

Description:

As a tinker you are capable of reassembling devices into new and wondrous forms. Curiosity and creation are your watchwords, and any problem can be solved... if you can just find that inversion capacitor you needed.

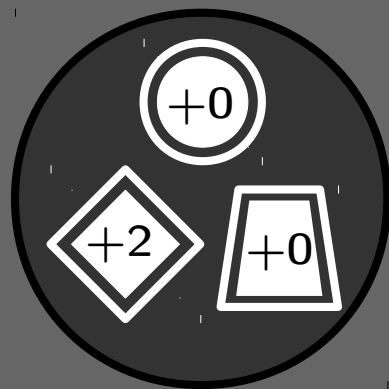
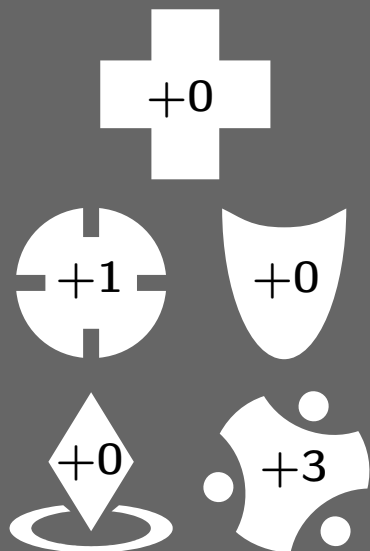
Strategy:

You specialize in utility technology, solving problems both in and out of combat. With a greater range of abilities than any other class, the Tinker class lends itself to creative problem solving. Your ability to create is heavily dependent on finding scrap, and preparation time is a must, so you will need cunning in order to use your versatility to best effect.

NOTE: Tinker requires more GM input and arbitration than most other classes. Talk to your GM; less experienced GMs may request that you play as something else.

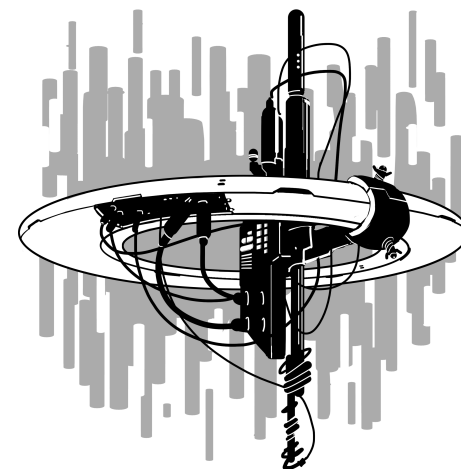
Starting Bonuses:

- ☐ +1 Companion charge OR +1 Personal charge.
- ☐ +1 attack with improvised weapons (gadgets count as improvised)
- ☐ +3 Engineering and Craft
- ☐ +2 Piloting, Computing and Research
- ☐ **Equipment:** 4 random scrap cards (see rules insert overleaf)



Character details:

Look at the current scrap you are carrying. Where did it come from? What did you take apart to get your hands on it? _____



Describe your toolbox. Is it disorganized or cluttered? What tools do you have, and where did you get them? What condition are your tools in? _____

Have any of your devices ever gone haywire? What were the consequences? _____

What device do you dream of creating? What schematic keeps you up at night and haunts your dreams? _____

Have you ever scavenged parts from one of your teammate’s possessions. Who? What did you take from them (ask that player)? How did they feel about you breaking their stuff? _____

Gadgets - Rules insert

All players can gather salvage; as a Tinker, you can use this salvage to perform miracles. Each piece of salvage is represented by a card (see following pages). Each card has a base use, along with a broader description. When you have ten minutes spare, you can select two salvage cards and pair them up to create some device relating to the features of the two cards. Many inventions are possible with any given pair. It is up to you to describe what you want to create and justify why it makes sense given the cards used. Each salvage card has suggestions for use, although anything you can justify to your GM is fair game. Your GM is the final arbiter on what is possible for a given pair of cards, so please be nice to them. After you have decided what to make, roll a crafting check. If you roll 10 or higher, you have successfully built the device. Especially high rolls (winning by a margin of 10 or more) will result in devices which are more convenient, powerful or reusable (GMs choice).

On a critical failure (nat. 1) your components blow up, and you suffer some setback (described by GM). When creating especially impressive items, your GM may set a higher crafting DC – they will warn you in this case. All gadgets created by a Tinker will have limited uses (usually one). Once a device is used up or abandoned, discard the associated scrap.

ONLY YOU are qualified to operate your devices. Doing so takes two beats. When your items assist skill checks, you will receive +4 for each directly applicable scrap, +2 for each that is somewhat relevant. For damaging items, you should expect 1d8 damage for each scrap that sounds potentially dangerous, 2d8 for something actively dangerous. Saves vs gadgets are DC 10-15, depending on relevance of scrap.

EXAMPLES:

Terra-refiner + Re-entry Cushion
= Inflatable habitat
Liquid Nitrogen + Carbon Chrome Alloy
= Create exceptionally hard, unbreakable ice.

Fast Build

You may spend two beats to begin construction of a Gadget. Doing so prompts AoO. At the start of your next turn, roll your crafting check. Any damage you take between now and then acts as a penalty on your crafting check.

Basic Triggers

You can rig your gadgets to be triggered by tripwires, radio control, or other basic mechanisms. (+3-5 DC on craft check)
You may design devices to be safely operated by your teammates and other allies. (+3 DC on craft check)

Caution

When spending the full ten minutes building, your device no longer blows up when you roll a nat 1.

Advanced Triggers

Requires: Basic triggers + 2 other feats
You can configure your gadgets to activate under incredibly precise circumstances, for example "When Korgin Grig enters the room, if he is wearing a yellow shirt and looks angry". Depending on the complexity of the trigger, this may increase the craft DC substantially (5-10).

Scavenger

Gain +4 on all skill checks used to find or recover salvage (EG, perception, engineering or craft).

Recycle

Whenever you are done with a gadget, you may reclaim one of the salvage cards used in its creation. This card is chosen at random. This can be done when the gadget is destroyed or used up, or just when you are bored of it. This also applies when you fail in gadget construction.

Appraisal

Whenever you get your hands on new tech, gain a +6 bonus in all knowledge checks to figure out what it is and how it works. You may need to poke at it a bit in order to roll such a check.

Familiarity

Requires: One tinker feat

Each time you successfully use a component, place a mark on its card. When making gadgets, you gain +1 on your crafting check for each mark on the salvage cards you are using.

IS-5555 Enhanced Specs

Requires: four Tinker feats

Whenever crafting a device you may increase the build DC by ten and pick one of the following, to make it:
Harder: Longer lasting effect, ignore all shields, sabotage or interference that might prevent the device from going off. Effect can be dodged, but not prevented.
Better: Does *exactly* what you intend, no side effects.
Faster: Can be activated *instantaneously* any time you are conscious.
Stronger: Extreme power, x2 damage, skill bonuses etc.

Intricate Blueprints

Requires: two Tinker feats

You may now build gadgets using three components. Such machines have a DC 15 crafting check, but can be somewhat more intricate and impressive (so long as each card serves a sensible purpose). Construction takes at least one hour (or ten minutes with Fast Build).

<p>EXAMPLE</p> <p>Suggested guidelines for use. NOT rules.</p>	<p>Tesseract Crystal A♥</p> <p>Duplication, reflection. Permanently copy objects, or temporary copy living things.</p>	<p>Warp Singularity A♦</p> <p>Teleportation. Blinking; phasing things out, Gates.</p>	<p>Nullfield Generator A♣</p> <p>The void of space, lack of atmosphere and/or gravity.</p>	<p>Ozmith's Dilator A ♠</p> <p>Stretch or compress time. Gain or lose beats, freeze enemies.</p>	<p>Aurora Spark Jkr</p> <p>Reality warp. Rewrite reality with non-violent changes in a 100m radius.</p>
<p>Repair Patch 2♥</p> <p>Return an item to its previous state. Mend, heal or repair something for 2d6.</p>	<p>Tuning Fork 2♠</p> <p>Subtly change the properties of something to make it more optimal. +4 skill.</p>	<p>Hardlight Generator 3♥</p> <p>A basic forcefield generator. Can withstand up to 30 damage.</p>	<p>Cloaking Device 3♠</p> <p>Stealth tech for obscuring vision, sound etc., rendering the user hard to detect.</p>	<p>Torque Screw 4♥</p> <p>Apply a twisting or rotating force. Apply skills or combat moves at 6m range.</p>	<p>SensorVid Disk 4♠</p> <p>Produce holograms, ventriloquism, any form of deception of the senses.</p>
<p>Scrambler Circuit 2♣</p> <p>Cancel, jam, interfere with something, or cause a malfunction.</p>	<p>Mnemonic Sponge 2♦</p> <p>Empower the device with one of your allies abilities.</p>	<p>Wingsuit fabric 3♣</p> <p>Strong fabric with customizable properties. Good for ropes, sails, etc.</p>	<p>Skeleton Key 3♦</p> <p>Opens doors, locks, etc.</p>	<p>Hydraulic Jack 4♣</p> <p>Slow, inexorable pushing force. Use to lift, crush or separate things.</p>	<p>Replicator 4♦</p> <p>Device prints out many many tiny low power items. Make 1000 useless trinkets.</p>
<p>Drone Casing 5♥</p> <p>Dog sized minion robot. Lasts 1 day, or till destroyed. 10hp.</p>	<p>Rig Stabilizer 5♠</p> <p>Create a reliable, mundane tool. Weak, but can be used many times before breaking.</p>	<p>Interface Port 6♥</p> <p>An extra module to add to big machines, or a program, something virtual.</p>	<p>Construction Scaffold 6♠</p> <p>Construct a small building or structure (bridge, wall, staircase, etc).</p>	<p>Halo Ring 7♥</p> <p>Circular effect following an ally. 1d4 minutes, 1m radius. User is unaffected.</p>	<p>Resonance Sphere 7♠</p> <p>10 meter radius area effect. Create a "zone of ???". Lasts 1d4 minutes.</p>
<p>Apollonian Gasket 5♣</p> <p>Large and unwieldy to move and build (triple build time) Powerful multi-use effect.</p>	<p>Vehicle Chassis 5♦</p> <p>Two person vehicle. Lasts 2-3 days if well maintained.</p>	<p>Omni-Gel 6♣</p> <p>Something slimy, squishy, sticky, slippery or scummy.</p>	<p>Surficate Paint 6♦</p> <p>An effect applied to alter the properties of a surface, or change the colour of something</p>	<p>Grenade Casing 7♣</p> <p>Throwable. 2 meter radius. Expands outwards, and often dangerous.</p>	<p>Beaming Lens 7♦</p> <p>Effects everything in a 10 meter line. Potentially 2d6 laser damage.</p>

<p>Blade 8♥</p> <p>Reusable melee range weapon. Lasts until end of day, or crit fail rolled.</p>	<p>Hook 8♠</p> <p>Good for pulling or catch on things, or dealing low (2d4) damage.</p>	<p>NanoMed Reservoir 9♥</p> <p>Medicine, Forensics, biotech manipulation, 2d10 healing.</p>	<p>Coms Relay 9♠</p> <p>Sound, radio, writing, understanding, etc. Anything to do with communication.</p>	<p>Carbon Chrome Alloy 10♥</p> <p>Make a thing harder to break. Improve saving throws, prevent damage, etc.</p>	<p>Brass Microlathe 10♠</p> <p>Something miniaturized, compact, delicate or precise.</p>
<p>Ram 8♣</p> <p>Good for pushing things or breaking armor. 3d4 damage.</p>	<p>Lance 8♦</p> <p>2d8 damage to everything in a 3 meter line, ignore armor, forcefields, etc.</p>	<p>Containment Capsule 9♣</p> <p>Seal, contain, protect, imprison, cradle or immobilize something.</p>	<p>Terra-refiner 9♦</p> <p>Alter terrain, soil, rocks, weather systems, or environment. Make a space human-friendly.</p>	<p>Re-entry Cushion 10♣</p> <p>Something inflatable, capable of absorbing huge physical impacts, providing buoyancy, etc.</p>	<p>Scantech Fragment 10♦</p> <p>Identify something, find something, navigate, modify vision, or build a homing device.</p>
<p>Combustion Fuel J♥</p> <p>2d8 fire damage. Sets things on fire. Provides warmth and light.</p>	<p>Kilofarad Capacitor J♠</p> <p>2d8 electric damage, OR power almost any electrical device.</p>	<p>Flux Manipulator Q♥</p> <p>Redirect the flow of something- water, weather, power, information, etc.</p>	<p>Inductor Coil Q♠</p> <p>Magnets, attraction, manipulation of metal and electronics. 2d12 crushing force.</p>	<p>Cybernetics Link K♥</p> <p>Build a permanent upgrade into one of your allies.</p>	<p>Microsat Husk K♠</p> <p>A tiny spaceship, ready to deliver your will from the sky, or voyage across the system.</p>
<p>Battery Acid J♣</p> <p>Reoccurring 2d6 acid damage. Damages and burns away items. Rust and erase things.</p>	<p>Liquid Nitrogen J♦</p> <p>2d8 cold damage. Freeze things solid. Keep things cool.</p>	<p>Anti-Grav Pad Q♣</p> <p>Weightlessness, flight. Things happening from above.</p>	<p>Quantum Harmonizer Q♦</p> <p>Comfort, Peace, Order, Alignment, good fortune (roll twice, take better roll).</p>	<p>Reactor Core K♣</p> <p>City sized effects. 8hour build time. Multiday run time. Slow,inevitable power.</p>	<p>Modal Amplifier K♦</p> <p>Powerful single use object, with effect chosen at time of use.</p>

Click here to see the BASE use of various pieces of salvage, usable by ALL characters.