook to an inanimate object is up to the GM. The grappling hook is connected to a coil of light-weight high-strength cable which is mounted to a tiny torque motor inside the frame of the weapon. Firing the launcher is an attack action. Targeting an inanimate object is treated as normal (i.e. AC 5 modified by size, and attack roll modified by range, if at all). When fired against an opponent, the target's armor class applies as normal.) Activating the motor retracts an unencumbered cable 50 ft as a move action.

Secondly, the launcher can be affixed between two anchor point to function as a zip-line. As a full-round action, the butt of the launcher can detach along with a length of line from the cable coil to anchor at a nearby point, while the barrel is used to fire the attached grappling hook at a distant point. The total distance between the points is limited to 250 ft. The grapple launcher can slide (any down angle greater than 45 degrees) at 100 ft as a move action or, due to the motor, move semi-horizontally 50 ft (any angle less than 45 degrees) or up 25 ft (any up angle greater than 45 degrees) as a move action.

The grappling hook can be disconnected as a free action. The cable has a hardness of 5 and 15 hp with a break strength of 30. It can support and move 500 lbs.

Table A-5: Weapons

One-Handed Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Grapple Launcher, Light		d4	d6	x2	25	6 lb	B/P	nonlethal, grapple

Two-Handed Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Grapple Launcher, Heavy		d6	d8	x2	50	10 lb	B/P	nonlethal, grapple

Science moderate combustion; **EL** 8th;
Construction Craft Technological Arms & Armor;
Requirements Craft (firearms) 5 ranks; **Cost**\$4,000

Grapple Launcher, Greater: This weapon functions as the light grapple launcher, except it requires two hands to wield, and has twice the effective distance. The retraction takes a move action per 50ft feet of distance it is extended (round down, to a minimum of one move action). Its cable has a hardness of 8 and 30hp with a break DC of 35 and can support 1,000lbs.

Science moderate combustion; **EL** 8th;
Construction Craft Technological Arms & Armor;
Requirement Craft (firearms) 5 ranks; **Cost** +\$4,000

Ornisuit: An ornisuit a type of glider concealed within a canvas coverall. The wings are released by a pull cord stretch from wrist to ankle, and provide a 60 ft glide speed with average maneuverability dropping one foot for every 5 foot traveled. Vigorous arm and leg movement allows the wearer to gain altitude in feet equal to the wearer's STR score each round up to a number of rounds equal to the wearer's CON score before the wearer becomes fatigued.
Science simple polymerization, **EL** 3rd
Slot Body, **Price** \$6,000, **Weight** 8 lbs

Construction Requirements Craft Revolutionary Item, Fly 3 ranks, **Cost** \$3000

Rocket Pack: A rocket pack is provides flight through a pair of alchemical rockets strapped the wearer's back. The rocket pack provides a 100ft max fly speed with clumsy maneuverability. The wearer halves this speed for a straight vertical climb and doubles it for a dive. The rockets can also be used as an improvised touch weapon against targets directly behind the wearer inflicting 3d6 fire damage. The endurance of the rocket pack is limited to 50 rounds of flight per day. Traveling at maximum speed has a cumulative 1% chance of detonating after the first round destroying the pack and inflicting 6d6 fire damage to the pilot.
Science moderate combustion, **EL** 5th
Slot Body, **Price** \$30,000, **Weight** 12 lbs

Construction Requirements Craft Revolutionary Item, Fly 5 ranks, **Cost** \$15,000

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