

TINKERER

Permanently increase your maximum **Inventory Points** by 2.

You may initiate **Projects**.

EMERGENCY ITEM

Once per conflict scene, if you are in **Crisis**, you may perform an additional action on your turn. This action **must** be the **Inventory** action.

GADGETS

When you first acquire this Skill, choose a gadget type: **alchemy**, **infusions** or **magitech**. You gain its **basic benefits**.

Whenever you take this Skill again, choose one option: you gain the **basic benefits** of a new gadget type; **or** you gain the **advanced benefits** of a gadget type whose **basic benefits** you already obtained; **or** you gain the **superior benefits** of a gadget type whose **advanced benefits** you already obtained.

POTION RAIN

When you create a potion that restores a single creature's HP and/or MP, you may have it affect up to **SL** additional creatures. If you do, the potion only restores half the normal amount of HP and MP to each creature.

SECRET FORMULA

When you create a potion or magisphere whose effects restore HP and/or MP, each restored amount is increased by **SL × 5**.

When you create an elemental shard, potion or magisphere that deals damage, that item deals **SL** extra damage.

VISIONARY

When you work on a Project, up to **SL × 100** of material costs are automatically paid. Additionally, you generate an additional **SL** progress every day. If multiple characters with this Skill work on the same Project, the effects will be cumulative.

MAGISPHERE PROTOTYPES, ANY LEVEL			
MP	SPELL	TARGET	DURATION

GADGETS: MAGITECH

BASIC: MAGITECH OVERRIDE

During a conflict, you may use an action and spend 10 Mind Points to choose a **construct** or **elemental** enemy you can see that does not possess independent intelligence and is suffering from **one or more status effects**. If you do, that enemy recovers from all status effects, then the Game Master reveals its **entire profile** and you may force it to immediately perform an action of your choice; during that action, the creature is treated as an ally of your group.

ADVANCED: MAGICANNON

You may perform the **Inventory** action and spend 2 Inventory Points to create a **magicannon** and destroy any **magicannon** you previously created. If you do so and both your **hand slots** are empty, you may immediately equip the newly created **magicannon** and perform a **free attack** with it. Whenever you create a magicannon, choose what type of damage it deals (**air**, **bolt**, **earth**, **fire**, **ice**, or **physical**).

FIREARM: MAGICANNON			
ACCURACY	DAMAGE	DAMAGE TYPE	PROPERTIES
DEX + INS + 1	HR + 10		2-HANDED, RANGED

SUPERIOR: MAGISPHERES

You develop a **magisphere** for each of **three spells** from among those found in the **Elementalist**, **Entropist**, and **Spiritist** lists; these spells may come from the same list or from different lists (this **does not** count as "learning" or "knowing" these spells).

You develop a new **magisphere** upon reaching **level 20**, and another upon reaching **level 40** (the same applies if you already reached those levels).

You may perform the **Inventory** action and spend 2 Inventory Points to perform the **Spell** action for free, casting one of the spells you have developed a **magisphere** for. The spell follows the normal rules (including MP costs and Magic Checks).

MAGISPHERE PROTOTYPES, LEVELS 20 & 40			
MP	SPELL	TARGET	DURATION

GADGETS: ALCHEMY

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You may perform the **Inventory** action to rapidly craft a **potion** with powerful but somewhat unpredictable effects. When you do so, choose one type of **mix** among those you have unlocked (**basic**, **advanced** or **superior**) and spend the appropriate amount of Inventory Points.

When you create a mix, roll the amount of twenty-sided dice indicated by that mix, then assign one of those rolls to the **target** table and one to the **effect** table. Discard all remaining dice, then describe the effects of the mix!

The two effects marked with "Any" on the **effect** table are always available and can be chosen if none of the available effects appeal to you.

MIXES		
MIX	IP	DICE
BASIC	3	2
ADVANCED	4	3
SUPERIOR	5	4

TARGETS	
DIE	TARGET
1-6	you or one ally you can see that is present on the scene
7-11	one enemy you can see that is present on the scene
12-16	you and every ally present on the scene
17-20	every enemy present on the scene
EFFECTS	
DIE	EFFECT
ANY	effect 3, but with poison damage
ANY	recovers 30 Hit Points
1	treats their Dexterity and Might dice as if they were one size higher (up to a maximum of d12) until the end of your next turn
2	effect 1, but with Insight and Willpower
3	suffers 20 air damage. This amount increases to 30 damage if you are level 20 or higher , or to 40 damage if you are level 40 or higher
4	effect 3, but with bolt damage
5	effect 3, but with dark damage
6	effect 3, but with earth damage
7	effect 3, but with fire damage
8	effect 3, but with ice damage
9	gains resistance to air and fire damage until the end of the scene
10	effect 9, but with bolt and ice damage
11	effect 9, but with dark and earth damage
12	suffers enraged
13	suffers poisoned
14	suffers dazed , shaken , slow and weak
15	recovers from all status effects
16-17	recovers 50 Hit Points and 50 Mind Points
18	recovers 100 Hit Points
19	recovers 100 Mind Points
20	recovers 100 Hit Points and 100 Mind Points

GADGETS: INFUSIONS

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When you successfully hit one or more targets with an attack, you may spend 2 Inventory Points to produce a special **infusion** and apply the corresponding effect to that attack (if the attack had the **multi** property, apply the effects of the infusion to each target).

You cannot apply more than one infusion to the same attack; producing and using an infusion are both part of the action you used to attack with the weapon.

BASIC INFUSIONS	
CRYO	Attack deals 5 extra damage. Damage becomes ice .
PYRO	Attack deals 5 extra damage. Damage becomes fire .
VOLT	Attack deals 5 extra damage. Damage becomes bolt .
ADVANCED INFUSIONS	
CYCLONE	Attack deals 5 extra damage. Damage becomes air .
EXORCISM	Attack deals 5 extra damage. Damage becomes light .
SEISMIC	Attack deals 5 extra damage. Damage becomes earth .
SHADOW	Attack deals 5 extra damage. Damage becomes dark .
SUPERIOR INFUSIONS	
Choose one:	
VAMPIRE	• you recover an amount of HP equal to half the HP loss suffered by the target of the attack.
	• you recover an amount of MP equal to half the HP loss suffered by the target of the attack.
This infusion can only be used if the attack targeted a single creature.	
VENOM	Attack deals 5 extra damage. Damage becomes poison . Each creature hit by the attack suffers poisoned .

PROJECTS		
NAME	COST	PROGRESS
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