

# The Tinker

## Master of Modular Mechanical Mayhem



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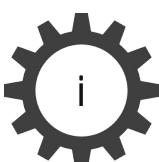
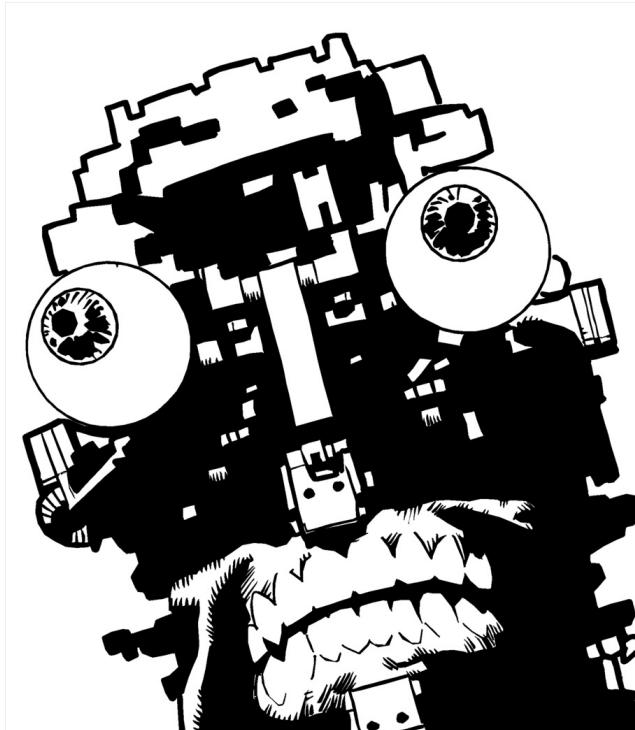
  
Interjection  
Games

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The Tinker - Master of Modular Mechanical Mayhem  
Interjection Games

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# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

### THE TINKER

For some, the smell of oil is akin to that of a fine perfume, the rush of invention is the only motivation one needs, and the eternal battle against corrosion is a constant annoyance. These individuals, the tinkers, are exemplars of the unfettered creative spirit. It is this creative spirit, the constant thirst for new ideas, that propels them to seek the unknown, whether it be found in a library or in the dark depths of an ancient tomb. Supported by a vast array of custom automatons, an experienced tinker, while not a fierce combatant on his own, commands an exceptionally versatile squadron that more than makes up for his own deficiencies.

**Role:** Tinkers deploy and give Directives to a squadron of mechanical automatons built from custom blueprints. Whether commanding from the rear or charging in with the pack, a clever tinker has a set of blueprints for any situation. Further, a tinker's exploration into the unknown gives him proficiency with the theory of magic, if not its practice.

**Alignment:** Any

**Hit Die:** d8

**Starting Wealth:**  $3d6 \times 10$  gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The tinker's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha)

**Skill Ranks per Level:**  $4 + \text{Int modifier}$

### Class Features

All of the following are class features of the tinker.

**Weapon Proficiency:** Tinkers are proficient with simple weapons.

**Armor and Shield Proficiency:** Tinkers are proficient with light armor and shields (but not tower shields). A tinker wearing armor or using a shield with which he is not proficient incurs a failure chance equal to the item's normal arcane spell failure chance to his deploy automaton and directives class features. As it turns out, it is particularly difficult to perform all of the ridiculous pantomiming necessary to get an automaton to do the tinker's bidding when the tinker doesn't understand how his full plate works.

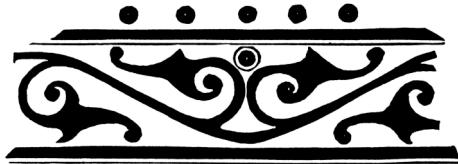
### Inventions and Blueprints

Rather than cast spells, a tinker knows inventions drawn from the invention list. A tinker must design and prepare a number of blueprints using his inventions ahead of time.

To learn or use an invention, a tinker must have an Intelligence score equal to at least  $10 + \text{the invention level}$ . The Difficulty Class for a saving throw against a tinker's invention is  $10 + 1/2 \text{ the tinker's class level} + \text{the tinker's Intelligence modifier}$  unless stated otherwise in an invention's entry.

A tinker may know any number of inventions. He must choose and prepare his blueprints ahead of time by getting 8 hours of sleep and spending 1 hour studying his invention book. While studying, the tinker decides which inventions to place into each blueprint.

**Blueprints:** A blueprint is a schematic containing a number of inventions. A tinker begins play with a single blueprint, plus additional blueprints equal to his Intelligence modifier / 3, rounded down, minimum 0. Each blueprint can contain a number of inventions whose build point (BP) total is equal to or less than the tinker's class level. At 5th and every 5 levels thereafter, the tinker receives an additional blueprint, for a total of 5 blueprints at 20th level.



**Invention Books:** A tinker must study his invention book each day to refresh his daily uses of the deploy automaton class feature (see below). He cannot place inventions not recorded in his invention book into a blueprint. A tinker begins play with an invention book containing  $3 + \text{the tinker's Intelligence modifier}$  1st-level inventions. At each new tinker level, he gains two new inventions of any invention level or levels that he can understand (based on his new tinker level) for his invention book. At any time, a tinker can also add inventions found in other invention books to his own.

The process of copying inventions from another tinker's invention book tends to result in professional disagreements between two tinkers. Whether by adding a number of "corrections" or by getting so excited that an inkwell tips, the original copy of the invention is essentially ruined. As such, wise tinkers produce copies of their inventions for each others' consumption rather than trade invention books.

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**Deploy Automation (Ex):** At 1st level, the tinker has already become capable of bestowing a semblance of life upon totally lifeless matter (a fact that has created many a rivalry between necromancy institutions and tinker colleges). A tinker's first great challenge is the selection of the power source that he will use for the remainder of his career. Given the nature of automatons, it really could be anything. The spirit of adventure, the power of friendship, greed, crystals, unicorn blood, and baby puree have all been used at some point or another.

Regardless of the power source used, as a standard action once per day per tinker level, the tinker builds and deploys a small construct whose design is one of the blueprints he prepared that morning. This construct, known as an automaton, is completely mindless, has no skills, never gains feats, and is reliant upon the tinker for all instruction and motivation. As such, complex routines such as combat maneuvers or attacks of opportunity are impossible for an automaton. If not given an order, it merely shuffles about within 30 feet of the tinker, staring at him expectantly. When a tinker first deploys any automaton, he may give it a directive as a free action.

At 1st level, a tinker may only have one automaton deployed at a time; however, the increased organizational capacity of an experienced tinker's mind slowly allows this number of increase. At 7th level, a tinker may have up to two automatons deployed at once, while at 13th level, a tinker may have up to three automatons deployed at once. If the tinker attempts to deploy more automatons than he has the organizational capacity to handle, the oldest automaton in the group immediately shorts out and cannot be repaired.

**Directives (Ex):** At 1st level, a tinker has learned to give his automatons terse commands in such a way that they are easy to understand and follow out, but don't make much sense to those who don't give commands of this sort for a living. Given its similarity to the gobbledegook of magic, a successful Spellcraft check against a DC of  $10 + 1/2$  the tinker's level + the tinker's Intelligence modifier identifies the directive being given and to whom. Characters with the ability to learn inventions get a +4 to this roll.

As a standard action, the tinker can give any of his automatons within 60 feet one of the following directives. Directives are followed to the letter and will be performed until another directive is given. Directives continue to be run should the tinker fall unconscious, but, should the tinker die, the automatons immediately go idle.

**Attack** - The automaton attacks the nominated creature with a weapons system determined by the tinker, be it melee, ranged, or a specific special invention. Ranged weapons systems can have multiple targets designated if the system is capable of firing multiple shots per round. If this is done, the automaton splits its attacks evenly. If the automaton runs out of ammunition or charges for any particular system, it will default to melee combat. Should the creature be out of reach of melee combat, this will not stop the automaton from trying incessantly. Should the automaton's target fall, it will continue to maul the creature's body as if nothing had changed.

**Defend** - The automaton follows the nominated creature at a distance set by the tinker. If the nominated creature is attacked, the automaton treats the attacker as the target of an attack directive. Given the simplicity needed for directives, an automaton is not intelligent enough to stop attacking a threat once it has been eliminated and will need to be manually reset to a defend directive by its tinker.

**Follow** - The automaton follows the nominated creature at a distance set by the tinker.

**Go** - The automaton goes to the nominated place at walking speed.

**Idle** - The automaton follows the tinker at a distance set by the tinker, but will not make any other action. If no distance is given, perhaps by another directive being completed, the automaton will maintain a respectful 30 feet, if possible. It will also stare awkwardly.

**Support** - The automaton follows the nominated creature at a distance set by the tinker. If the nominated creature is a construct or another automaton, it will use any repair kit inventions it has on its person, if any, on the creature it is following should that creature be injured. If the nominated creature is living, it will use any potion injector inventions it has on its person, if any, on the creature it is following should that creature be attacked. An automaton will continue to use repair kits or potions until out of them, at which point it goes idle.

Alternatively, the tinker can give an automaton explicit instructions to use specific assets immediately rather than wait for a trigger.

**Use Invention** - The automaton uses an installed invention. As the use of an invention is a standard action, this can be combined with a go directive should positioning be a concern.

**Use Skill** - The automaton uses a skill in which it has at least 1 rank. Unlike biotics, the use of any skill, even something as natural as Perception, is a standard action for an automaton, unless it normally takes longer.

**HALT! (Ex):** At 1st level, the tinker has already learned what happens when an automaton is not kept totally up to date. It tends to do things the tinker didn't want, some of which result in suspensions at tinker college. As a free action, the tinker can immediately clear all orders on all currently deployed automatons, returning them to an idle state, complete with the shuffling and the awkward staring.

**Innovations (Ex or Su):** As a tinker gains experience, he learns how to optimize his automatons for the particular tasks at hand. At 2nd level, and every 4 levels of tinker attained after 2nd level, the tinker gains an innovation. A tinker cannot gain an innovation more than once unless stated to the contrary in the entry for that particular innovation. (See section [Tinker Innovations](#))

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**Master's Presence (Su):** At 1st level, the tinker has devised a means to forge a link between himself and his automatons. If an automaton is within 30 feet of the tinker, it gains the tinker's base attack bonus as an insight bonus to its attack rolls, armor class, and combat maneuver defense. Additionally, the automaton uses the tinker's base attack bonus instead of its own base attack bonus for calculating combat maneuver bonus if the tinker's bonus is greater. Finally, the automaton gains the tinker's base saving throw bonuses as an insight bonus to its own saving throws. At 9th level, the range of master's presence increases to 60 feet.



Table: The Tinker



**Scribe Invention (Ex):** At 1st level, the tinker learns how to properly draft his inventions for distribution to tinkers and juggernauts of industry. Though not magical in nature, tinker inventions tend to be hideously complicated and require specialized grid paper (an expensive commodity) to be made properly. As such, tinker inventions have the same cost to produce as would a magic scroll whose spell level and caster level equals the invention level and the minimum tinker level to understand it, respectively. When written into an invention book, the process of making little annotations all over the place on the original scroll tends to ruin it, as is described in Invention Books above. A tinker may only produce copies of inventions from his own invention book without ruining the original.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Automatons	Blueprints	Max Invention Level
1st	+0	+0	+2	+0	Deploy Automaton, Directives, HALT!, Master's Presence, Scribe Invention	1	1	1
2nd	+1	+0	+3	+0	Craftsman +1, Innovation	1	1	1
3rd	+2	+1	+3	+1	-	1	1	1
4th	+3	+1	+4	+1	Craftsman +2, The Alpha	1	1	2
5th	+3	+1	+4	+1	Greater Innovation	1	2	2
6th	+4	+2	+5	+2	Craftsman +3, Innovation	1	2	2
7th	+5	+2	+5	+2	-	2	2	3
8th	+6/+1	+2	+6	+2	Craftsman +4	2	2	3
9th	+6/+1	+3	+6	+3	-	2	2	3
10th	+7/+2	+3	+7	+3	Craftsman +5, Greater Innovation, Innovation	2	3	4
11th	+8/+3	+3	+7	+3	The Swarm	2	3	4
12th	+9/+4	+4	+8	+4	Craftsman +6	2	3	4
13th	+9/+4	+4	+8	+4	-	3	3	5
14th	+10/+5	+4	+9	+4	Craftsman +7, Innovation	3	3	5
15th	+11/+6/+1	+5	+9	+5	Greater Innovation	3	4	5
16th	+12/+7/+2	+5	+10	+5	Craftsman +8	3	4	6
17th	+12/+7/+2	+5	+10	+5	-	3	4	6
18th	+13/+8/+3	+6	+11	+6	Craftsman +9, Innovation	3	4	6
19th	+14/+9/+4	+6	+11	+6	-	3	4	6
20th	+15/+10/+5	+6	+12	+6	Craftsman +10, Line of Succession	3	5	6



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**Craftsman (Ex):** At 2nd level, the tinker is well on his way to becoming a master craftsman. The tinker gains a bonus equal to half his level, rounded down, to all Craft skill checks.

**The Alpha:** At 4th level, the tinker has perfected what may very well be his greatest creation ever. Investing much more than its fair share of resources (metal, time, baby puree, etc.) in the endeavor, the tinker creates a special automaton. This automaton is a medium construct that takes actions on its own without the need for directives, has an Intelligence score of 10, does not gain skills, and gains a feat upon starting play and an additional feat for every three hit dice it possesses. Further, given its increased size, the automaton's blueprint can contain a number of inventions whose build point (BP) total is equal to or less than the tinker's class level + 5. Immediately upon the completion of the design, this automaton is deployed and it stays deployed. Given the alpha is completely autonomous, it does not count toward the tinker's maximum number of simultaneously deployed automatons.

Acting as the tinker's primary bodyguard and cohort, the alpha is far too expensive to be easily replaced should it fall. Rebuilding the alpha requires 1,000 gp worth of materials for each hit die it possessed. Further, the tinker finds the alpha to be far too complex to get in there and muck with its systems on a daily basis. The alpha's feat selection is permanent even if it is totally rebuilt, while its invention loadout can only be altered when the tinker gains a level or when the alpha is totally rebuilt.

**Greater Innovation (Ex):** As a tinker gains experience, sometimes his innovations aren't just mere optimizations. Sometimes, they're actually downright groundbreaking. At 5th, 10th, and 15th level, the tinker makes just such an innovation, thus gaining a greater innovation. (See section [Greater Innovations](#))

**The Swarm (Su):** At 11th level, the tinker finishes building a minuscule construct with a short lifespan and the ability to make copies of itself. Almost immediately, this thing consumes all the useful materials in his workshop and produces a massive swarm of its own. As the dust (nanobot corpses) clears, the tinker realizes that he isn't going to die. In fact, this swarm appears to be awaiting his orders. Most excellent.

The swarm can be used to fetch objects at will as though it were a mage hand with a maximum load of 40 pounds. Further, the swarm has three charge points that refresh each day at dawn. The following abilities all cost one charge point to use. As a standard action, the tinker can order the swarm to turn raw materials into a finished product as the fabricate spell. Upon reaching 14th level, the swarm has grown advanced enough to process living creatures. Treat this as the disintegrate spell, but if it kills the creature, it immediately fabricates the corpse instead of vaporizing it. At 17th level, the swarm can do the same to all creatures, as well as reshape persistent magical effects with hit points, such as a wall of force. For each of these, the DC is  $10 + 1/2$  tinker level + Int modifier and the caster level is equal to the tinker's class level -3. Given the swarm is mechanical, these abilities all ignore spell resistance; however, damage reduction applies.

**Line of Succession (Su):** At 20th level, the tinker realizes that he won't live forever and works to find a way to keep his legacy going long after he's gone. By building a line of succession into his automatons, he achieves just that.

#### Constitutional Monarchy

The Constitutional Monarchy Line of Succession is less a plan and more of a horrible accident. You install a neural network into your automatons with the intent of making communication with them easier. As soon as it is switched on, the automatons begin to pipe up about proper representation.

**Benefit:** All automatons other than the alpha gain +2 HD and have an Int of 10 if this would be an improvement.

As soon as Constitutional Monarchy is taken, the tinker, his alpha, and all deployed automatons are dazed for one round as his automatons scream out for proper representation. During this one round, all entities dazed in this way argue and bicker about who should lead who. Depending on the player's playstyle, the selection of who becomes the new leader can either be roleplayed (this is very strongly recommended for at least the first instance of this happening) or randomly chosen from a list of the tinker, his alpha, and all of the tinker's other blueprints. The selected entity gains all of the tinker's tinker class features. If the tinker is not the current leader, he loses all of these class features. Further, if the selected leader is not a currently deployed automaton, it is immediately deployed. Leadership lasts for one week or until death, at which point the tinker, his alpha, and all deployed automatons are once again dazed for one round and the process begins anew.

Given the nature of the neural network, automatons no longer require directives and behave autonomously, much like the alpha. In addition, the tinker and his automatons cannot be flanked unless they all are flanked. Finally, all members of the neural network share skills. If any member of the network has more ranks in a skill than any other member of the network, then all other members have that many ranks in that skill.

#### Progenitor

The progenitor line of succession focuses on making the alpha the heir apparent, an absolute mechanical masterpiece so well groomed for the task of being a tinker that some tinkers may eventually feel as though they created a far superior being with their own two hands.

**Benefit:** The alpha gains +5 HD, +2 Str, +2 Dex, and +10 Int.

If the tinker should ever die, the alpha gains all of his tinker class features. This new Alpha-tinker can make its own alpha, but this new alpha does not gain the hit dice, Strength, and Intelligence granted by the progenitor line of succession. Should the tinker ever return to life, the Alpha-tinker will revert back to its initial alpha state. Further, the Alpha-tinker's alpha will no longer be linked to the rest of the group and will wander off to forge its own destiny.

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### Gavelkind

The Gavelkind Line of Succession focuses on distributing power such that the entire team must be destroyed in order to actually stop it. If a single automaton survives, everything will return eventually.

**Benefit:** All automatons gain +1 HD and have an Int of 10 if this would be an improvement. Your automatons no longer require directives and behave autonomously, much like your alpha. Automatons can now deploy automatons of their own blueprint and can rebuild the alpha if it is destroyed. Finally, your alpha is fitted with a special device that can cast true resurrection on the tinker once per month if he is killed.

### The Automatons

The bread and butter of the tinker's arsenal, a tinker's automatons can fulfill whatever role the designer's little heart desires. Mindless to the point of not even fighting back when attacked while in an idle state, however, automatons present a challenge to those who do not have the organizational skills necessary to order around a small squadron of followers.

 Table: Automatons 

Tinker's Level	Automaton Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Str	Dex	Hit Points	Special*
1st - 2nd	1	+0	+0	+0	+0	10	10	20	Construct traits
3rd - 4th	2	+1	+0	+0	+0	10	10	25	Wakeup Call
5th	2	+1	+0	+0	+0	11	11	25	-
6th - 8th	3	+2	+1	+1	+1	11	11	31	-
9th	4	+3	+1	+1	+1	11	11	36	Can We Help?
10th - 11th	4	+3	+1	+1	+1	12	12	36	-
12th - 14th	5	+3	+1	+1	+1	12	12	36	-
15th - 17th	6	+4	+2	+2	+2	13	13	42	-
18th - 19th	7	+5	+2	+2	+2	13	13	47	-
20th	7	+5	+2	+2	+2	14	14	47	-
If HD increasing Innovations are used...	+1	As a Cleric with level = Automaton's HD	+1 / 3 HD	+1 / 3 HD	+1 / 3 HD	-	-	+5.5 per HD (round down)	-

\*Wakeup Call and Can We Help? can be acquired earlier than shown if the tinker invests in HD increasing Innovations.

As mentioned before, automatons are mindless, and thus gain neither skills nor feats. It is very important to note that automatons require programming to do every little thing that life takes for granted. As such, an automaton cannot make any skill checks untrained. Further, whenever an invention grants an automaton the ability to use a certain type of weapon, it is assumed that the deployment of the automaton provides it with a standard, non-masterwork example of that weapon. An automaton has no idea what to do with items, magical or otherwise, that are handed to it. As such, an automaton has no equipment slots and must make do with what it is deployed with, with the exception of having certain inventions, such as potion injectors, alchemical explosive compartments, and quivers, refilled by an ally.

**Wakeup Call (Ex):** Upon reaching 2 hit dice, automatons gain a slight semblance of sentience and begin to show their own personality quirks rather than blank stares when idle.

**Can We Help? (Ex):** Having watched the tinker do so many a time, upon reaching 4 hit dice, the automatons gain the ability to assist the tinker with his crafting. Whenever the tinker makes a Craft check, the automatons, of their own free will, mind you, bound forward and make Aid Other checks, even if they do not have a rank in the Craft skill being performed.

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### The Alpha

The tinker's pride and joy, the alpha is an autonomous automaton with additional hardpoints used to carry around the many inventions the tinker otherwise simply wouldn't utilize. Endowed with an enhanced logic matrix that mimics the functions of a sentient lifeform, the alpha can make skill checks untrained. The alpha's logic matrix is somewhat fragile, however, and the presence of magical auras will destabilize it over time. As such, the alpha cannot use magical equipment, nor does its design allow it to wear armor. That being said, the logic matrix of the alpha allows it to learn where other automatons simply must be told what to do. Upon creation and upon attaining every third hit die, the alpha gains a feat.

As stated earlier, given the alpha is autonomous and is capable of choosing its own actions, including attacks of opportunity and combat maneuvers. In fact, an advanced alpha can act as a secondary tinker while the tinker does what it is he needs to do.



Table: The Alpha



Tinker's Level	Alpha Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Str	Dex	Hit Points	Special*
4th	2	+1	+0	+0	+0	12	12	35	Feat**
5th	2	+1	+0	+0	+0	13	13	35	-
6th	3	+2	+1	+1	+1	13	13	41	Feat**
7th - 8th	4	+3	+1	+1	+1	14	14	46	-
9th	5	+3	+1	+1	+1	14	14	52	Drill Sergeant
10th	5	+3	+1	+1	+1	15	15	52	-
11th	6	+4	+2	+2	+2	16	16	57	Feat**
12th - 14th	7	+5	+2	+2	+2	16	16	63	-
15th - 17th	9	+6/+1	+3	+3	+3	18	18	74	Feat**
18th	10	+7/+2	+3	+3	+3	18	18	79	-
19th	11	+8/+3	+3	+3	+3	19	19	85	Torch Runner
20th	12	+9/+4	+4	+4	+4	20	20	90	Feat**
If HD increasing Innovations are used...	+1	As a Cleric with level = Alpha's HD	+1 / 3 HD	+1 / 3 HD	+1 / 3 HD	-	-	+5.5 per HD (round down)	-

\*Drill Sergeant and Torch Runner can be acquired earlier than shown if the tinker invests in HD increasing Innovations.

\*\*Feats are gained every third hit die. Use of HD increasing Innovations will break synch with this table.

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### Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have oracles as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

**Dwarf** - Treat the dwarf's tinker class level as 1/2 higher for the purpose of the craftsman class feature.

**Elf** - Add one invention from the tinker invention list to the tinker's invention book. This invention must be at least one invention level below the highest invention level the tinker can install, minimum 1.

**Gnome** - Add 1/3 of a build point to the tinker's alpha.

**Half-elf** - Add 1/6 of an innovation.

**Human** - Add 1/6 of an innovation.

**Puddling** - Add 1/6 of a blueprint.

### Feats

#### EXTRA INNOVATION

Sacrificing your growth as an individual, you work tirelessly to improve your automatons instead.

**Prerequisites:** Deploy Automaton class feature

**Benefit:** You gain an additional innovation. You must meet all of the prerequisites for this innovation.

**Special:** You may take the Extra Innovation feat multiple times. Each time, select a new innovation.

#### HONORARY TINKER

Through careful observation of a tinker and his automatons, you figure out how he does it, to some extent.

**Prerequisites:** Int 15, Spellcraft 5 ranks

**Benefit:** You gain the ability to give directives to automatons that are currently idle, given a defend or support directive targeting you, or following a directive you have already given it. If the master of an automaton gives it a directive, it is impossible for you to override it. You may only give directives that are in the standard list of directives. As such, Kamikaze, among others, cannot be used.

If you are a tinker, this limited control over automatons extends to the automatons of other tinkers.

**Normal:** Nobody can give an automaton directives other than its creator.

### RETALIATION

Having begun to see the automatons as friends and allies, you whip up into a rage when you see one fall.

**Prerequisites:** Honorary Tinker

**Benefit:** Whenever a creature reduces an automaton to 0 hp, it provokes an attack of opportunity from you.

### WE FIGHT AS ONE

These automatons really are smarter than you once thought!

**Prerequisites:** Honorary Tinker, any two teamwork feats

**Benefit:** As a swift action, select one of your teamwork feats. You treat all automatons as though they have that feat for 1 round.



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### Tinker Innovations

#### AID OTHER DIRECTIVE

Upgrades to the programming of your automatons give you the ability to use them as an impromptu labor force for any task.

**Benefit:** You gain the following directive.

**Aid** – The automaton moves to an appropriate position and executes an Aid Other action. For the purpose of this action, the automaton ignores whether or not it has a rank in any skill being used by the target of its action.

**Normal:** Automatons cannot make an Aid Other action and treat all untrained skills as unusable.

#### CENTRALIZED INVESTMENT

Your focus on a single, autonomous automaton has made materials scarce for the production of standard automatons.

**Prerequisites:** The Alpha class feature

**Benefit:** Your alpha gains +2 Str, +2 Dex, and +1 HD, but the number of times you can use your Deploy automaton class feature per day is reduced by one.

#### DESIGNER

An instinctual sense of the aesthetics and overall shape of your automatons makes the design of those aspects of your creations second nature.

**Prerequisites:** Heavy Construction innovation or Improved Construction innovation

**Benefit:** Your blueprints may include up to 2 BP of design inventions without paying their normal build point cost.

#### DIRECT UPLINK

Given the alpha is so expensive to replace, you have invested in its survival.

**Prerequisites:** The Alpha class feature

**Benefit:** The alpha receives all benefits of the master's presence class feature if it is within a mile of the tinker.

#### EXTRA CHARGES

With a little tweaking, you are capable of increasing the operative life of each individual nanobot in the swarm.

**Prerequisites:** The Swarm class feature

**Benefit:** Your charge point pool increases by 1. These charge points are used to power the swarm's fabrication suite.

**Normal:** You have 3 charge points that replenish every morning at dawn.

**Special:** This innovation can be taken multiple times. Its effects stack.

#### EXTRA INVENTIONS

Ignoring your automatons for a while, you instead think of new inventions to install on them.

**Benefit:** You immediately learn a number of inventions equal to your Intelligence modifier. These inventions must be of a level you can understand.

**Special:** You may select this innovation multiple times. If you do, select a new list of inventions to learn each time.

#### HEAVIER CONSTRUCTION

Your use of top-quality materials makes your automatons hard to disable.

**Prerequisites:** Heavy Construction innovation

**Benefit:** Each of your automatons gains +1 hp for each hit die it possesses.

#### HEAVY CONSTRUCTION

Your use of heavier materials causes all of your automatons to be able to withstand more punishment before succumbing.

**Benefit:** Your automatons gain +3 hp.

#### IMPROVED CONSTRUCTION

Your use of higher quality joints and motivators makes your automatons slightly stronger and more nimble than the average mindless construct.

**Benefit:** Your automatons gain +1 Str and +1 Dex.

#### KAMIKAZE DIRECTIVE

By harnessing the energy source of your automatons, you are able to make any of your creations a walking bomb at will.

**Benefit:** You gain the following directive.

**Kamikaze** – The automaton moves to a designated position and explodes, dealing 1d6 points of fire damage plus an additional 1d6 points of fire damage for every two tinker levels beyond 1st in a 10 foot radius. Those affected make a Reflex saving throw (DC 10 + 1/2 tinker level + Int mod) for half damage. An automaton that executes a kamikaze directive is destroyed.



#### MASTER PLAN

A history of success through the use of circuitous contingencies has instilled in you the drive to always have another plan at the ready.

**Benefit:** Your maximum number of blueprints increases by one.

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### NOT AGAIN!

You have learned to anticipate the explosions your automatons cause.

#### Prerequisites:

Kamikaze Directive innovation

**Benefit:** If you make your Reflex saving throw against a kamikaze or contingent kamikaze, you take no damage.

**Normal:** If you make your Reflex saving throw against a kamikaze or contingent kamikaze, you take half damage.

#### OVERWHELMING PRESENCE

Your personality allows you to maintain enhanced control of your automatons at a greater range.

#### Prerequisites:

Cha 13

**Benefit:** The radius of your master's presence class feature is increased by 30 feet.

#### OVERZEALOUS EXECUTION

Having given each of your automatons a semblance of a personality, they suddenly begin to exhibit an almost dog-like desire to please you by following your commands with an overzealous excitement.

#### Prerequisites:

All automatons must have at least 2 hit dice

**Benefit:** Whenever you give an automaton a directive, it gets a +2 circumstance bonus to all rolls for 1 round. Once an automaton has received this bonus, it cannot receive it again for 24 hours. (That being said, there's an entire pile of automatons in your bag waiting to make you proud.)

#### PERMANENT FIXTURE

Your alpha has been built around an invention such that it can never be taken out of its design, but does not take up any hardpoints.

#### Prerequisites:

The Alpha class feature

**Benefit:** Your alpha gains an invention with build point cost 2 or less without paying its normal build point cost. This invention cannot be removed from its design, even if the alpha is totally rebuilt following being destroyed in combat.

#### PERMANENT FIXTURE UPDATE

Your alpha's Permanent Fixture has been updated to a more advanced model.

#### Prerequisites:

Permanent Fixture innovation

**Benefit:** Your alpha's permanent fixture is replaced by an invention with build point cost 2 or less that requires the original permanent fixture as a prerequisite. Like the permanent fixture before it, this invention is installed without paying its normal build point cost and cannot be removed from the alpha's design, even if it is rebuilt.

#### POTION INJECTION

The realization that automatons can carry goods that directly benefit the organics with which a tinker invariably travels quickly brings about a whole range of ideas.

**Benefit:** You learn the potion injector invention.

#### PREFERRED BLUEPRINT

You have taken a liking to one of your standard automaton designs. As such, you tend to invest more and better materials into that one design.

**Benefit:** Select one of your blueprints. All automatons of that blueprint get +1 hit die. Should that blueprint be rewritten, this benefit carries over to the new design.

#### RAPID ORDERS

Your ability to think fast and your ability to move fast has led to the inevitable: talking fast.

#### Prerequisites:

Tinker level 3rd, Dex 14, Int 14

**Benefit:** Twice per day, you may give an automaton a directive as a swift action.

**Normal:** Giving an automaton a directive is a standard action.

#### SELF DEFENSE PROGRAMMING

Simple routines cause idle automatons to attack those who threaten them.

**Benefit:** Whenever an idle automaton is dealt damage, that automaton will give itself an attack directive against the source of the damage. This directive will not be given if the source of the damage is the tinker, his alpha, or another automaton.

#### SUPPORT PROGRAMMING

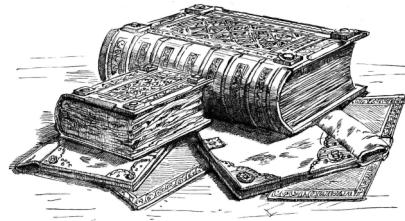
Simple routines that build off of the idea of a supported whole grant your automatons a measure of autonomy.

#### Prerequisites:

Aid Other Directive innovation,  
Potion Injection innovation

**Benefit:** Automatons can use all Repair inventions on themselves or other automatons without being given an Order to do so. In addition, automatons can use any Potion Injector inventions on you without being given a directive to do so.

**Normal:** Automatons do not use any inventions without being given an explicit directive to do so.



# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

### Tinker Greater Innovations

#### BIGGER AND BETTER

A good tinker understands that his automatons are only as good as their designs allow them to be. A great tinker recognizes that even the best design means nothing if a dragon is able to bisect it with a single claw. Believing yourself one of the latter, you have invested in the same strategies as those who have more experience than you, thus making your automatons more advanced before their time.

**Benefit:** All of your automatons gain +1 HD.

#### CONTINGENT KAMIKAZE

Losing a number of automatons just before commanding them to explode has led to the inevitable development of a deadman's switch-like device in all of your automatons.

**Prerequisites:** Kamikaze Directive innovation

**Benefit:** Whenever one of your automatons is reduced to zero hit points, it explodes, dealing 1d6 points of fire damage plus an additional 1d6 points of fire damage for every four tinker levels beyond 1st in a 10 foot radius radius with a DC  $10 + 1/2$  tinker level + Int modifier for half damage.

#### EFFICIENT RECONSTRUCTION

Many a tinker has lost his alpha and has been forced to break the bank to rebuild his masterpiece. As one of the unfortunate masses, you have found ways to largely rebuild with what a scrapped alpha leaves behind. To some extent, this means more generic metal around the expensive parts.

**Prerequisites:** You must have rebuilt your alpha at least once.

**Benefit:** Your alpha costs 250 gp per hit die to rebuild. In addition, your alpha gains +2 HD.

**Normal:** Your alpha costs 1000 gp per hit die to rebuild.



#### GIGADROID

It simply had to be.

**Prerequisites:** Megadroid greater innovation, Tinker level 13th

**Benefit:** You gain an additional blueprint. This blueprint's build point limit is 100% greater than that of a normal blueprint. The resulting automaton is two size categories larger than normal, costs three uses of your deploy automaton class feature to deploy, and counts as three automatons for the purpose of calculating how many automatons you currently have deployed.

#### INDEPENDENCE SCRIPT

The greatest limiting factor when dealing with your automatons is that you always need to be there to make sure they keep doing what you want. By developing a special infusion technique, you find a workaround for this problem.

**Prerequisites:** Direct Uplink innovation

**Benefit:** You gain an additional blueprint. This blueprint produces an automaton that has a base Int of 10 rather than a base Int of -, making the automaton sentient. As such, it does not require directives to function and can interpret sets of instructions in a logical fashion, thus giving it the ability to produce equipment, guard locations, or sneak into an enemy's home and steal a particular item, among other until now unheard-of functions. Further, you need not be present; the machine can remember what it has been told to do and execute accordingly. Finally, the automaton gains the bonuses for Master's Presence no matter how far away from you it is, so long as you are on the same plane of existence as it is.

Deploying this special automaton does not use up one of your uses of deploy automaton for the day, nor does the automaton count toward your maximum number of deployed automatons; however, the somewhat unstable matrix that gives this machine its limited sentience shorts out and renders the automaton completely useless should it ever observe its creator being attacked.

Only one independence script automaton can be active at a time. Further, it takes awhile to build a new logic matrix for this sort of automaton. As such, only one independence script automaton may be deployed each week.

#### MEGADROID

By combining the power needed for multiple deployments, you learn to build bigger automatons that can handle more inventions at once.

**Prerequisites:** Tinker level 7th

**Benefit:** You gain an additional blueprint. This blueprint's build point limit is 50% greater than that of a normal blueprint. The resulting automaton is one size category larger than normal, costs two uses of your deploy automaton class feature to deploy, and counts as two automatons for the purpose of your maximum allowed number of deployed automatons.

#### Paint Target

The realization that you have more automatons than you could ever reliably give directives to creates the need for a way to command them all at once. This is what you developed.

**Benefit:** As a standard action, make a single attack with your weapon. If it hits, all of your automatons are given a directive to attack the creature struck. If the attack fails to deal damage, but hits the target's touch AC, this ability still functions.

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### PRISMATIC STRIKE

Several finicky adjustments allow your automatons to be more effective when using their energy-based weaponry.

**Benefit:** Whenever you or one of your automatons deals fire or electric damage, it deals an additional point of fire or electric damage.

#### REBUILD ALPHA

Having been unhappy with how the ongoing project that is your alpha has turned out, you develop a method by which you can wipe the device's memory and start over anew.

**Prerequisites:** Your alpha must have at least three feats

**Benefit:** You redesign the very foundation of your alpha, allowing you to reselect its feats and any inventions selected for the permanent fixture and permanent fixture update innovations. Any feats reselected in this way must meet the prerequisites of the feat at the time the alpha initially gained that feat. For example, the alpha's on creation feat allows for the use of Strength 12, Dexterity 12, base attack bonus +0, and so on, for the fulfillment of prerequisites.

The alpha's personality remains intact for this procedure, though it may not look at you the same way anymore now that you've tampered with its electronic egg salad.

#### SUPERIOR MATERIALS

By simply using the best materials from the best suppliers, every automaton you build is better than that of your peers.

**Prerequisites:** Designer innovation

**Benefit:** All of your automatons gain +2 Str, +2 Dex, and +1 hit point per hit die it possesses.

#### SWAP OUT

The use of snap-on standardized parts allows you to change deployed blueprints on the fly.

**Prerequisites:** Master Plan innovation

**Benefit:** Three times per day as a full-round action, you can change a deployed automaton within reach to any other blueprint you currently have prepared. All limited use per day inventions on the automaton to be changed have their uses per day carry over to the new blueprint. If the new blueprint has limited use per day inventions that are not on the old blueprint, then those limited use per day inventions are treated as though they have already expended all of their uses for the day.

#### WEAPONIZED SWARM

It turns trees into ladders, dragons into suits of armor, and permanent walls of force into frictionless, weightless chairs for your sitting pleasure. Why not train your swarm to also act like a plague of locusts? It could be fun! And so a terrible, terrible idea was born...

**Prerequisites:** The Swarm class feature, Designer innovation

**Benefit:** You may spend two charge points as a standard action to deploy your swarm as you would an automaton. Note that given this is a deployment, you can give the swarm an order as a free action as soon as you deploy it. The swarm has the Strength, Dexterity, hit dice, hit points, and saves of a standard automaton, but is a swarm creature that takes up one 5'x5' square for every 5 tinker levels you possess. These squares must all be adjacent to the tinker. If adequate space is not available, the swarm will also deploy in the tinker's square. If adequate space is still not available, the swarm will not deploy. Once deployed, the swarm counts as two automatons for the purpose of calculating the maximum number of automatons you can have deployed. Given this is the swarm and not your stockpile of standardized automaton parts, deploying the swarm does not consume your daily uses of the deploy automaton class feature.

Whenever it deals swarm damage, the swarm deals 1d6 points of piercing damage plus 1d6 points of piercing damage for every 5 tinker levels beyond 5th. Creatures beginning their turn in the same square as part of the swarm must make a DC 10 + 1/2 tinker level + Intelligence modifier Fortitude save or become nauseated for one round.

Whenever the swarm loses a fraction of its maximum hit points equal to  $1/x$ , where x is the number of squares it occupied upon deployment, one of those squares is eliminated. For example, if a 15th level tinker deploys the swarm, it has 60 hit points and takes up three squares. If the swarm loses 20 hit points, it now takes up two squares. If it loses 40 hit points, it now takes up only one square.

A tinker can give the swarm a kamikaze directive. If he does so, each square of the swarm explodes separately, dealing standard kamikaze damage. If the swarm is reduced to 0 hit points or destroyed via a kamikaze, the population of nanobots is sufficiently decimated to make its standard functionality impossible. As such, the swarm cannot be used in any way, shape, or form for 1d4 days as it recuperates. Feeding the swarm a lump of pure iron worth 200 gp makes the recuperation of the swarm an overnight process.

# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

### Tinker Invention List

#### Level 1 Tinker Inventions

<b>Additional Blast Charges</b> – Increases Kamikaze damage by 1d6 fire.	1 BP
<b>Arms</b> – The automaton gains arms.	1 BP
<b>Brute Design</b> – Design. +1 damage, -1 to hit.	1 BP
<b>Compartment</b> – The automaton can carry an inventory.	1 BP
<b>Endearing Design</b> – Design. +3 Diplomacy, -3 Intimidate. The automaton may make Diplomacy checks.	1 BP
<b>Intimidating Design</b> – Design. +3 Intimidate, -3 Diplomacy. The automaton may make Intimidate checks.	1 BP.
<b>Nimble Design</b> – Design. +1 Dex, -1 Str	1 BP
<b>Potion Injector</b> – Req. Potion Injection innovation. The automaton can inject organics with a potion.	1 BP
<b>Precise Design</b> – Design. +1 to hit, -1 damage	1 BP
<b>Quiver</b> – Req. arms invention. The automaton can reload ranged weapons.	1 BP
<b>Reloading Winch</b> – Req. Weapon Mount. Allows reloading of a mounted crossbow without the use of arms.	1 BP
<b>Repair Kit</b> – Repairs 2d6 damage to self. Can use on others with arms invention.	1 BP
<b>Responsive Programming</b> – Req. Knowledge (engineering) 1 rank	1 BP
Automaton can make attacks of opportunity against current target.	
<b>Saddle</b> – Req. Ride 1 rank. Design. Tinker can ride an automaton of equal or greater size.	1 BP
Automaton takes -2 penalty to hit.	
<b>Simple Weapon Proficiency</b> – The automaton gains proficiency in one simple weapon.	1 BP
<b>Stout Design</b> – Design. +1 Str, -1 Dex.	1 BP
<b>Weapon Mount</b> – Crossbow can be fired from atop automaton's head.	1 BP

#### Level 2 Tinker Inventions

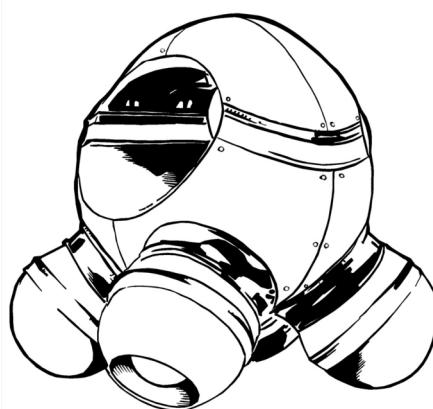
<b>Acceleration Unit</b> – +10 ft. base speed	1 BP
<b>Armored Armadillo</b> – Req. Knowledge (nature) 1 rank. Automaton can make a Total Defense action.	1 BP
<b>Bulky Design</b> – Design. +2 AC, -10 ft. base speed	1 BP
<b>Craftsbot</b> – Req. arms. Automaton gains ranks equal to HD to one Craft skill	1 BP
<b>Custom Robosaddle</b> – Req. Saddle. Design. Tinker is able to ride automatons of one size category smaller. -2 penalty to hit only if automaton is smaller.	1 BP
<b>Disarmer</b> – Automaton gains the Improved Disarm feat	2 BP
<b>Expanded Repair Kit</b> – All repair kits get +1 use/day.	2 BP
<b>Faulty Overclock</b> – +1 fire damage to melee and ranged attacks	1 BP
<b>Flaskapult</b> – Catapult launches flasks and other small objects.	2 BP
<b>Grappling Hook</b> – Automaton gains the ability to cross large gaps.	1 BP
<b>Heedless Design</b> – Req. Knowledge (engineering) 3 ranks. Design. When slam charging, -2 to hit, +2 damage.	1 BP
<b>Improved Compartment</b> – Self-sorting compartment allows for mixed goods	2 BP
<b>Improved Reload Routine</b> – Automaton gains the Rapid Reload feat.	1 BP
<b>Mobile Station</b> – Req. craftsbot invention. Automaton gains integrated artisan tools.	2 BP
<b>Physical Skill Programming</b> – Automaton gains ranks equal to HD to a physical skill.	1 BP
<b>Poison Application Device</b> – Req. quiver invention or reloading winch invention.	2 BP
Automaton can apply poison to bolts and arrows.	
<b>Potion Lab</b> - Req. Independence Script greater innovation, mobile lab invention.	2 BP
Automaton gains the Brew Potion feat.	
<b>Shrapnel Compartment</b> – Req. Kamikaze directive innovation. Compartment adds to Kamikaze damage	1 BP
<b>Singed Earth Module</b> – Req. Kamikaze directive innovation. Kamikaze radius increased by 5 ft.	1 BP
<b>Skill Specialization</b> – Automaton gains a class skill.	1 BP
<b>Slow Repair Module</b> – Automaton repairs self over time once per day.	1 BP
<b>Stabilizing Gyros</b> – Automaton gains +2 to CMD.	2 BP
<b>Static Shield</b> – Req. Know (arcana) 3 ranks. Shield deals 1d2 electric damage to attackers.	2 BP
<b>Streamlined Design</b> – Design. +10 ft. base speed, -2 AC	1 BP
<b>Sunderer</b> – Automaton gains the Improved Sunder feat.	2 BP
<b>Switcheroo</b> – Automaton gains the Quick Draw feat.	1 BP
<b>Thick Armor</b> – Automaton gains +1 bonus to natural armor.	1 BP
<b>Tripper</b> – Automaton gains the Improved Trip feat.	2 BP
<b>Twin Vial Injector</b> – Req. potion injector invention. Potion injector with two vials on one syringe.	1 BP
<b>Two Weapon Flailing</b> – Automaton gains the Two Weapon Fighting feat	1 BP

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### Level 3 Tinker Inventions

<b>Augmented Dexterity</b> – The automaton gains +2 Dex.	2 BP
<b>Augmented Strength</b> – The automaton gains +2 Str.	2 BP
<b>Augmented Structure</b> – The automaton gains +1 hit point per hit die.	2 BP
<b>Customkaze</b> – Req. Kamikaze directive innovation. Allows for the selection of Kamikaze damage type	1 BP
<b>Electroshocker</b> – Req. Know (arcana) 6 ranks. The automaton can make a ranged touch attack that dazes.	3 BP
<b>Extra Languages</b> – The automaton understands another language	1 BP
<b>Flawed Overclock</b> – Req. and Rep. faulty overclock invention. +1d3 fire damage to melee and ranged attacks .	1 BP
<b>Grafted Tentacle</b> – Req. Heal 1 rank, Knowledge (nature) 2 ranks Tentacle makes attacks of opportunity and gives +2 bonus to CMB	3 BP
<b>High-yield Charges</b> – Req. and Rep. additional blast charges invention. Increases Kamikaze damage by 2d6 fire	1 BP
<b>Inflammable Citrus</b> – Req. Knowledge (nature) 3 ranks. Design. Fire damage from thrown splash weapons deals double damage to inanimate objects.	1 BP
<b>Kinetic Transference Device</b> – Req. Know (engineering) 5 ranks or headless design invention. Charging deals an additional point of damage for every 20 feet moved.	2 BP
<b>Manufactury</b> – Req. Craft (alchemy) 5 ranks. Compartment that makes its own alchemical goods.	2 BP
<b>Martial Weapon Proficiency</b> – The automaton gains proficiency with a single martial weapon.	1 BP
<b>Mechanical Monkling Module</b> – Req. and Rep. acceleration unit invention +20 ft. base land speed	2 BP
<b>Mechanical Ninja Module</b> – Req. and Rep. acceleration unit invention +10 ft. base land speed, +2 initiative, +1 dodge bonus to AC	2 BP
<b>Obsidian Construction</b> – Design. Automaton gains a bonus to saves against magic, but takes additional physical damage when struck.	2 BP
<b>Point Blank Programming</b> – Automaton gains the Point Blank Shot feat.	2 BP
<b>Rapid Fire Programming</b> – Req. point blank programming invention. Automaton gains the Rapid Fire feat.	2 BP
<b>Shield Proficiency</b> – Automaton gains proficiency with small and large shields.	1 BP
<b>Simple Weapon Mastery</b> – Automaton gains proficiency with all simple weapons.	2 BP
<b>Slow Burn</b> – Burning effects from flasks and enhanced Kamikazes persist.	1 BP
<b>Skill Suite</b> – Automaton gains ranks equal to HD to most skills.	2 BP
<b>Speakers</b> – The automaton can speak.	1 BP
<b>Static Eruption</b> – Req. static shield invention. Static Shield damage added to Kamikazes.	1 BP
<b>Static Sheathe</b> – Req. static shield invention. Static Shield damage added to melee and ranged attacks.	2 BP
<b>Superior Responsive Programming</b> – Req. and Rep. responsive programming invention. Automaton can make attacks of opportunity with no restrictions	1 BP
<b>Triple Vial Injector</b> – Req. and Rep. twin vial injector invention. Potion injector with 3 vials on one syringe, +1 CL to potions injected.	2 BP



## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### Level 4 Tinker Inventions

<b>Auxiliary Power Source</b> – One additional use of a per day ability	1 BP
<b>Debilitating Disarm</b> – Req. disarmer invention.	2 BP
-2 to hit and damage for 1d4 rounds when disarm is successful	
<b>Electroblaster</b> – Req. electroshocker invention.	3 BP
Electroshocker now deals 5d4 damage and can be used five times daily, but no longer dazes.	
<b>Enhanced Electroshocker</b> – Req. electroshocker invention. Electroshocker now stuns rather than dazes.	3 BP
<b>Evasion</b> – Req. Not Again! innovation. The automaton gains the Evasion feat.	3 BP
<b>Greater Repair Kit</b> – Repairs 5d6 points of damage. Can use on others with the arms invention.	2 BP
<b>Improved Two Weapon Flailing</b> – Req. two weapon flailing invention.	2 BP
The automaton gains the Improved Two Weapon Fighting feat.	
<b>Maelstrom</b> – Req. Craft (alchemy) 8 ranks, Kamikaze directive innovation.	2 BP
Kamikazes light their victims on fire on a failed save.	
<b>Magic of Science</b> – Req. Knowledge (arcana) 7 ranks, Spellcraft 2 ranks.	1 BP
The automaton's weapons break Magic DR.	
<b>Multiplex Programming</b> - Req. and Rep. superior responsive programming.	1 BP
The automaton gains the Combat Reflexes feat.	
<b>Manylob</b> – Req. rapid fire programming invention.	2 BP
Ability to make additional attacks with a lobtube or flaskapult invention.	
<b>Scavenger</b> – Able to refill repair kits by looting fallen constructs	1 BP
<b>Scorched Earth Module</b> – Req. singed earth module invention. Kamikaze radius increased by 10 ft.	2 BP
<b>Searing Sunder</b> – Req. sunderer invention.	2 BP
Sunders deal an additional 2d6 fire damage to item and wielder.	
<b>Static Shield, Improved</b> – Req. and Rep. static shield invention	1 BP
Shield deals 1d4 electric damage to attackers.	
<b>Stealth Strike</b> – Automaton deals 1d6 sneak attack damage.	3 BP
<b>Superior Injector Construction</b> – Req. Potion Injection innovation. All potions in injectors get +1 CL.	1 BP
<b>Telescoping Trip</b> – Req. tripper invention. Automaton has +5 ft. reach when making a trip attempt.	2 BP
<b>Thicker Armor</b> – Req. and Rep. thick armor invention. Automaton gains +2 bonus to natural armor.	1 BP
<b>Trapfinder</b> – Req. Disable Device 7 ranks, Perception 5 ranks.	3 BP
Automaton gains the Trapfinding class feature.	
<b>Wondrous Foundry</b> - Req. Independence Script greater innovation, Craft (any) 10 ranks, Knowledge (arcana) 10 ranks, mobile station invention. Automaton gains the Craft Wondrous Item feat.	4 BP

#### Level 5 Tinker Inventions

<b>Double Barrel Injector</b> – Req. and Rep. double vial injector invention. Injects two potions in one action.	2 BP
<b>Energy Dampener</b> – Req. Know (engineering) 10 ranks.	3 BP
Twice daily, the automaton can create a field that absorbs 50 points of damage from a specific energy type.	
<b>Enlarged Design</b> - Design. Automaton is made one size category larger than normal.	3 BP
<b>Greater Kinetic Transference Device</b> – Req. and Rep. kinetic transference device invention.	3 BP
Charging deals an additional point of damage for every 10 feet moved.	
<b>Lobtube</b> – Req. and Rep. flaskapult invention.	2 BP
Hollow cylinder launches flasks of alchemical goods, dealing additional bludgeoning damage.	
<b>Mechanical Monk Module</b> – Req. and Rep. mechanical monkling module invention.	3 BP
The automaton gains the Run feat and has +50 ft. base land speed.	
<b>Mechanical Shadowdancer Module</b> – Req. and Rep. mechanical ninja module invention.	3 BP
The automaton gains +20 ft. base land speed, +4 initiative, +2 dodge bonus to AC.	
<b>Miniatuerized Design</b> - Design. Automaton is made one size category smaller than normal.	3 BP
<b>Static Shield, Greater</b> – Req. and Rep. static shield, improved invention.	1 BP
Shield deals 1d6 electric damage to attackers.	
<b>Supreme Charges</b> – Req. and Rep. high-yield charges invention.	3 BP
Increases Kamikaze damage by 4d6 fire.	
<b>Superior Electroshocker</b> – Req. electroblaster invention, enhanced electroshocker invention, or twin shock invention. Two of the following can be on the same automaton: electroblaster, enhanced electroshocker, twin shock.	1 BP
<b>Twin Shock</b> – Req. electroshocker invention. Electroshocker makes two attacks when activated.	3 BP

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### Level 6 Tinker Inventions

<b>Auxiliary Power Source, Greater</b> - Req. Knowledge (engineering) 15 ranks Automaton can use a finite uses invention of any level one additional time per day.	2 BP
<b>Cockpit</b> – Req. and Rep. custom robosaddle, Ride 10 ranks. The tinker can ride inside an automaton, granting immunities to the tinker and weapon proficiencies to the automaton.	3 BP
<b>Definitive Dexterity</b> - Req. and Rep. augmented dexterity, Acrobatics 8 ranks The automaton gains +4 Dex.	1 BP
<b>Definitive Strength</b> - Req. and Rep. augmented strength, Swim 8 ranks The automaton gains +4 Str.	1 BP
<b>Definitive Structure</b> - Req. and Rep. augmented structure, Craft (any) 16 ranks The automaton gains 2 hp per hit die it possesses.	1 BP
<b>Exotic Weapon Proficiency</b> – The automaton gains proficiency with a single exotic weapon. The tinker must be proficient with that weapon.	2 BP
<b>Kamikaze Trigger</b> – Req. Kamikaze Directive innovation. Whenever the automaton successfully deals damage from a charge, it immediately executes a Kamikaze Directive.	2 BP
<b>Minelayer Compartment</b> – Req. Craft (alchemy) 12 ranks. Automaton can drop a packet of prepared alchemical goods that detonates when disturbed.	5 BP
<b>Scoured Earth Module</b> – Req. and Rep. scorched earth module. Kamikaze damage increased by 2d4 force; radius increased by 15 ft.	3 BP
<b>Superior Kinetic Transference Device</b> – Req. and Rep. Greater Kinetic Transference Device. Charging deals an additional point of damage for every 5 feet moved.	3 BP
<b>Supreme Electroshocker</b> – Req and Rep. superior electroshocker. Electroblaster, Enhanced Electroshocker, and Twin Shock can all be installed on the same automaton.	2 BP
<b>Thickest Armor</b> – Req. and Rep. thicker armor. Automaton gains +3 bonus to natural armor.	1 BP
<b>Tornadic Rampage of Inexorable Pugilism (TRIP)</b> – Req. debilitating disarm, searing sunder, telescopic trip. Automaton moves up to its base speed, striking everything in its path with a combat maneuver. All struck creatures are subject to all the required inventions.	4 BP
<b>Total Repair Module</b> – Craft (armor) 10 ranks. Automaton can repair itself for 50 points once daily.	3 BP
<b>Triple Barrel Injector</b> – Req. and Rep. double barrel injector. Injects three potions in one action; +2 CL to injected potions	4 BP

#### Automatons, Inventions, and You!

There are several things to note about inventions and the automatons that use them before the invention book itself is presented in full detail.

1: Inventions with supplies that need to be replenished by the tinker are filled from the tinker's stocks when the automaton is first deployed. This includes all compartments, potion injectors, and the poison application invention.

2: Inventions with supplies that need to be replenished by the tinker have remaining stock be totally destroyed when the automaton is destroyed. This is important, as it may make it a bad idea to fully stock every deployed automaton, especially if expensive poison is going to be on the machine's person. There's always a risk involved.

3: Whenever an automaton is granted weapon proficiency by an invention, it is assumed to have as many of that weapon as it needs. If it intends to dual wield longswords, it has two longswords. If it has proficiency with all simple weapons, this means that automaton is packing more heat than your standard action hero, thus making disarming the poor thing rather pointless. The one exception to this rule is a ranged weapon on a weapon mount. Given the weapon is placed on the mount as part of the installation process, sundering or otherwise shutting down that crossbow is a surefire way to make that automaton unable to fight, as it cannot slap another one on the mount.

4: All automatons have a slam attack. Small automatons do 1d4 damage, medium to 1d6, large do 1d8, and huge do 1d10. Sometimes, it's just worth the tinker's while to spend the build points that would normally go on a weapon somewhere else.

# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

### Invention Format

#### Invention Name (Subtype\*) \*If applicable

Build Point cost

Invention Level

Prerequisites

Invention Description

### Invention Book

#### Acceleration Unit

1 BP

Invention 2

No prerequisites

This invention, a simple, direct improvement to the mechanisms that provide motive force to the automaton, increases the base land speed of the automaton by +10 ft.

#### Additional Blast Charges

1 BP

Invention 1

Kamikaze Directive innovation

Less a novel invention and more a new way of building an automaton chassis to fit extra explosive charges, this invention increases damage dealt by the Kamikaze Directive innovation and the Contingent Kamikaze greater innovation abilities by 1d6 fire damage.

#### Aligned Automaton

1 BP

Invention 5

Knowledge (religion) 10 ranks

When this invention is selected for a blueprint, select an alignment that matches the tinker's alignment (For example, lawful or good can be chosen if the tinker is lawful good). The automaton's weapons are treated as that alignment for the purpose of overcoming damage reduction.

This invention can be selected multiple times. Each time, a new alignment is chosen.

#### Armored Armadillo

1 BP

Invention 2

Knowledge (nature) 1 rank

An upgrade to the logic of the automaton, this invention allows it to make a Total Defense action. A Total Defense action is a standard action that grants a +4 dodge bonus to AC that cannot be combined with fighting defensively or the Combat Expertise feat. If the tinker has the Support Programming innovation, then the automaton can use this invention without being explicitly told to do so; otherwise, the tinker must give the automaton a directive to utilize this invention. Whenever the directive given would have the automaton go idle, the Total Defense ends.

While making a Total Defense action, the automaton cannot make attacks of opportunity.

### Arms

1 BP

Invention 1

No prerequisites

The automaton now sports a pair of arms, which can be used for all the sorts of things that humanoids use their arms to do. This includes holding weapons, shields, reloading crossbows if a quiver is present, opening doors, grabbing something from a backpack, using the Throw Splash Weapon special attack, and other general manipulation of one's immediate surroundings.

#### Augmented Dexterity

2 BP

Invention 3

No prerequisites

A new lightweight alloy grants the automaton a +2 bonus to its Dexterity score.

#### Augmented Strength

2 BP

Invention 3

No prerequisites

A few springs of superior quality here and an extra power source there grant the automaton a +2 bonus to its Strength score.

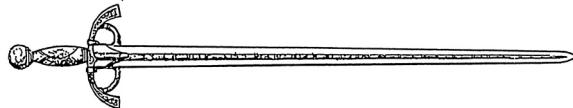
#### Augmented Structure

2 BP

Invention 3

No prerequisites

The addition of nonessential crumple zones allow the automaton to continue to function long after a rigid structure would have failed. The automaton gains 1 hp per hit die it possesses.



#### Auxiliary Power Source

1 BP

Invention 4

No prerequisites

Some automatons find themselves taxing their systems to the limit using certain inventions. The wise tinker installs an auxiliary power source for these designs, allowing the automaton to make one additional use of an invention of up to 3rd level with a finite number of uses per day.

#### Auxiliary Power Source, Greater

2 BP

Invention 6

Knowledge (engineering) 15 ranks

This invention functions like auxiliary power source, except it can be used to power an invention of any level an additional time per day.

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### Brute Design (Design)

1 BP

Invention 1

No prerequisites

By slapping nasty spikes all over and installing heavy, bludgeoning bits pretty much everywhere, an automaton can be made much more dangerous, if it can hit. An automaton sporting this design deals an additional +1 damage, but takes a -1 penalty to hit.

#### Bulky Design (Design)

1 BP

Invention 2

No prerequisites

By slapping extra armor plating on, it is possible to make an automaton very difficult to injure, so long as the notion of speed is a secondary concern. An automaton built using this design philosophy enjoys a stacking +2 armor bonus to its AC, but takes a -10 ft. penalty to its base land speed.

#### Cockpit

3 BP

Invention 6

custom robosaddle invention, Ride 10 ranks

This invention replaces custom robosaddle when installed. Careful exploration of the idea of riding a metallic creature has led to the epiphany that riding inside it would be that much better! Given space constraints, the tinker may only enter the cockpit of an automaton that is larger than he is. Entering or leaving a cockpit is a full-round action that provokes attacks of opportunity.

Once inside, the tinker is treated as having total cover and grants the automaton proficiency with all weapons with which he himself is proficient. Given the tinker is doing the majority of the thinking, the automaton can have its systems shut down somewhat, allowing for the use of magic weapons while the tinker is piloting. In addition, the tinker, protected as he is by the body of the automaton, is not affected by area of effect hazards such as fireball, tanglefoot bags, horrid wilting, and Staves of the Magi being broken over a desperate villain's knee. Effects that rely only on sight or a mental link to a seen target, such as blinding flashes or phantasmal killer, still affect the tinker normally.

The tinker may issue directives and utilize the swarm as normal while inside the automaton, but cannot attack or perform move actions. Skill checks performed while inside the cockpit are made using the tinker's skill bonus, but with the appendages of the automaton, thus making it quite ideal for dangerous work.

If the automaton is destroyed while the tinker is riding in it, the tinker takes 8d6 points of bludgeoning damage as the superstructure crashes in around him. Leaving the twisted wreck of an automaton is a full-round action that provokes attacks of opportunity. While stuck in the wreck of an automaton, the tinker is still provided partial cover, though he takes a -4 penalty to all Reflex saving throws due to his rather compromised position.

#### Compartment

1 BP

Invention 1

No prerequisites

The automaton now sports an easy-access compartment with a capacity of three flasks or flask-sized objects, such as most alchemical goods. If all objects stored in the compartment are duplicates of the same item, then an item can be drawn from the compartment as a move action. Otherwise, an item can be drawn from the compartment as a standard action. If the automaton has the Quick Draw feat, then these draw speeds are a free action and a move action, respectively.

This invention can be selected multiple times.

#### Craftsbot

1 BP

Invention 2

arms invention

There comes a time in every tinker's career where the realization that he can have his automatons produce the crates of alchemist's fire they throw hits him like a failed Kamikaze Directive. The automaton gains ranks equal to its hit dice to one Craft skill.

This invention can be selected multiple times. Each time, a new Craft skill is chosen.

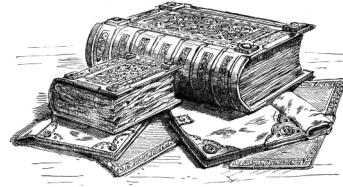
#### Custom Robosaddle (Design)

1 BP

Invention 2

saddle invention

This invention replaces saddle when installed and allows the tinker to ride the automaton if it is equal to or larger than one size category smaller than the tinker. While being ridden, the automaton takes a -2 penalty to its attack rolls if the tinker is a larger size category than it is.



#### Customkaze

1 BP

Invention 3

No prerequisites

When selected for a blueprint, this invention allows the tinker to choose whether this automaton's Kamikaze Directive or Contingent Kamikaze will deal fire, electric, or force damage. This energy type is selected when the blueprint is created and not when the automaton explodes. If force is chosen, reduce the damage dealt by 2d6.

This invention does not affect the type of damage dealt by inventions that add bonus damage to kamikaze effects.

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

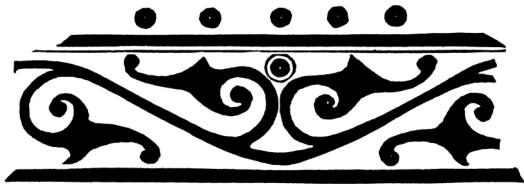
#### Debilitating Disarm

2 BP

Invention 4

disarmer invention

A simple logic upgrade, this invention teaches the automaton to twist and wrench when attempting to disarm an opponent. Whenever the automaton successfully disarms, the disarmed individual takes a -2 penalty to hit and damage rolls for 1d4 rounds.



#### Definitive Dexterity

1 BP

Invention 6

augmented dexterity invention, Acrobatics 8 ranks

This invention replaces augmented dexterity. The automaton gains +4 Dexterity.

#### Definitive Strength

1 BP

Invention 6

augmented strength invention, Swim 8 ranks

This invention replaces augmented strength. The automaton gains +4 Strength.

#### Definitive Structure

1 BP

Invention 6

augmented structure invention, Craft (any) 16 ranks

This invention replaces augmented structure. The automaton gains an additional 2 hit points per hit die it possesses.

#### Disarmer

2 BP

Invention 2

No prerequisites

Teaching an automaton to grab an enemy's wrist tends to be highly effective. The automaton gains the Improved Disarm feat and can now perform the disarm combat maneuver.

#### Double Barrel Injector

2 BP

Invention 5

twin vial injector invention

This invention replaces twin vial injector when installed and functions just like a potion injector, but has two vials on a rigid mechanism rather than just one. When injecting a potion, the automaton instead injects both potions at once.

#### Electroblaster

3 BP

Invention 4

electroshocker invention

Electroshocker now deals 5d4 points of electric damage and can be used five times per day. It no longer dazes.

This invention cannot be installed if enhanced electroshocker or twin shock has been installed.

#### Electroshocker

3 BP

Invention 3

Knowledge (arcana) 6 ranks

The automaton has been outfitted with an electroshock suite in its central eye. Three times per day as a standard action, the automaton may make a ranged touch attack with a range of 30 feet, dealing 2d4 points of electric damage. Creatures dealt damage by this ability must make a DC (10 + 1/2 tinker level + Int mod) Fortitude save or be dazed for one round.

#### Endearing Design (Design)

1 BP

Invention 1

No prerequisites

By installing large eyes and round shapes, an automaton can be made to look quite adorable, even friendly. An automaton constructed using such a design philosophy gains a +3 circumstance bonus to Diplomacy checks, but takes a -3 penalty to Intimidate checks. In addition, the automaton may use the Diplomacy skill untrained.

#### Energy Dampener

3 BP

Invention 5

Knowledge (engineering) 10 ranks

Twice per day, the automaton may protect itself from the next 50 points of damage dealt to it from one of the classic energy types: acid, cold, electric, fire, or sonic. This protection lasts for one minute and requires a directive to activate.

Automatons deployed by a tinker with the Support Programming innovation can activate this invention without having been given a directive to do so. This can only be done in response to being attacked by that energy type the previous turn.

#### Enhanced Electroshocker

3 BP

Invention 4

electroshocker invention

Electroshocker now stuns rather than dazes.

This invention cannot be installed if electroblaster or twin shock has been installed.

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### Enlarged Design (Design)

3 BP

Invention 5

No prerequisites

By making everything larger, it is possible to make nearly any design harder to take down. Automatons using this design philosophy are one size category larger than normal.

#### Equilibrium Maintenance Module

1 BP

Invention 2

Knowledge (engineering) 4 ranks

When this invention is selected for a blueprint, select an energy type. The automaton gains resistance 5 against that energy type.

This invention can be installed multiple times. Each time, a new energy type is selected.

#### Equilibrium Maintenance Module, Greater

2 BP

Invention 6

equilibrium maintenance module, improved invention,  
Knowledge (engineering) 10 ranks

This invention replaces equilibrium maintenance module, improved. The automaton gains resistance 15 against the energy type chosen for the replaced invention.

This invention can be installed multiple times. Each time, a new energy type is selected.

#### Equilibrium Maintenance Module, Improved

1 BP

Invention 4

equilibrium maintenance module invention,  
Knowledge (engineering) 7 ranks

This invention replaces equilibrium maintenance module. The automaton gains resistance 10 against the energy type chosen for the replaced invention.

This invention can be installed multiple times. Each time, a new energy type is selected.

#### Evasion

3 BP

Invention 4

Not Again! innovation

Experience with the dangers of being around his automatons has opened the tinker's eyes to the fact that it's just as dangerous for the automatons. By installing additional optics whose only function is to feed input into reflexive components, the automaton gains Evasion.

#### Exotic Weapon Proficiency

2 BP

Invention 6

No prerequisites

The automaton gains proficiency in a single exotic weapon with which the tinker is proficient.

#### Expanded Repair Kit

2 BP

Invention 2

No prerequisites

Less an invention and more the use of materials to satisfy the tinker's paranoia, the automaton's uses per day of all installed repair kits increases by one.

#### Extra Languages

1 BP

Invention 3

No prerequisites

Knowledge is power! The automaton knows an additional language that you know.

Seeking out tinkers who know languages the tinker doesn't know can expand the list of languages this invention can teach.

This invention can be selected multiple times. Each time, a new language is chosen.

#### Faulty Overclock

1 BP

Invention 2

No prerequisites

An attempt at making the automaton think faster has failed miserably, causing parts of its structure to overheat. Luckily, improvisation is a tinker's specialty! By rerouting this heat to the weapons, the automaton deals an additional point of fire damage with its melee and ranged attacks.

#### Flaskapult

2 BP

Invention 2

any compartment invention

The automaton has been outfitted with a catapult-like device that has been specially designed to hurl flasks and other items of flask-like heft, such as most alchemical goods. When installed, the tinker selects a compartment already installed on the automaton. The Flaskapult can reload from this compartment without the use of Arms as a move action, or as a free action with the Rapid Reload feat. Unless an Improved Compartment is used, all flasks loaded in the compartment must be duplicates of the same item, as the automaton's programming simply can't handle launching objects of variable heft without foreknowledge of what is about to be thrown.

The Flaskapult has a range increment of 30 ft. and is affected by the Rapid Shot feat.

#### Flawed Overclock

1 BP

Invention 3

faulty overclock invention

This invention replaces faulty overclock when installed and causes the automaton to deal an additional 1d3 fire damage with its melee and ranged attacks.

# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

### Grafted Tentacle

3 BP

Invention 3

Heal 1 rank, Knowledge (nature) 2 ranks

This invention, a large, wholly organic tentacle grafted onto an automaton, is hardwired to the automaton's logic center and lashes out at those foolish enough to get close. The automaton gains a +2 enhancement bonus to CMB and may make attacks of opportunity with the tentacle as though it were a masterwork whip with a reach of 15 ft. In order to properly utilize the ability to make attacks of opportunity, the automaton must somehow have the ability to actually make attacks of opportunity.

### Grappling Hook

1 BP

Invention 2

Craft (trap) 2 ranks or Craft (weapon) 3 ranks

This invention installs a grappling hook on the automaton. Make a ranged touch attack against a tree, rocky outcropping, or other suitable piece of terrain within 80 ft. (Remember, attacking a square is AC 10.) If successful, the automaton can carry itself plus up to 100 pounds of equipment, party members, and the like along with it. On a critical failure, the grappling hook is damaged and cannot be used until repaired by a DC 15 Craft (weapon), (armor), or (metalworking) check or the mending spell.

### Greater Kinetic Transference Device

3 BP

Invention 5

kinetic transference device invention

This invention replaces Kinetic Transference Device when installed and allows for the smooth transfer of kinetic energy into 100% all-natural pain. When charging, slam attacks made by the automaton deal an additional point of damage for every 10 feet traveled by the automaton.

### Greater Repair Kit

2 BP

Invention 4

No prerequisites

This bundle of repair parts has been designed to be as easy to use as possible, enhancing their effectiveness. Given a support directive or a use invention directive, it can use these standardized parts, repairing 5d6 points of damage to itself. If it has arms, it can repair another automaton instead.

This invention can be selected multiple times.

### Heedless Design (Design)

1 BP

Invention 2

Knowledge (engineering) 3 ranks

This design introduces a heavy frontal spine that, although very dangerous, causes the automaton's center of mass to become slightly awkward. When charging, slam attacks made by the automaton take a -2 penalty to hit, but deal an additional +2 damage.

### High-yield Charges

1 BP

Invention 3

additional blast charges invention

This invention replaces additional blast charges when installed and increases damage dealt by the Kamikaze Directive innovation and Contingent Kamikaze greater innovation abilities by 2d6 fire damage.

### Improved Compartment

2 BP

Invention 2

No prerequisites

The automaton now sports an easy-access compartment with a capacity of five flasks or flask-sized objects, such as most alchemical goods. An item can be drawn from the compartment as a move action. If the automaton has the Quick Draw feat, then this draw speed is a free action.

### Improved Reload Routine

1 BP

Invention 2

No prerequisites

Tinkers quickly learn that the limiting factor for any ranged delivery systems is the reload, not the firing. The automaton gains the Rapid Reload feat.

### Improved Two Weapon Flailing

2 BP

Invention 4

two weapon flailing invention

It's still not pretty, but at least it looks competent. The automaton gains the Improved Two Weapon Fighting feat.

### Inflammable Citrus (Design)

1 BP

Invention 3

Knowledge (nature) 1 rank

This design, drawn from the ravings of a mad druid, doubles fire damage dealt by grenade weapons used by the automaton to unattended inanimate objects. In addition, this damage ignores hardness if the target object is flammable.

### Intimidating Design (Design)

1 BP

Invention 1

No prerequisites

By installing sharp edges and an eye shape that the adventuring trade refers to as "killing slits", an automaton can be made to look quite menacing, even hostile. An automaton constructed using such a design philosophy gains a +3 circumstance bonus to Intimidate checks, but takes a -3 penalty to Diplomacy checks. In addition, the automaton may use the Intimidate skill untrained.

# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

### Kamikaze Trigger

2 BP

Invention 6

Kamikaze Directive innovation

A balance-detection unit, this invention causes the automaton to immediately execute a Kamikaze directive as a free action whenever it successfully deals damage from a charge.

### Kinetic Transference Device

2 BP

Invention 3

Knowledge (engineering) 7 ranks  
or heedless design invention

This invention allows for the smooth transfer of kinetic energy into 100% all-natural pain. When charging, slam attacks made by the automaton deal an additional point of damage for every 20 feet traveled by the automaton.

### Lobtube

2 BP

Invention 5

flaskapult invention

This invention, an enhanced flask delivery system, replaces flaskapult when installed and has an enhanced range increment of 60 ft. In addition, this weapon no longer makes a ranged touch attack against a square, but a standard ranged attack against an enemy; however, the velocity of the flasks now causes them to deal 1d6 bludgeoning damage as they shatter against their target. In all other respects, this invention behaves exactly as a flaskapult.

### Maelstrom

2 BP

Invention 4

Kamikaze Directive innovation, Craft (alchemy) 8 ranks

By installing a ring of alchemist's fire just under the automaton's armor plating, the automaton's Kamikaze Directive innovation and Contingent Kamikaze greater innovation abilities light their victims on fire on a failed Reflex save. Treat this effect exactly as the fire from a flask of alchemist's fire.

### Magic of Science

1 BP

Invention 4

Knowledge (arcana) 7 ranks, Spellcraft 2 ranks

The automaton's weapons are considered to be Magic for the purpose of overcoming damage reduction.



### Manufactury

2 BP

Invention 3

Craft (alchemy) 5 ranks

The automaton now sports an easy-access compartment with a capacity of three flasks or flask-sized objects, such as most alchemical goods. Further, this compartment features a fully functional manufacturing section. When an automaton is deployed, any manufactory built into it is fully stocked with the tinker's choice of acid, alchemist's fire, or smokesticks that the automaton made itself. Alternatively, the automaton may be stocked with a single tanglefoot bag. An item can be drawn from the compartment as a move action. If the automaton has the Quick Draw feat, then this draw speed is a free action instead.

Alchemical goods removed from a manufactory are extremely poorly made to the point of this being obviously visible to laymen and lose their potency after one minute. As such, it will be incredibly difficult to pawn off a flask of automaton-made alchemical goods to anyone with a lick of sense.

This invention can be selected multiple times.

### Manylob

2 BP

Invention 4

rapid fire programming invention

Whenever the automaton makes a full attack on a single target with a lobtube or flaskapult, it may make an additional attack at its highest attack bonus.

### Martial Weapon Proficiency

1 BP

Invention 3

No prerequisites

The automaton is now proficient with a single martial weapon.

This invention can be selected multiple times. Each time, a new weapon is selected.

### Mechanical Monk Module

3 BP

Invention 5

mechanical monkling module invention

This invention replaces mechanical monkling module when installed and increases the base land speed of the automaton by +50 ft. In addition, the automaton has the Run feat.

### Mechanical Monkling Module

2 BP

Invention 3

acceleration unit invention

This invention replaces acceleration unit when installed and increases the base land speed of the automaton by +20 ft.

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### Mechanical Ninja Module

2 BP

Invention 3

acceleration unit invention

This invention replaces acceleration unit when installed and increases the base land speed of the automaton by +10 ft., grants a +2 bonus to initiative, and grants a +1 dodge bonus to AC.

#### Mechanical Shadowdancer Module

3 BP

Invention 5

mechanical ninja module invention

This invention replaces mechanical ninja module when installed and increases the base land speed of the automaton by +20 ft, grants a +4 bonus to initiative, and grants a +2 dodge bonus to AC.

#### Minelayer Compartment

5 BP

Invention 6

Craft (alchemy) 16 ranks

The automaton now sports a special compartment with a capacity of six flasks or flask-sized objects, such as most alchemical goods. When given a directive to do so, an automaton drops all contents of this compartment in its current square, along with a specially-treated thunderstone the automaton produces itself. Should any creature other than the automaton that dropped it touch this “packet” of alchemical goods by stepping into its square, the thunderstone goes off, causing all dropped alchemical goods to activate at once. All Throw Splash Weapon eligible items dropped in this fashion are treated as though they automatically hit the square in which they are resting. Other alchemical goods, such as tanglefoot bags and smokesticks, simply go off. The Perception and Disable Device DCs for finding and disabling a mine are both  $10 + 1/2$  tinker level + the tinker's Intelligence modifier.

Despite this invention's highly specialized use, it is still perfectly possible to draw and throw items stored within it or even to attach a flaskapult to the compartment.

If all objects stored in the compartment are duplicates of the same item, then an item can be drawn from the compartment as a move action. Otherwise, an item can be drawn from the compartment as a standard action. If the automaton has the Quick Draw feat, then these draw speeds are a free action and a move action, respectively.

#### Miniaturized Design (Design)

3 BP

Invention 5

No prerequisites

By making everything smaller, it is possible to make nearly any design hard to spot. Automatons using this design philosophy are one size category smaller than normal.

#### Mobile Station

2 BP

Invention 2

craftsbot invention

The automaton has artisan-quality crafting tools built into it. An automaton can only have tools built into it for a Craft skill it has ranks in. These tools grant it the typical +2 circumstance bonus to Craft checks. The tinker, as well as others who are able to make the automaton keep still, are able to use the automaton's tools for their own Craft checks.

This invention can be selected multiple times. Each time, tools corresponding to a new Craft skill are selected.

#### Multiplex Programming

1 BP

Invention 4

superior responsive programming invention

The automaton gains the Combat Reflexes feat.

#### Nimble Design (Design)

1 BP

Invention 1

No prerequisites

By stripping away most of that which is not necessary for baseline functionality, it is possible to make an automaton quite nimble indeed. An automaton constructed using such a design philosophy gains a +1 bonus to Dexterity, but takes a -1 penalty to Strength.

#### Obsidian Construction (Design)

2 BP

Invention 3

No prerequisites

This design, integrating obsidian into the structure of an automaton, makes it resistant to magic, but tends to be a bit less effective against steel than, well, steel. The automaton receives a +2 resistance bonus to all saves against spells and spell-like abilities, but takes an additional point of physical damage whenever it is dealt physical damage.

#### Physical Skill Programming

1 BP

Invention 2

No prerequisites

The automaton gains ranks equal to its hit dice to any skill that uses Strength or Dexterity as its key ability. The ranks conferred by this invention stacks with those conferred by skill suite, but the number of ranks an automaton has in a skill can never be greater than the tinker's level.

This invention can be selected multiple times. Each time, a new skill is selected.

# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

### Point Blank Programming

2 BP

Invention 3

No prerequisites

This logic upgrade teaches the automaton to take advantage of a foe's close proximity. The automaton gains the Point Blank Shot feat.

### Poison Application Device

2 BP

Invention 2

quiver invention or reloading winch invention

A cup is installed on the side of the automaton. When the head of a bolt or arrow is placed in the cup, a spray mechanism douses the head in poison. Coating and firing a ranged weapon in this manner is a special use of the use invention directive that immediately converts the use invention directive into an attack directive. The complex maneuverings cause the execution of this combined directive to be a full-round action for the automaton.

The device itself can hold up to three doses of the same type of wound poison, which must be reloaded by the tinker given his greatest asset (thumbs). Contact poison cannot be used given the obvious danger to the tinker whenever he reloads or cleans the device. This process requires one minute of uninterrupted work and provokes attacks of opportunity each round. If the tinker is dealt damage while reloading this invention, he is poisoned.

Luckily, the design of this invention keeps the poison safely in a container. The tinker makes no rolls for accidental poisoning when he reloads the device.

### Potion Injector

1 BP

Invention 1

Potion Injection innovation

This invention is a syringe that can be used to inject a loaded potion. Regardless of whether a potion is injected as a use invention directive or as part of a support directive, injecting a potion is a standard action that provokes attacks of opportunity. Automatons are unable to reload their own potion injectors and are reliant upon the tinker's greatest asset (thumbs) for the continued efficacy of this invention. Reloading a potion injector is a standard action that provokes attacks of opportunity.

Automatons fitted with a potion injector of any type can inject potions into the individual named as part of a support directive.

This invention can be selected multiple times.

### Potion Lab

2 BP

Invention 2

Independence Script greater innovation,  
mobile lab invention

A tinker who can leave an automaton at home quickly learns to give it useful directives and the tools necessary to execute them. The automaton gains the Brew Potion feat. All spells needed to produce a potion must be supplied to the automaton. Note that the technological, yet quite mundane nature of the automaton makes it incapable of using Spellcraft or Use Magic Device in a way that would allow it to produce magical items without having the spells supplied to it.

### Precise Design (Design)

1 BP

Invention 1

No prerequisites

By paring down the weight of those parts of an automaton that are used to clobber its enemies, it is possible to make these blows land more often, though they tend to hurt less. An automaton constructed using such a design philosophy gains a +1 bonus to hit, but takes a -1 penalty to its damage.

### Quiver

1 BP

Invention 1

arms invention

The addition of a side-mounted quiver allows an automaton to reload its ranged weaponry.

### Rapid Fire Programming

2 BP

Invention 3

point blank programming invention

The only thing better than a deadly hail of crossbow bolts is a larger deadly hail of crossbow bolts. The automaton gains the Rapid Fire feat.

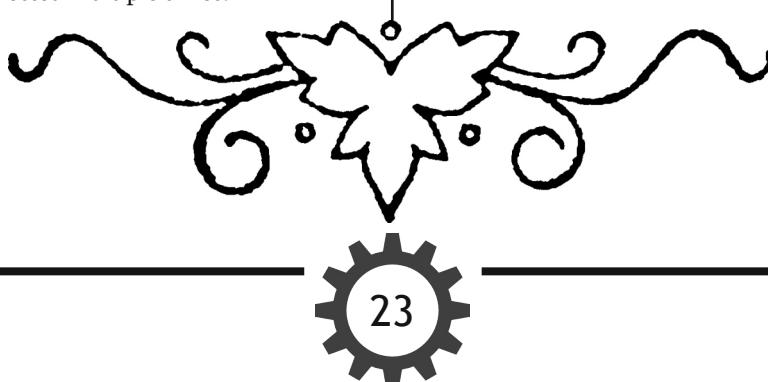
### Reloading Winch

1 BP

Invention 1

weapon mount invention

A crossbow installed on a weapon mount may be augmented with a winch that reloads the weapon without the need for arms. The Rapid Reload feat affects this invention.



# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

### Repair Kit

1 BP

Invention 1

No prerequisites

A bundle of extra standardized parts have been entrusted to this automaton. Given a support directive or a use invention directive, it can use these standardized parts, repairing 2d6 points of damage to itself. If it has arms, it can repair another automaton instead.

This invention can be selected multiple times.

### Responsive Programming

1 BP

Invention 1

Knowledge (engineering) 1 rank

The automaton has been outfitted with enhanced optics, thus allowing it to make attacks of opportunity against any creature it has been ordered to attack. Other creatures can pass through its threatened space without provoking attacks of opportunity.

### Saddle (Design)

1 BP

Invention 1

Ride 1 rank

An absolutely amazing invention, this fine leather saddle allows the tinker to ride the automaton if it is his size or larger. While being ridden, the automaton takes a -2 penalty to its attack rolls.

### Scavenger

1 BP

Invention 4

No prerequisites

The automaton may refill all repair kits with which it is installed by scavenging the remains of any non-automaton construct. Each construct yields parts to a single scavenging, at which point the usable pieces are all scavenged.

### Scorched Earth Module

2 BP

Invention 4

singed earth module invention

This invention replaces singed earth module when installed and increases the radius of the Kamikaze Directive innovation and Contingent Kamikaze greater innovation abilities by 10 ft.

### Scoured Earth Module

3 BP

Invention 6

scorched earth module invention

This invention replaces singed earth module when installed and increases the radius of the Kamikaze Directive innovation and Contingent Kamikaze greater innovation abilities by 15 ft.

In addition, the blast has become so powerful that it increases damage dealt by the aforementioned abilities by 2d4 force damage.

### Searing Sunder

2 BP

Invention 4

sunderer invention

Always a good idea, this invention installs flame jets on an automaton. Whenever the automaton successfully performs the sunder combat maneuver, the flame jets activate, dealing 2d6 points of fire damage to the sundered item and its wielder.

### Shield Proficiency

1 BP

Invention 3

No prerequisites

The automaton is now proficient with small and large shields.

### Shrapnel Compartment

1 BP

Invention 2

No prerequisites

The automaton now sports an easy-access compartment with a capacity of a single flask or flask-sized object, such as most alchemical goods. An item can be drawn from the compartment as a move action. If the automaton has the Quick Draw feat, then this draw speed is a free action.

In addition, it increases damage dealt by the Kamikaze Directive innovation and Contingent Kamikaze greater innovation abilities by 1d4 piercing damage.

### Simple Weapon Proficiency

1 BP

Invention 1

No prerequisites

The automaton is now proficient with a single simple weapon.

This invention can be selected multiple times. Each time, a new weapon is selected.



## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### Simple Weapon Mastery

2 BP

Invention 3

No prerequisites

The automaton is now proficient with all simple weapons.

#### Singed Earth Module

1 BP

Invention 2

No prerequisites

A number of strategically placed blast charges cause the destruction caused by an exploding automaton to be more widespread, thereby increasing the radius of the Kamikaze Directive innovation and Contingent Kamikaze greater innovation abilities by 5 ft.

#### Slow Burn

1 BP

Invention 3

No prerequisites

Several small alterations to the automaton cause creatures lit on fire by this automaton to stay lit on fire. Whenever a flame, such as the ongoing damage effect on a flask of alchemist's fire, would be put out, it instead reduces itself to a smoulder, dealing 1 point of fire damage every round until the smouldering creature dies, is doused with water, or falls prone and rolls as a standard action.

#### Slow Repair Module

1 BP

Invention 2

No prerequisites

Once per day once given a use invention directive, the automaton can activate slow repair mechanisms, repairing 1 point of damage each round for ten rounds. Unlike other repair inventions, this one cannot be shared, as it is integrated into the structure of the automaton.

This invention can be selected multiple times.

#### Skill Specialization

1 BP

Invention 2

No prerequisites

Though automatons cannot do everything a sentient creature can, by strategically selecting bits of knowledge, the tinker can make them highly functional entities. The automaton treats one skill as a class skill and may perform that skill should it normally be allowed to be used untrained. As is typical for class skills, the +3 bonus does not apply if the automaton does not actually have any ranks in that skill presently.

This invention can be selected multiple times. Each time, a new skill is selected.

#### Skill Suite

2 BP

Invention 3

No prerequisites

This logic upgrade grants the automaton ranks equal to its hit dice to any skill other than Use Magic Device. These ranks stack with those conferred by physical skill programming, though the number of ranks an automaton has in a skill cannot exceed the level of the automaton's tinker.

This invention can be selected multiple times. Each time, a new skill is selected.

#### Speakers

1 BP

Invention 3

No prerequisites

A favorite invention for installation on "universal translator" automatons, the automaton can now speak all languages it knows. Automatons know the master's most commonly spoken language by default.

#### Stabilizing Gyros

2 BP

Invention 2

No prerequisites

This invention enhances the automaton's ability to stay upright, giving it a +2 enhancement bonus to its CMD.

#### Static Eruption

1 BP

Invention 3

static shield invention

By supercharging the dome of static electricity surrounding an automaton with static shield, this invention projects that dome as the automaton itself explodes, increasing damage dealt by the Kamikaze Directive innovation and Contingent Kamikaze greater innovation abilities by an amount of electric damage equal to the amount of retaliatory damage dealt by static shield to those who attack the automaton.

#### Static Sheathe

2 BP

Invention 3

static shield invention

By tapping into the dome of static electricity surrounding an automaton with static shield, this invention allows it to throw the shield around. Melee attacks and ranged attacks made by the automaton deal additional electric damage equal to the amount of retaliatory damage dealt by static shield to those who attack the automaton.

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### **Static Shield**

2 BP

Invention 2

Knowledge (arcana) 3 ranks

A dome of static electricity protects the automaton. Whenever struck in melee, the automaton deals 1d2 points of electric damage to its attacker.

#### **Static Shield, Greater**

1 BP

Invention 5

Knowledge (arcana) 11 ranks,  
static shield, improved invention

This invention replaces static shield, improved when installed. Whenever struck in melee, the automaton deals 1d6 points of electric damage to its attacker.

#### **Static Shield, Improved**

1 BP

Invention 4

Knowledge (arcana) 8 ranks, static shield invention

This invention replaces static shield when installed. Whenever struck in melee, the automaton deals 1d4 points of electric damage to its attacker.

#### **Stealth Strike**

3 BP

Invention 4

No prerequisites

Heat-sensing optics teach the automaton what a kidney is, while some new logic shows how to poke it. The automaton deals 1d6 sneak attack damage when applicable.

#### **Streamlined Design (Design)**

1 BP

Invention 2

No prerequisites

By removing non-essential armor, it is possible to get an automaton to move as quickly as a kobold; the downside is they tend to get squished in about the same manner. Automatons that are built using this design philosophy have a +10 ft bonus to their base land speed, but take a -2 penalty to AC.

#### **Stout Design (Design)**

1 BP

Invention 1

No prerequisites

By looking to nature, a clever tinker can come up with tried-and-true designs for his automatons. For example, an automaton that uses the philosophy inherent in all dwarves, slow, stout, and steady, gains a +1 bonus to its Strength, but takes a -1 penalty to its Dexterity.

#### **Sunderer**

2 BP

Invention 2

No prerequisites

Sometimes, attacking the blade can be more effective than attacking its wielder; having the automaton do this just in case this isn't one of those times is a very good idea. The automaton gains the Improved Sunder feat and can now perform the sunder combat maneuver.

#### **Superior Injector Construction**

1 BP

Invention 4

potion injector invention

A number of regulators and improved delivery systems cause all injectors installed on the automaton to inject potions at +1 caster level.

#### **Superior Kinetic Transference Device**

3 BP

Invention 6

greater kinetic transference device invention

This invention replaces greater kinetic transference device when installed and allows for the smooth transfer of kinetic energy into 100% all-natural pain. When charging, slam attacks made by the automaton deal an additional point of damage for every 5 feet traveled by the automaton.

#### **Superior Responsive Programming**

1 BP

Invention 3

responsive programming invention

This invention replaces responsive programming when installed. The automaton may make attacks of opportunity against any creature that passes through a threatened square.

#### **Supreme Charges**

3 BP

Invention 5

high-yield charges invention

This invention replaces high-yield charges when installed and increases damage dealt by the Kamikaze Directive innovation and Contingent Kamikaze greater innovation abilities by 4d6 fire damage.

#### **Supreme Electroshocker**

2 BP

Invention 6

superior electroshocker invention

Electroblaster, enhanced electroshocker, and twin shock can now be installed together on the same automaton.

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### Switcheroo

1 BP

Invention 2

No prerequisites

A simple upgrade to the motor control center of the automaton makes it surprisingly adept at bringing its weapons to bear. The automaton gains the Quick Draw feat.

#### Telescoping Trip

2 BP

Invention 4

tripper invention

This invention installs telescoping appendages all over the automaton, increasing the reach of all trip attempts by 5 ft.

#### Tempered Armor (Design)

3 BP

Invention 5

No prerequisites

By tempering the armor of an automaton, this design vastly increases its survivability, provided there's plenty of metal to temper. The automaton gains DR 1/- . This damage reduction is increased by the natural armor bonus of the automaton.



#### Thick Armor

1 BP

Invention 2

No prerequisites

Heavier armor and the improved structure to hold it gives the automaton a +1 enhancement bonus to its natural armor bonus.

#### Thicker Armor

1 BP

Invention 4

thick armor invention

This invention replaces thick armor when installed and grants the automaton a +2 enhancement bonus to its natural armor bonus.

#### Thickest Armor

1 BP

Invention 6

thicker armor invention

This invention replaces thicker armor when installed and grants the automaton a +3 enhancement bonus to its natural armor bonus.

#### Tornadic Rampage of Inexorable Pugilism (TRIP)

4 BP

Invention 6

debilitating disarm invention, searing sunder invention, telescoping trip invention

This complex suite of flexibility enhancers, targeting equipment, and an auxiliary power source, contains a power that most tinkers simply can't wait to unleash. Unlike other use invention directives, this one is combined with a go directive, thus making its execution a full-round action.

So ordered, the automaton moves the entirety of its base land speed and attacks all individuals within trip reach, friend or foe, with one combat maneuver of its choice. If a combat maneuver is successful, the target of the maneuver is affected by debilitating disarm and searing sunder regardless of the kind of combat maneuver it was. If the combat maneuver used is a trip, then searing sunder deals no damage to an item because an item was not targeted. Instead, the tripped creature takes 4d6 fire damage.

This invention can be used once daily.

#### Total Repair Module

3 BP

Invention 6

Craft (armor) 10 ranks

A bundle of extra standardized parts with their own installation mechanisms have been entrusted to this automaton. As part of a use invention directive, it can use these standardized parts, repairing 50 points of damage to itself. Given their integration into the automaton, this invention, unlike other repair inventions, cannot be used on another automatons.

An automaton whose master has the Support Programming innovation does not need to be told to use this invention. It knows when to use it.

#### Trapfinder

3 BP

Invention 4

Disable Device 7 ranks, Perception 5 ranks

Long hours of watching rogues have given the tinker motivation not to follow. Accordingly, this invention grants the automaton the Trapfinding class feature.

#### Triple Barrel Injector

4 BP

Invention 6

double barrel injector invention

This invention replaces double barrel injector when installed and functions just like a potion injector, but has three vials on a rigid mechanism rather than just one. When injecting a potion, the automaton instead injects all three potions at once.

In addition, the superior construction of the injector's delivery systems causes any potion injected through the invention to gain a +2 bonus to its caster level.

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### **Triple Vial Injector**

2 BP

Invention 3

twin vial injector

This invention replaces twin vial injector when installed and functions just like a potion injector, but has three vials on a rotating mechanism rather than just one. When injecting a potion, the automaton chooses one of the loaded potions to inject.

In addition, the superior construction of the injector's delivery systems causes any potion injected through the invention to gain a +1 bonus to its caster level.

#### **Tripper**

2 BP

Invention 2

No prerequisites

The bigger they are, the more the tinker feels it's a good idea to have somebody else trip it. The automaton gains the Improved Trip feat and can perform the trip combat maneuver.

#### **Twin Shock**

3 BP

Invention 5

electroshocker

Electroshocker now makes two attacks when activated. This invention cannot be chosen if electroblaster or enhanced electroshocker has been chosen.

#### **Twin Vial Injector**

1 BP

Invention 2

potion injector

This invention replaces potion injector when installed and functions just like a potion injector, but has two vials on a rotating mechanism rather than just one. When injecting a potion, the automaton chooses one of the loaded potions to inject.

#### **Two Weapon Flailing**

1 BP

Invention 2

No prerequisites

It's not pretty, but it'll do. The automaton gains the Two Weapon Fighting feat.

#### **Weapon Mount**

1 BP

Invention 1

No prerequisites

A single crossbow with which the automaton is proficient may be mounted upon its head, thus freeing up arms, if any, for other uses.

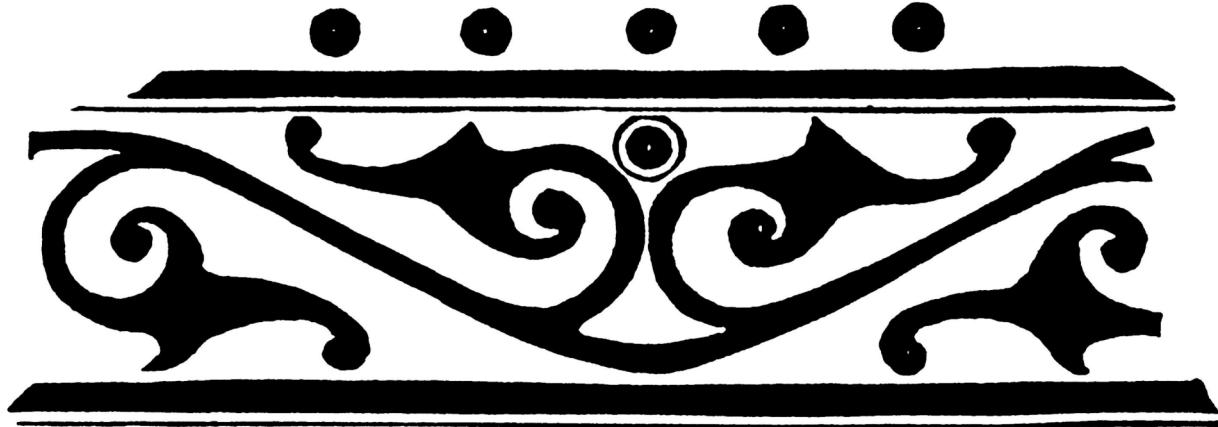
#### **Wondrous Foundry**

4 BP

Invention 4

Independence Script greater innovation,  
Craft (any) 10 ranks, Knowledge (arcana) 10 ranks,  
mobile station

The automaton gains the Craft Wondrous Item feat. Given the automaton cannot cast spells, all spells must be supplied to the automaton. Note that the technological, yet quite mundane nature of the automaton makes it incapable of using Spellcraft or Use Magic Device in a way that would allow it to produce magical items without having the spells supplied to it.



# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

### Example Automaton Configurations

The following pages show the progression of certain automaton archetypes as the tinker progresses. Nowhere near all styles of automaton are covered. The goal of this section is to get your own creative juices flowing and not to tear apart the modular invention system and linearize it.

Inventions with a \* added are added to the configuration if the tinker has the Designer innovation, which gives 2 free BP that can only be spent on inventions with the Design subtype. Note the starred inventions may not be the ones being given for free because the designs may very well be more important than the extra additions, in the author's humble opinion, of course. As it is, I've seen the class broken by somebody else much more effectively than I could ever hope to break it. As such, further optimization on what is presented below is not only possible, but probable.

### Combat Maneuver Melee

#### Level 4

Disarmer/Sunderer/Tripper  
Precise Design\*  
Responsive Programming  
Slow Repair Module\*  
Stout Design

#### Level 7

Augmented Strength  
Disarmer/Sunderer/Tripper  
Grafted Tentacle  
Responsive Programming\*  
Stout Design\*

#### Level 10

Augmented Strength  
Debilitating Disarm / Searing Sunder / Telescoping Trip  
Disarmer/Sunderer/Tripper  
Grafted Tentacle  
Responsive Programming\*  
Slow Repair Module  
Stout Design\*

#### Level 13

Augmented Strength  
Debilitating Disarm / Searing Sunder / Telescoping Trip  
Disarmer/Sunderer/Tripper  
Grafted Tentacle  
Mechanical Monkling Module  
Responsive Programming  
Streamlined Design\*  
Stout Design\*

#### Level 16

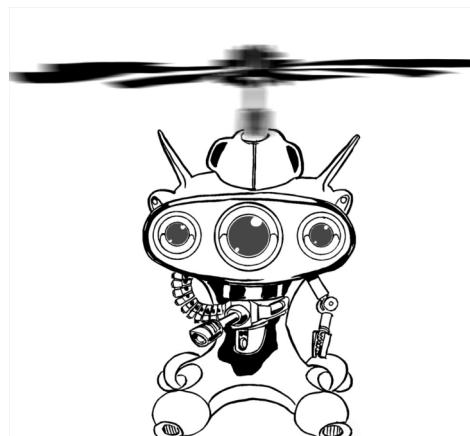
Debilitating Disarm  
Disarmer  
Searing Sunder  
Stout Design\*  
Streamlined Design\*  
Sunderer  
Telescoping Trip  
Tornadic Rampage of Inexorable Pugilism  
Tripper

Definitive Dexterity  
Definitive Strength  
Debilitating Disarm / Searing Sunder / Telescoping Trip  
Disarmer/Sunderer/Tripper  
Grafted Tentacle  
Multiplex Programming  
Streamlined Design\*  
Stout Design\*

#### Level 20

Acceleration Unit  
Debilitating Disarm  
Definitive Strength  
Disarmer  
Searing Sunder  
Stout Design\*  
Streamlined Design\*  
Sunderer  
Telescoping Trip  
Tornadic Rampage of Inexorable Pugilism  
Tripper

Acceleration Unit  
Definitive Dexterity  
Definitive Strength  
Debilitating Disarm / Searing Sunder / Telescoping Trip  
Disarmer/Sunderer/Tripper  
Grafted Tentacle  
Multiplex Programming  
Streamlined Design\*  
Stout Design\*  
Total Repair Module



# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

### Electroshocker

Level 7

Additional Blast Charges  
Bulky Design\*  
Electroshocker  
Precise Design\*  
Static Eruption  
Static Shield

Level 10

Auxiliary Power Source  
Bulky Design\*  
Electroshocker  
Enhanced Electroshocker / Electroblaster  
Precise Design\*  
Static Eruption  
Static Shield

Level 13

Auxiliary Power Source  
Bulky Design\*  
Electroshocker  
Enhanced Electroshocker / Electroblaster / Twin Shock  
(pick 2)  
Precise Design\*  
Static Shield  
Superior Electroshocker

Level 16

Auxiliary Power Source  
Bulky Design\*  
Electroblaster  
Electroshocker  
Enhanced Electroshocker  
Precise Design\*  
Superior Electroshocker  
Supreme Electroshocker  
Twin Shock

Level 20

Auxiliary Power Source, Greater  
Bulky Design\*  
Electroblaster  
Electroshocker  
Enhanced Electroshocker  
Precise Design\*  
Superior Electroshocker  
Supreme Electroshocker  
Total Repair Module  
Twin Shock

### High AC Melee

Level 4

Acceleration Unit\*  
Armored Armadillo  
Brute Design\*  
Bulky Design  
Faulty Overclock  
Thick Armor

Level 7

Armored Armadillo  
Brute Design\*  
Bulky Design  
Faulty Overclock  
Mechanical Ninja Module  
Stout Design\*  
Thick Armor

Level 10

Armored Armadillo  
Augmented Dexterity  
Brute Design\*  
Flawed Overclock  
Mechanical Ninja Module  
Slow Repair Module\*  
Thicker Armor

Level 13

Armored Armadillo  
Augmented Dexterity  
Brute Design\*  
Flawed Overclock  
Mechanical Shadowdancer  
Slow Repair Module\*  
Thicker Armor

Level 16

Armored Armadillo  
Definitive Dexterity  
Brute Design\*  
Faulty Overclock  
Mechanical Shadowdancer Module  
Stout Design\*  
Thickest Armor  
Total Repair Module

Level 20

Armored Armadillo  
Definitive Structure  
Definitive Dexterity  
Brute Design\*  
Faulty Overclock  
Mechanical Shadowdancer Module  
Thickest Armor  
Total Repair Module

## The Tinker - Master of Modular Mechanical Mayhem

### Interjection Games

#### Kamikaze

##### Level 4

Acceleration Unit  
Additional Blast Charges  
Nimble Design\*  
Shrapnel Compartment  
Singed Earth Module  
Streamlined Design\*

##### Level 7

Acceleration Unit  
Additional Blast Charges  
Nimble Design\*  
Shrapnel Compartment  
Singed Earth Module  
Static Eruption  
Static Shield  
Streamlined Design\*

##### Level 10

Acceleration Unit  
High-yield Charges  
Maelstrom  
Nimble Design\*  
Shrapnel Compartment  
Singed Earth Module  
Static Eruption  
Static Shield  
Streamlined Design\*

##### Level 13

Nimble Design\*  
Scorched Earth Module  
Shrapnel Compartment  
Singed Earth Module  
Static Eruption  
Static Shield, Greater  
Supreme Charges  
Streamlined Design\*

##### Level 16

Acceleration Unit  
High-yield Charges  
Nimble Design\*  
Scoured Earth Module  
Shrapnel Compartment  
Static Eruption  
Static Shield, Greater  
Streamlined Design\*

##### Level 20

Acceleration Unit  
Maelstrom  
Nimble Design\*  
Scoured Earth Module  
Shrapnel Compartment  
Static Eruption  
Static Shield, Greater  
Streamlined Design\*  
Supreme Charges

#### Surface-to-Surface Missile

##### Level 16

Additional Blast Charges  
Headless Design\*  
Mechanical Monk Module  
Shrapnel Compartment  
Superior Kinetic Transference Device  
Streamlined Design\*

##### Level 20

High-yield Charges  
Definitive Strength  
Headless Design\*  
Mechanical Monk Module  
Shrapnel Compartment  
Superior Kinetic Transference Device  
Streamlined Design\*

#### FAQ

**Q:** What happens if I make an automaton that doesn't use a melee weapon, but still, for some reason, gets in a melee fight?

**A:** It slams instead. Slam damage is 1d4 for small, 1d6 for medium, 1d8 for large, and 1d10 for huge automatons.

**Q:** What formulas were used to populate the alpha and automaton level-up tables?

**A:** Automatons gain a hit die every 3 tinker levels and +1 Str/Dex every 5 tinker levels. The alpha also receives these bonuses. Further, at tinker level 7 and every 3 levels thereafter, the alpha gets a hit die and an additional +1 Str/Dex. Have fun extending your tinker into epic levels if you're still playing 3.5!

**Q:** How do I translate the tinker to 3.5?

**A:** Give yourself a bonus innovation at 1st level and make the hit die a d6. This cleans up a lot of the problems you're going to have with the class early game.

**Q:** What happens if I have electroblaster, enhanced electroshocker, and twin shock on one automaton?

**A:** The automaton fires twice for 5d4 electric damage each shot. Both shots require a Fortitude save or the target is stunned. This can be done five times per day.

# The Tinker - Master of Modular Mechanical Mayhem

## Interjection Games

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