***Dwemer Mechanist***

*“Those that dedicate themselves to the study of the Dwemer and their crafts are known as Mechanists. The skilled scholars and engineers learn to construct and control the various Automatons and even recreate the greater works of the Dwemer.”*

* ***Costs:*** Costs 400 CrP and you must have Dwemeris as one of your known languages.
* Dwemer Characters can take this Advance for 300 CrP instead of 400.

As a Dwemer Mechanist, you have access to the following powers and talents.

***Dweomer***

Mechanists utilize a combination of mechanical knowledge and lesser tonal magics called “*Resonance*”.

When you take the Dwemer Mechanist Elite Advance, you gain Novice Rank in the Dweomer skill.

***New Skill: “Dweomer” (Intelligence)***

This skill is used to identify dwemer machinery and components and to create and repair your Automatons.

***Machinery***

Dwemer machinery is categorized into four different types; Devices, Automatons, and Apparatuses. These each have many articles and items within them.

In order to begin working on a machine, you must have the Schematic. Schematics are either a fragment, partial or full, representing the wear and tear of time and incomplete files. Using a Fragmented Schematic is a -20 test when working on it, Partial are a -0, and Full are a +10. Lexicons are highly advanced and complete Schematics and manuals that contain multiple Full Schematics. However, reading a Lexicon requires a Lexicon Projector.

Additional schematics exist that allow you to create advanced modifications on the design of the base machine. These modifiers will be noted alongside their base schematic.

***The Workshop***

In order to work on your creations, you will first need to set up a Workshop. This will cost around 500 Drakes and will take a week to gather the components and set everything up. However, by exploring Dwemer Ruins you can be rewarded with Dwemer Tools. For each one you get, it will reduce the Cost by 15% and if it reaches 0, then you have everything you need and all you have to do is spend a few days setting up the workshop.

Once your shop is done, you will need a “Dweomer Kit”. This kit is what is used to perform the actual work on your creations. Some creations will require the Workshop and working in your Workshop on something that doesn’t require it grants a +10 to the Tests.

Certain creations can be repaired using only your Dweomer Kit and some materials, but some of your more complicated machines will lose certain functions until you can get it to your Workshop and properly fix it.

***Construction***

The process of constructing your machinery requires three parts; Time, Skill, and Components. The time required is always a Long Rest and Automatons and Apparatuses require you to be in your Workshop, some devices will require your workshop as well.

After each Long Rest you will make a Dweomer skill test with the appropriate modifiers and record the DoS. You will need an accumulated DoS equal to the Undertaking of the machine you are building. A critical success adds +5 to the DoS earned from the test while a critical failure results in the loss of 5 accumulated DoS.

Half of the listed Components (rounded up) are required to start the creation of the machine, while the second half must be present at the completion to the machine. The only one that is not required is the Dynamo Core, machines that require a core only need it at the end of its creation.

In your workshop, you can spend a long rest and expend 50 drakes worth of materials to make a Dweomer skill test to make 1d4 units of Dwemer Scrap metal.

***Device Schematics***

Devices are small items that are meant to be used by an individual as a piece of equipment.

***Arquebus***

“The Arquebus is a powerful energized ranged weapon that fires a charged blast of highly focused electricity.”

***Schematic Rarity***: Rare

***Complexity***: -20

***Undertaking***: 20 *DoS*

***Components*:** 8 Dwemer Scrap Metal

*Arquebus*

| ***Damage*** | ***Range*** | ***Hand*** | ***Qualities*** |
| --- | --- | --- | --- |
| 1d12 Shock | 15 / 50 / 100 | 2H | Complex, Reload ‘2, Charges ‘15 |

**Charges**: Each shot expends 1-3 Charges, your choice when you fire the weapon. Each Charge spent adds +2 Shock Damage to the attack. When you are at 0 Charges, the weapon cannot be fired. Regaining Charges takes a Short Rest and a Successful Dweomer test to recover DoS Charges. Access to your Workshop doubles the amount you recover.

***Variant Schematics***

*Heavy Arquebus*

“The Heavy Arquebus is a far larger variant of the standard Arquebus that is capable of extreme damage.”

| ***Damage*** | ***Range*** | ***Hand*** | ***Qualities*** |
| --- | --- | --- | --- |
| 2d8 Shock | 15m Beam | 2H | Complex, Reload ‘2, Charges ‘10 |
| ***Qualities*** | Burdensome | | |

**Burdensome**: Carrying a Heavy Arquebus reduces your Move Speed by -3 and imposes a -10 penalty to Athletics, Acrobatics, and Evade tests.

*Light Arquebus*

“The Light Arquebus is a lightweight and compact variant of the standard Arquebus.”

| ***Damage*** | ***Range*** | ***Hand*** | ***Qualities*** |
| --- | --- | --- | --- |
| 1d8 Shock | 5 / 20 / 50 | 1H | Reload ‘1, Charges ‘12 |

***Dynamo Core***

“The Dynamo Core is a self gyrating spherical device that empowers the larger Automatons with their energy.”

***Schematic Rarity***: Common

***Complexity***: +0

***Undertaking***: 8 *DoS*

***Components*:** 6 Dwemer Scrap Metal

The Dynamo Core is used to activate certain Dwemer Automatons and are required in the creation of several Apparatuses.

***Variant Schematics***

*Aetherium Core*

“The Aetherium Core bestows far greater powers onto the Automaton it is inserted into.”

Creating an Aetherium Core requires an Aetherium Crest and will Double the HP and SP of the Automaton and gives them the following trait.

**\*Warded (3)**: Roll d10 when this character is affected by a magic component. On a roll of 3 or less, ignore it.

\***NOTE**: Let’s assume the Dwemer Colossus Power Core in the Secrets of the Dwemer scroll is an Aetherium Core.

*Soul Core*

“This strange device is the amalgamation of a Dynamo Core and a Soul Gem. Imparting the Soul of the being within the Gem into the Automaton.”

Creating a Soul Core requires a Filled Soul Gem. The soul within the Gem powers the Automaton and imparts the Souls memories and personalities to the machine. The Soul will have the ability to telepathically speak to anyone within 30m of it and loses the ability to cast any spells. The soul will have a sense of free will, but can still be controlled using a Control Rod.

***Goggles***

“Dwemer Goggles are a useful little trinket that allows their wearer to view things differently based on their lens.”

***Schematic Rarity***: Common

***Complexity***: +10

***Undertaking***: 6 *DoS*

***Components*:** 3 Dwemer Scrap Metal

Dwemer Goggles by themselves make the Character immune to becoming Blinded in any manner.

***Variant Schematics***

*Night Vision Goggles*

Grants the Wearer Dark Sight. However, no longer provides protection

*Focus Lens*

Grants a +10 to Observe tests based on Sight.

***Compass***

“This small gadget is a simple navigation tool used by those few Dwemer who travel the surface.”

***Schematic Rarity***: Common

***Complexity***: +10

***Undertaking***: 7 *DoS*

***Components*:** 3 Dwemer Scrap Metal

Looking at the compass will automatically discern North.

***Variant Schematics***

*Tracker*

“This small variant of the Compass is a two part device. One being the compass itself and the second being a pin.”

The Tracker loses the ability to discern north and instead will always point towards the Pin.

***Lexicon***

“Lexicons are a complex device that stores in depth knowledge of many things. Some have even been seen to contain audio recordings.”

***Schematic Rarity***: Uncommon

***Complexity***: +0

***Undertaking***: 9 *DoS*

***Components*:** 3 Dwemer Scrap Metal

A Lexicon can store any information you wish to store into it in either text or audio form. It should be determined by you and your GM how long it would take to transcribe the information.

However, in order to access the information inside a Lexicon you will need a Lexicon Projector.

***Attunement Sphere***

“These palm sized metallic spheres are used to contain a Resonant Key, which is then used to open Tonal Locks.”

***Schematic Rarity***: Common

***Complexity***: +10

***Undertaking***: 6 *DoS*

***Components*:** 2 Dwemer Scrap Metal

An Attunement Sphere is attuned to a certain frequency known as a “Resonant Key” when made. You can retune a sphere over a Long Rest in your Workshop to any other known frequency.

With the correct Frequency, one can open a Tonal Lock by inserting the Sphere.

***Puzzle Box***

“Dwemer puzzle boxes are a peculiar oddity, and to most simply an interesting decoration. However, they are in truth a complicated container for things one wouldn’t want easily stolen.”

***Schematic Rarity***: Uncommon

***Complexity***: +0

***Undertaking***: 9 *DoS*

***Components*:** 3 Dwemer Scrap Metal

A Dwemer Puzzle Box is a container that itself is the lock. It has no key, so it can’t be picked and it cannot be affected by the Open Spell. It can hold about 2 cubic feet.

The creator can intuitively open it unless they have lost that part of their memory. Attempting to open a Puzzle Box requires a collective DoS of 15 with the Logic Skill, each test must be done over a Short Rest.

***Variant Schematics***

*Self Destructing Puzzle Box*

“Some paranoid Dwemer chose to hide very sensitive articles inside puzzle boxes rigged to explode if incorrectly handled.”

***Requires****: Satchel Charge Schematic*

Functions as a normal puzzle box except that it only requires 10 DoS to open and if any test fails by more than 2 DoF it will explode, destroying its contents and inflicting 1d10 damage in a 2m radius.

***Control Rod***

“Control Rods are used to issue commands to the Automatons. Each Automaton is attuned to a Control Rod, but without a handler they will simply follow their most recent command or continue performing their base function.”

***Schematic Rarity***: Uncommon

***Complexity***: +0

***Undertaking***: 12 *DoS*

***Components*:** 5 Dwemer Scrap Metal

In order to command any Automaton you create with specific orders outside of their base function requires the use of a Command Rod that you have attuned to the Automaton. Using the Rod counts as casting a spell and requires you to be holding the rod. The Rod shares its stats with either a Dwemer Quarterstaff or Club.

Attuning an Automaton to a Rod takes a Short Rest and a Successful Dweomer Skill test at your Workshop.

***Satchel Charge***

“Used as an excavation tool by the Dwemer, these charges explode with great force.”

***Schematic Rarity***: Uncommon

***Complexity***: +0

***Undertaking***: 9 *DoS*

***Components*:** 2 Dwemer Scrap Metal

The charges have a fuse based timer that can be set for 1-4 rounds. After which they will explode inflicting 5d12 Damage (Crushing ‘10) in a 10m area centered on it. If focused and funneled properly, there exists few substances that could withstand the blast. Each Charge has a weight of 5 ENC.

***Variant Schematics***

*Incendiary Charge*

“These types of charge burn instead of exploding with such a high heat that they can burn through most materials in seconds.”

Will melt through any substance that lacks a material modifier of 4+. Can cover a surface of only 2 square feet at most and will burn through it at a rate of 1 foot every round for 5 rounds. However, Dwemer Alloy is impervious to this substance.

*Hand Charge*

“This is a weaponized variant of the Satchel Charge, encased in a ballistic shell that shatters into fragments that shreds those caught in the radius.”

The Hand Charge inflicts 2d8 Damage (Crushing ‘5, Splitting ‘X) in a 3m radius and has the Thrown (5/10/20) quality. Hand Charges weigh 2 ENC each. They have the same type of fuse as the standard Charge. Throwing a Hand Charge can be done using the Combat Style skill for any thrown weapon.

The X value is equal to the Material Modifier of the metal that the Shell is made out of +1.

***Lexicon Projector***

“This device was a common site in Dwemer laboratories, as it was used to access the knowledge inside Lexicons.”

***Schematic Rarity***: Uncommon

***Complexity***: +0

***Undertaking***: 10 *DoS*

***Components*:** 2 Dwemer Scrap Metal

This is a rather large item that has a single repository for a Lexicon. When inserted it will project the Information stored inside holographically.

***Rebreather***

“The Dwemer Rebreather was a useful exploration tool in the deep caverns of the earth, but can prove useful in many situations.”

***Schematic Rarity***: Uncommon

***Complexity***: +0

***Undertaking***: 9 *DoS*

***Components*:** 2 Dwemer Scrap Metal

The Rebreather is worn over the mouth and cannot be worn alongside a Full Helm. While wearing the Rebreather, you are immune to any airborne pathogens, poisons, or airborne diseases. Additionally, you can breathe normally in conditions with very little available oxygen.

***Variant Schematics***

*Aquatic Rebreather*

“This variant on standard rebreathers allows the wearer to breathe underwater for an extended period of time.”

Wearing an Aquatic Rebreather multiplies your EndB by 5 for determining how long you can hold your breath without coming up for air.

***Barrier Generator***

“This is another of the combat centric devices utilized by the Dwemer. It is an oversized gauntlet that, when activated, projects a kinetic barrier around the wearer.”

***Schematic Rarity***: Uncommon

***Complexity***: +0

***Undertaking***: 10 *DoS*

***Components*:** 8 Dwemer Scrap Metal

This counts as Partial Armor on one of your arms with an AR of 1. As a Reaction, you can deploy the Barrier, which will absorb an amount of the damage up to 10 points, it can absorb any damage type. The Barrier has an HP of 20 and cannot be healed, only rechanged. Recharging the Barrier takes a Short Rest in your Workshop and a Long Rest elsewhere and will recharge it for DoS +2 Points.

***Variant Schematics***

*Compact Generator*

“This smaller generator is worn on the wrist and can project a far more durable, albeit smaller, barrier.”

Acts as a Shield with a BR of 10 and a MBR of 8. The shield can be collapsed and deployed for 1 AP. When deployed, you can choose to have it be a Normal Shield or a Tower Shield.

***Prosthetics***

“The Dwemer invented prosthetic limbs which can be grafted onto the stumps left behind from losing your limb and grants perfect control to a new, mechanical, limb.”

***Schematic Rarity***: Uncommon

***Complexity***: +0

***Undertaking***: 12 *DoS*

***Components*:** 6 Dwemer Scrap Metal

Applying a Prosthetic limb takes a Long Rest and a Successful Profession [Medicine] test or a Successful Dweomer -20 test.

When applied, the limb functions as a normal limb. The Prosthetic cannot be enchanted and counts as having an AR equal to the Partial armor equivalent of the material that the limb is made of.

A Prosthetic can only be made for a Leg or Arm.

***Variant Schematics***

*Empowered Prosthetics*

“Empowered Prosthetics impart greater physical capabilities to those with it.”

***Schematic Rarity***: Rare

***Complexity***: -10

***Undertaking***: 15 *DoS*

An Empowered Prosthetic grants a +5 to either Strength or Agility. You can only gain a max bonus of +10 through multiple Empower Prosthetics.

***Arcanum Matrix***

“This device is a crystalline core made using a Soul gem that is used to endow an Enchantment onto an Automaton.”

***Schematic Rarity***: Uncommon

***Complexity***: +0

***Undertaking***: 12 *DoS*

***Components*:** 4 Dwemer Scrap Metal & a Soul Gem

This device can be enchanted and has an EL based on the Soul Gem used to create it. An Automation can only have one Arcanum Matrix bound to it at a time. Adding, removing, and exchanging an Arcanum Matrix takes a Long Rest in your Workshop. You can also apply a single Arcanum Matrix to an Empowered Prosthetic. Not one per prosthetic, just a single one.

* Petty -> EL 1
* Lesser -> EL 2
* Common -> EL 3
* Greater -> EL 4
* Grand & Black-> EL 5

***Enkindler***

“This device is similar to the Arquebus as a weapon of war. While the Arquebus is a precise energized blast. The Enkindler is a weapon of destruction meant for crowd control.”

***Schematic Rarity***: Rare

***Complexity***: +0

***Undertaking***: 20 *DoS*

***Components*:** 8 Dwemer Scrap Metal

*Enkindler*

| ***Damage*** | ***Range*** | ***Hand*** | ***Qualities*** |
| --- | --- | --- | --- |
| 3d6 Fire | 7m Cone | 2H | Complex, Reload ‘2, Fuel |

**Fuel**: Each time you attack with the Enkindler, you expend 1 point of Fuel. You can also maintain the AoE (7m Cone) functioning just as Upkeep, spending additional Fuel. Also, anyone who starts their turn and enters the area takes damage as well as anyone in the area at the start of your own turn.

You also only Reload when you are out of Fuel. To reload, you must spend 1 Fuel Canister. The schematic for the canisters are a part of the Enkindler schematic.

***Fuel Canister***

***Complexity***: +10

***Undertaking***: 4 *DoS*

***Components*:** 2 Dwemer Scrap Metal

Makes an empty canister and can be filled with a unit of Dwemer Oil for 10 points of Fuel. Each canister can hold up to 20 points of fuel max. Each Canister weighs 2 ENC, 3 when below 10 and 4 when above 10.

***Illuminator***

“A simple device used by the Dwemer during their expeditions into the underground.”

***Schematic Rarity***: Common

***Complexity***: +0

***Undertaking***: 12 *DoS*

***Components*:** 4 Dwemer Scrap Metal

This small handheld device functions as a permanent light source. It sheds bright light in an area of 20m centered on the device. It can be turned on or off as a free action.

***Automaton Schematics***

Automatons are the robotic servitors and guardians built by the Dwemer.

***Spider***

“Dwarven Spiders are small constructs resembling spiders that are very common in Dwemer ruins. They can often be found scuttling around ruins, sometimes repairing things. They attack intruders using blasts of lightning, or by emitting poisonous gases from a sack.”

***Schematic Rarity***: Common

***Complexity***: +0

***Undertaking***: 15 *DoS*

***Components*:** 12 Dwemer Scrap Metal

When created, you will have an inert Spider that must be activated and attuned using a Control Rod. When made, it will have the stats of either a Standard Dwemer Spider or a Gas Spider.

***Alternative Options***

*Plating*

You can replace the Automaton’s Dwemer Plating with any other Metal. This replaces the second half of the required Components to the new metal and will act as if it were equipped with a full set of Partial Armor of the metal used.

* ***Sentry***

“Similar to Dwarven Spheres, they may be seen folded into a sphere, but they will unfold into an upright position to attack.”

***Schematic Rarity***: Common

***Complexity***: +0

***Undertaking***: 12 *DoS*

***Components*:** 10 Dwemer Scrap Metal

When created, you will have an inert Sentry that must be activated and attuned using a Control Rod. When made, it will have the stats of a Standard Dwemer Sentry

***Alternative Options***

*Plating*

You can replace the Automaton’s Dwemer Plating with any other Metal. This replaces the second half of the required Components to the new metal and will act as if it were equipped with a full set of Partial Armor of the metal used.

***Sphere***

“Dwarven Spheres are a common form of Dwemer Automaton that have proven to be agile fighters, and are much stronger than the smaller Dwarven Spider.”

***Schematic Rarity***: Uncommon

***Complexity***: +0

***Undertaking***: 20 *DoS*

***Components*:** 15 Dwemer Scrap Metal & a Dynamo Core

When created, you will have an inert Sphere that must be activated and attuned using a Control Rod. When made, it will have the stats of a Standard Dwemer Sphere with only one of the optional weapons and one of the optional sidearms, the crossbow or the shield.

***Alternative Options***

*Plating*

You can replace the Automaton’s Dwemer Plating with any other Metal. This replaces the second half of the required Components to the new metal and will act as if it were equipped with a full set of Partial Armor of the metal used.

*Arquebus*

If you have the Arquebus Schematic and have a built Arquebus, either the standard or light variant, you can equip it to the Sphere in place of its Crossbow or Shield.

***Drone Fly***

“Dwarven Drone Flies are miniature metal insects that were created for the purpose of protecting against pollen, mold, and disease within the facility. They are designed to follow an individual and aerate nearby spaces, granting resistances to poisons.”

***Schematic Rarity***: Common

***Complexity***: +0

***Undertaking***: 8 *DoS*

***Components*:** 6 Dwemer Scrap Metal

When created, you will have an inert Drone Fly that must be activated and attuned using a Control Rod. When made, it will have the following stats

- HP is 5

- Cannot attack

- Evade skill of 80

- Tiny Size

- Flyer ‘10

- ***Ventilator***: Everyone (friend or foe) within 10m of them gain Resistance (poison) ‘1 and Disease Resistance 25%

***Variant Schematics***

*Recorder Fly*

“This variant on the Drone Fly was used as a security measure as well as a tool for intrigue.”

The Fly loses the Ventilator trait and instead gains the Recorder Trait.

***- Recorder***: The Fly can save a visual and audio recording of anything it sees within 24 Hours. This information can be projected by the fly in a Holographic format. The recording is lost when the 24 mark is met. The Recordings can be stored inside a Lexicon for storage.

***Ballista***

‘**“**Dwarven Ballista are squat, four-legged constructs and can shoot bolts at enemies for significant, armor-penetrating damage.”

***Schematic Rarity***: Rare

***Complexity***: +0

***Undertaking***: 20 *DoS*

***Components*:** 15 Dwemer Scrap Metal & a Dynamo Core

When created, you will have an inert Ballista that must be activated and attuned using a Control Rod. When made, it will have the stats of a Standard Dwemer Ballista.

***Alternative Options***

*Plating*

You can replace the Automaton’s Dwemer Plating with any other Metal. This replaces the second half of the required Components to the new metal and will act as if it were equipped with a full set of Partial Armor of the metal used.

*Arquebus*

If you have the Arquebus Schematic and have a built Arquebus, either the standard or Heavy variant, you can equip it to the Ballista in place of its Crossbow.

***Centurion***

“A huge, roughly humanoid shaped Dwemer construct with weapons where its arms should be, as it moves it hisses with the sound of steam and pistons.”

***Schematic Rarity***: Rare

***Complexity***: +0

***Undertaking***: 35 *DoS*

***Components*:** 25 Dwemer Scrap Metal & a Dynamo Core

When created, you will have an inert Centurion that must be activated and attuned using a Control Rod. When made, it will have the stats of a Standard Dwemer Centurion equipped with two of its weapons.

***Alternative Options***

*Plating*

You can replace the Automaton’s Dwemer Plating with any other Metal. This replaces the second half of the required Components to the new metal and will act as if it were equipped with a full set of Partial Armor of the metal used.

*Arquebus*

If you have the Arquebus Schematic and have a built Arquebus, either the standard or Heavy variant, you can equip it to the Centurion in place of one of its weapons.

***Constructor***

“A strange animunculi with spider-like legs and an armored humanoid shaped torso, it has a number of strange devices attached to its arms.”  
***Schematic Rarity***: Rare

***Complexity***: +0

***Undertaking***: 20 *DoS*

***Components*:** 15 Dwemer Scrap Metal & a Dynamo Core

When created, you will have an inert Constructor that must be activated and attuned using a Control Rod. When made, it will have the stats of a Standard Dwemer Constructor.

A Dwemer Constructor can assist in any form of manual construction and can grant a +10 to any Dweomer tests made to Make or Maintain an Automaton. You can only gain this +10 for one Constructor at a time.

***Alternative Options***

*Plating*

You can replace the Automaton’s Dwemer Plating with any other Metal. This replaces the second half of the required Components to the new metal and will act as if it were equipped with a full set of Partial Armor of the metal used.

***Vamidium***

“Vamidium is the Dwemeris word for "mount". It is used to refer to a type of oversized Dwemer Spider with a seated platform in the center for a rider.”

***Schematic Rarity***: Rare

***Complexity***: +0

***Undertaking***: 22 *DoS*

***Components*:** 17 Dwemer Scrap Metal & a Dynamo Core

When created, you will have an inert Vamidium that must be activated and attuned using a Control Rod. When made, it will have the following stats.

***Dwemer Vamidium***

*Construct, Minor Solo*

| **Characteristics** | **Attributes** | **Proficiencies** |
| --- | --- | --- |
| *Strength 40* | *Hit Points 20* | *Combat 50* |
| *Endurance 40* | *Wound Thr. 9* | *Magic -* |
| *Agility 35* | *Magicka ---* | *Evade 55* |
| *Intelligence 30* | *Stamina 4* | *Observe 40* |
| *Willpower 5* | *Initiative +8* | *Stealth 35* |
| *Perception 20* | *AP 3* | *Knowledge -* |
| *Personality 5* | *Speed 10m* | *Social -* |
| *Luck #* | *Size Large* | *Physical 60* |

*\* Weapons & Armor*

***- Dwemer Spider Claws****: 1d6 Splitting, Magic, Exploit Weakness, Small, Reach 2m.*

***- Dwemer Plating****: 5 AR, 2 MR, Full, Magic.*

*\* Traits & Talents*

***- Crawler****: The character is not slowed by terrain.*

***- Dark Sight****: The character can see and act normally in areas with no light.*

***- Mechanical****: The character is immune to disease, poison, biological effects, illusion spells and uses EB twice instead of WpB when calculating Wound Threshold.*

***- Tonal Reinforcement****: The character is immune to disintegrate item effects and spells.*

***- Weakness (Shock, 3)****: The character increases all incoming shock damage by 3 after mitigation, and suffers a -30 penalty tests made to resist non-damaging shock effects. This trait can stack.*

***- Tonal Mount****: While being ridden by someone with its attuned Control Rod, the Vamidium counts as being a trained Animal Companion Mount.*

***Alternative Options***

*Plating*

You can replace the Automaton’s Dwemer Plating with any other Metal. This replaces the second half of the required Components to the new metal and will act as if it were equipped with a full set of Partial Armor of the metal used.

***Colossus***

“This enormous Dwemer construct has exaggerated

proportions that still resemble that of a humanoid, one arm ends in a strange cylinder that begins to spin and burn with fire, the other is a huge fist.”

***Schematic Rarity***: Rare

***Complexity***: -20

***Undertaking***: 100 *DoS*

***Components*:** 500 Dwemer Scrap & an Aetherium Core

***Required Schematics***: *Centurion, Aetherium Core, Enkindler*

When created, you will have an inert Colossus that must be activated and attuned using a Control Rod. When made, it will have the stats of a Standard Dwemer Colossus.

***Alternative Options***

*Plating*

You can replace the Automaton’s Dwemer Plating with any other Metal. This replaces the second half of the required Components to the new metal and will act as if it were equipped with a full set of Full Armor of the metal used with a +8 to its AR and a +5 to its MAR..

***Repairing your Automatons***

You can make a Dweomer Skill test over a Short rest to consume X Dwemer Scrap Metal to restore Xd8+DoS Health to an Automaton.

You can double the amount healed if you are working inside your Workshop.

***Upgrading your Automatons***

*A Note for the Future*

I will eventually add multiple “Upgrades” that you will be able to add to your Automatons. However I will be taking some time to figure out how I will be handling it.

***Apparatus Schematics***

* ***Tonal Lock***
* ***Steam Forge***
* ***Exo Suit***
* ***Scarab***
* ***Nautilus***
* ***Airship***
* ***Delver***
* ***Oculory***
* ***Orrery***