

# Tinkering

Tinkers are practical problem solvers who can augment simple tools to make them more useful. They not only add complexity to the item's capabilities, but also to the handling of the item; adding triggers, power sources, and faults. The most outstanding feature of a Tinkers Contraption is that they allow the user to use the Tinker's Tinkering skill when using the contraption for its intended purpose.

Far from the Artificers that create tinkered monsters and clockwork limbs, real tinkers are engineers who create complicated contraptions that have real world applications, allowing tinkers to expand their capabilities and perform otherwise impossible tasks. Their designs follow natural laws and the preservation of motion that require no magic to function.

## Creating a Schematic

Creating the schematic for a contraption requires three things: a week of drafting, an original item that is being augmented and experimented on, including 2 silver dollars of materials for each Augment, powersource, trigger, and fault in the schematic.

When drafting a schematic, you must choose an item and an augmentation. Roll to determine a power source and the trigger, and the schematic gains those properties, as well as the "Sensitive" Fault. You must spend one hour every day writing the schematic, and spend the rest of the day pondering the schematic. Pondering the schematic can be done while participating in other activities throughout the day, but only one schematic can be pondered at a time.

## Faults

When designing a contraption, a tinker can decide to add more augmentations, or to choose the power source or trigger of the contraption instead of determining them randomly. The contraption gains an additional Fault for choosing the trigger, choosing the power source, and for each augmentation after the first. Roll randomly to determine the new fault and apply its properties to the schematic of the contraption.

These faults are a result of an overambitious or uncompromising tinker. Reducing the total faults in a design requires a simpler contraption, and for the tinker to allow schematic to emerge naturally without predetermining the power-source or trigger.

The sensitive fault is common to all contraptions. This largely due to the delicate gears that are easily bent or knocked out of place.

## Creating a Contraption

Using a schematic, a contraption can be created. This contraption has all the properties of the schematic, and requires custom materials such as cogs and gears that must be created by a Blacksmith. The cost in materials for a contraption is the same as the cost for a Blacksmith to create the original item, but the time to smith the gears will increase by one hour for each augmentation and each pound of the original item.

Once the materials are created, it takes one hour to assemble the contraption. This contraption must be assembled by a tinker, or by someone who is under the supervision of a tinker.

## Checks with Contraptions

When a check is made with a contraption, that check is made with the Tinker's Tinkering proficiency bonus that the schematic creator had at the time of the design. The user of the contraption does not need to make a check with their own skills, unless the check is unrelated to the intended use of the contraption. Additionally, unless the check is unrelated to the intended use of the contraption, they cannot choose to use their own proficiency. Every contraption should include the Tinker's Skill.

### Augments:

This is the main attraction of Tinkering. You can give an item additional properties to make them more useful. Each augment is activated as part of an action or movement. Complicated designs that use augments in strange and creative ways should require your Game Master's approval.

**Rotating:** This contraption spins wildly and violently. With spinning barrels and blades, this augment can be made to give a weapon multi-attack, to swap items in a clip, or to reload a contraption.

This Augment can be taken multiple times to increase the speed or amount of rotations, to increase the multi-attack further, or to reload another contraption or weapon.

**Injector:** This contraption can inject liquids into objects and enemies. Weapons augmented with injectors can inject liquids directly into or onto enemies or objects. They can also be used to administer potions, or to spray liquids at a target up to 10ft away, or to safely apply a liquid to the contraption itself.

This augment can be taken multiple times to increase the amount of liquid displaced, to spray or apply more viscous liquid, or to increase the distance of the spray another 10ft.

**Folding:** This item folds to save space, to increase concealment, or to change the appearance of the object. The contraption is considered one size smaller while folded, but is unusable while in that form. This can make folding shields, or collapsing runes.

This augment can be taken multiple times to decrease the size of the weapon further, or change to have multiple collapsing forms.

**Quick Spring:** This contraption can spring into action, allowing the contraption to be used quickly, independently, and without supervision.

This could be used to make self-launching grappling hooks, switch activated lanterns, or a crossbow booby-trap.

## **Powersource**

Whenever an Augmentation on an device is used, such as a gun rotating a barrel or a shield unfolding, the powersource is expended to make the action possible.

Roll 1d4 to determine the Powersource randomly, or choose your powersource and add a fault to your design.

(1) *Force*: This device requires a controlled explosion to activate. A single bullet is commonly used as a powersource.

(2) *Wind-Up*: This item requires the winding of rubber bands and springs to activate. The item takes 10 minute of winding for every use.

(3) *Boiler*: This item is powered by heat and steam. An ounce of oil and water are commonly used as a powersource.

(4) *Pressure*: This item is powered by intense air pressure. Alchemical air is commonly used as a powersource.

## **Triggers**

Every item has a trigger to activate it, which allows the item to be used in specific circumstances. Triggers are always attached to the device itself, although larger devices may be partially hidden in walls and floors.

Using an item is typically done as part of an action or movement.

Roll 1d6 to determine the Trigger randomly, or choose your Trigger and add a fault to your design.

(1) *Switch*: The device is activated by a lever or switch that must be turned or pulled.

(2) *Pressure Pad*: The device is activated by putting pressure on a button or pad.

(3) *Pull-Pin*: The device is activated by pulling or removing a pin from the device.

(4) *Clock*: The device is activated by a timer, either set to a specific time of day or on a countdown, with a minimum time of six seconds.

(5) *Air Pressure*: The device is activated by a quick change in air pressure, usually from being thrown too high or falling into water. Gentle changes in external pressure will allow the trigger to adjust and will not activate the device.

(6) *Shock Tumbler*: The device is activated by intense shaking, like crashing into a wall or tumbling down a hill.

## Design Faults

When a design becomes too complicated, it's bound to have faults. A fault is a negative and unintended consequence or a flaw in a design that could not be resolved. All designs have the sensitive feature by nature, but more faults are acquired where the designer refused to compromise. When adding faults to a design, roll 2d8 to determine each fault randomly. The same fault can be picked multiple times, but this has no further effect and is treated as if there was only the original fault.

**(Necessary) Sensitive:** This item breaks if it is dropped or handled poorly, including if the item is being carried by a character who becomes wounded or knocked unconscious. If the item breaks, it must be repaired by a tinker, and takes an hour to repair. This comes with an associated cost equal to 1/5th the item's construction cost for replacement parts.

**(2) Unreliable:** This weapon doesn't always work, and when activated the device has a 25% chance not to function that turn. This does not consume the power-source and can be tried again next turn.

**(3) Slippery:** Due to the oil use in the mechanism, this device often slips out of characters' hands when used. The item requires a Dexterity check with a DC 15 to hold onto after using the Augmented feature. Oil must be wiped as an action.

**(4) Expensive Parts:** This device requires especially intricate parts, and its labor time doubles for creation. Repairs now cost half the total manufacturing cost.

**(5) Bulky:** Large gears require extra room. This device is double the weight of the original, and is one size larger than designed.

**(6) Second Trigger:** Randomly choose a second trigger. Both triggers must be used for the device to function.

**(7) Second Power Source:** The device requires more power. Randomly choose another Power Source. This design requires both power sources to function.

**(8) Hot:** This device can get so warm it burns to the touch. After using the Augmented feature, the item deals 1d6 fire damage to anyone touching it directly for one round.

**(9) Guzzler:** This device eats through its fuel, and requires twice the amount of fuel used by the power source for each activation.

**(10) Delicate:** This device is fussy, and will not function when wet or covered with dust.

**(11) Hair-trigger:** If powered, any impact to the contraption or the wielder being knocked prone or moved by force will accidentally activate this.

**(12) Loud:** Clashing metal makes an absurdly loud noise, and when activated the contraption is heard from up to a mile away.

**(13) Complicated:** This item often baffles its users, and requires a Intelligence check with a DC 15 for each use of the augmented feature.

**(14) Unwieldy:** This item is unbalanced and hard to use. Attacks and checks made with this contraption are at disadvantage and Ranged Weapons cannot fire past their normal range.

**(15) Full Loading:** Reloading this contraption is a manual process, requiring an action to reload the contraption in order to use the Augmented feature again.

**(16) Recoil:** This contraption packs a punch, and when activated it requires a move action to brace, or will otherwise be dropped when activated.

## **Contraption Examples:**

### **Grapple Gun**

*Quick Spring, Force, Switch, Slippery*

A standard grapple gun that uses a bullet's explosion for power. The contraption requires excess amounts of lubrication to keep from overheating, which often gets on the hands of the user.

### **Spinning Axe**

*Rotating, Boiler, Tumbler, Hot*

This is an axe with three heads that quickly rotate when it strikes an enemy. The boiler tends to overheat, and can burn anyone touching the contraption. Although the axe can be dropped before the contraption burns the wielder, this is not recommended as it will break the contraption.

### **Floor Spike Trap**

*Quick Spring, Boiler, Pressure Pad, Guzzler*

This is a classic floor spike trap, where blades fly out of the floor when a pressure pad is stepped on. The trap operates on a large wood boiler, and requires to be reset and reloaded with lots of wood and water after being triggered.

### **Sky-Ship Rigging**

*Folding, Force, Switch, Unwieldy*

The rigging of this blimp can change itself, folding ropes and rigging into multiple forms which change almost instantaneously, negating the need for a large crew. The tinkered mechanism does make the sails unweildy, and it is recommended not to take the Sky-Ship into stormy weather or combat.