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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 $SL \times 5$.

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 $SL \times 100$ 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			
MP	**SPELL**	**TARGET**	**DURATION**

GADGETS: INFUSIONS ○○○

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	
VAMPIRE	Choose one: • 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**.

GADGETS: MAGISPHERES ○○○

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). The magic check for spells cast through magispheres is INS + WLP.

Developing a magisphere **does not** count as "learning" or "knowing" a spell. When you select spells for magispheres, the spells may come from the same or different lists.

Magispheres created from **NPC spells** must be customized required. For instance, if you select **Cursed Breath** for a magisphere, you could choose **ice** and **slow** and rename it **freezing grenade**.

BASIC

Choose **two different spells** with a **target** of "Up to three creatures" from among those found in the **Elementalist**, **Entropist**, and **Spiritist** lists. You develop a **magisphere** for each of these spells.

ADVANCED

Choose **two different spells** from the list of **NPC spells**. You develop a **magisphere** for each spell chosen this way. You may **not** choose the **Devastation** spell.

SUPERIOR

Choose **two different spells** from among those found in the **Elementalist**, **Entropist**, and **Spiritist** lists, and/or the list of **NPC spells**. You develop a **magisphere** for each spell chosen this way. You may **not** choose the **Devastation** spell.

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GADGETS: MAGITECH ARMAMENT ○○○

BASIC

You may perform the **Inventory** action and spend 2 Inventory Points to create a **magitech armament**. This destroys any magitech armament you previously created.

The armament deals HR + 12 physical damage.

Whenever you create a **magitech armament**, you must choose:

• the weapon's category, from among **arcane**, **brawling**, **firearm**, **heavy**, **spear**, or **sword**

• whether the weapon is **melee** or **ranged**

• either DEX + INS +1 or INS + MIG +1 for the Accuracy formula

Magitech armaments are always **two-handed** weapons and cannot benefit from the **Monkey Grip** Heroic Skill. The armament will always occupy both hand slots.

ADVANCED

When you create a **magitech armament** using the **Basic benefit**, if both your hand slots are empty, you may immediately equip the armament and perform a **free attack** with it.

Additionally, whenever you create a magitech armament, you may have it deal **air**, **bolt**, **earth**, **fire**, or **ice** damage instead of physical.

SUPERIOR

If you have your **magitech armament** equipped, you may use an action to choose one weapon in your **backpack**. If you do, that weapon is destroyed and all your magitech armaments gain its **Quality** (if any) until you use this effect again. This includes any magitech armaments you create in the future.

Additionally, as long as you have your magitech armament equipped, you gain a bonus to **Defense** and **Magic Defense** equal to half your SL in Gadgets .

MAGITECH ARMAMENT		
CATEGORY	○ ARCANE ○ BRAWLING ○ FIREARM	○ HEAVY ○ SPEAR ○ SWORD
REACH	○ MELEE	○ RANGED
ACCURACY	○ DEX+INS+1	○ INS+MIG+1
DAMAGE	HR+12	
DAMAGE TYPE	○ PHYSICAL ○ AIR ○ BOLT	○ EARTH ○ FIRE ○ ICE
QUALITY		

GADGETS: ALCHEMY ○○○

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