**Creation**

Overview

Creation is the primary mechanic by which characters advance throughout the game, building better bodies and fancier weapons. Creation is typically both modular and cooperative, as most creations are a sum of parts made by a team. This is not to say a sword or clock cannot be made in one go by one person, only that the typical clockwork soldier requires **automata** to make the **body**, **mechanical power** to make the **core**, and **artificial intelligence** to make the **mind**. Of course,

Schema, Crafting and Madness

There are three stages to creation. The first, **schema**, is designing the blueprints, genetic code, surgical procedure or other method to make the creation. Second, **crafting**, is the actual manufacturing, assembly and stitching together that will result in a creation of flesh, blood and/or steel. Finally there is **madness**, the unexpected “improvements” that have been made to creation during the **crafting** or **schema** stages.

**Schema**

Determine roll modifier: Add 1d10 per 10 Intellect points of the Primary. Subtract 1d10 per tier of the target. Add or subtract any additional circumstantial modifiers.

**Skill Primary Secondary Tertiary vs. TN**

**Total = 1 x Skill + ½ x Skill + ½ x Skill vs. TN**

The primary skill bonus is the full skill rank of the primary schemer and must be a **Hard Science** skill. The secondary skill bonus is either half a related skill bonus of the primary schemer or a half of the same or a related skill bonus of an assistant schemer. The tertiary skill bonus cannot come from the primary schemer’s skillset; it must be half the bonus of an associated skill of either an assistant schemer, research materials, or a creation being reverse engineered.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roll | 1 | 2-4 | 5-8 | 9-10 |
| Outcome | Disastrous | Weak | Moderate | Potent |
|  | Total Failure | -½ Tier, -1 Negative Trait | Success | +½ Tier, +1 Positive Trait |

**Crafting**

Determine roll modifier: Add 1d10 per 10 Intellect points of the Primary. Subtract 1d10 per tier of the target. Add or subtract any additional circumstantial modifiers.

**Skill Primary Secondary Tertiary vs. TN**

**Total = 1 x Skill + ½ x Skill + ½ x Skill vs. TN**

The primary skill bonus is the full skill rank of the primary schemer and must be an **Applied Science** skill. The secondary skill bonus is either half a related skill bonus of the primary schemer or a half of the same or a related skill bonus of an assistant schemer. The tertiary skill bonus cannot come from the primary schemer’s skillset; it must be half the bonus of an associated skill of either an assistant schemer, research materials, or a creation being reverse engineered.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roll | 1 | 2-4 | 5-8 | 9-10 |
| Outcome | Disastrous | Weak | Moderate | Potent |
|  | Total Failure | -½ Tier, -1 Negative Trait | Success | +½ Tier, +1 Positive Trait |

**Madness**

Now comes the fun part. Pool the intellect dice minus the will dice of everyone involved in the schema and crafting steps. Roll on the following table.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roll | 1 | 2-4 | 5-8 | 9-10 |
|  | Bloody Stupid Johnson | Caught up in the moment | Sane! Mostly. | Completely Sane |
| Outcome | What else could have been made with the materials | 1-2 Major “Improvements” | 1-2 minor adjustments | Exactly as expected |

**Skill and Associated Skills**

Modifiers

**Circumstantial**

Being shot at!

**Cooperative Crafting**

Firstly, separate crafters may work on separate modules of one final part, reducing time and allowing for a crafter to specialize on one aspect of a larger project.

A primary crafter is a character with the required skill. A secondary crafter is a character with any related skill or discipline that can aid, but cannot make the base roll. If working on the same module, all primary crafters roll and take the best roll (critical failure exempted). For challenge modifiers (CM’s), choose the best base skill and connected skill percentiles from all parties and combine their relevant bonus.

**Research Supplements**

Knowing that libraries are available, university professors can be consulted and whispers from beyond occasionally enter a scientist’s dreams, a percent modifier is added to a scientist’s efforts from research materials. These often depend from book to book, or professor to professor and have hard caps on what they can do. Treat a book, professor or hint as having a skill level in XX skill (optics) for example, and can supplement or aid crafting up to a point. Recipes or rote instructions can be followed so far as the umbrella discipline skill can (50 optics book but only 20 in physics, 20 max)

**Time**

**Tools and Laboratory Space**

Purely hypothetical scientific inquiries typically do not require tools or a laboratory, however repairs, upgrades and fabrication do. Depending on the task, nothing, tools or a laboratory (tools are assumed to be included in a lab) are required. Some builds absolutely require a lab, and this will be noted. Often these are builds such as growing constructs, melting down and rolling

supplement, positively or even more deleteriously. Tools add Tool Level x 50 to

**Specialties**

Interdisciplinary

Mathematics 10% Bonus to All Sciences

Physics 10% Bonus to All Sciences

Acoustics, **Acoustics**

Astronomy & Astrophysics

Geology

Optics, **Optics**

Biomechanics 25% Bonus to Relevant Biology and Engineering Subskills

Automata, Biological Armor and Weapons, Construct, Prosthetics

Genetics 25% Bonus to Relevant Biology and Chemistry Subskills

Animalia, Biological Armor, Power and Weapons, Constructs, Medicine, Monera, Pharmaceuticals, Plantae & Fungi

Material Science 25% Bonus to Relevant Chemistry and Engineering Disciplines

Aeronautical Engineering, Chemical Weaponry, Engines, Explosives, Fuel, Mechanical Armor, Naval Engineering, Structural Engineering, Vehicular Engineering

Disciplines

Biology, 25% Bonus to Subcategory

Animalia, **Animalia**

Augmentation, **Medicine, Surgery**

Biological Armor, **Armor** **Animalia\*, Monera\***, **Plantae & Fungi\***

Biological Power, **Animalia\*, Monera\***, **Plantae & Fungi\*, Power**

Biological Senses, **Acoustics\*, Animalia\*, Chemical Receptors\*, Optics\*, Plantae & Fungi\***

Biological Weapons, **Animalia\*, Monera\***, **Plantae & Fungi\*, Weaponry**

Constructs, **Animalia, Surgery\*, Medicine, Intelligence**

Medicine, **Medicine**

Monera, **Monera**

Neuroscience, **Intelligence**

Plantae & Fungi, **Plantae & Fungi**

Prosthetics, **Animalia, Clockwork**

Psychology, **Intelligence**

Surgery, **Medicine, Surgery**

Symbiotics, **Animalia, Monera**, **Plantae & Fungi**

Virology, **Medicine, Monera, Weaponry\***

Chemistry, 25% Bonus to Subcategory

Chemical Receptors, **Biological Senses\***

Chemical Weaponry, **Weaponry**

Explosives, **Weaponry**

Fuel, **Power**

Herbology, **Medicine**

Medicine, **Medicine**

Pharmaceuticals, **Medicine**

Electricity, 25% Bonus to Subcategory

Artificial Intelligence, **Intelligence**

Electrical Power, **Power**

Electrical Weaponry, **Weaponry**

Engineering, 25% Bonus to Subcategory

Aeronautical Engineering, **Architecture**

Automata, **Clockwork, Intelligence**

Clockwork, **Clockwork**

Engines, **Power**

Firearms and Artillery, **Clockwork, Weaponry**

Mechanical Armor, **Armor**

Naval Engineering, **Architecture**

Prosthetics, **Animalia, Clockwork**

Structural Engineering, **Architecture**

Vehicular Engineering, **Architecture**