



BLUFFSIDE: CITY ON THE EDGE

WEB ENHANCEMENT

TINKERING

A RULE SUPPLEMENT FOR CHARACTERS OF ALL LEVELS

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TINKERING

Skill	Bbn	Brd	Clr*	Drd	Ftr	Mnk	Pal*	Rgr	Rog	Sor	Wiz	Untrained	Key Ability
Tinkering	X	●	X/●	X	●	X	X/●	X	●	●	●	No	Int

● = Class Skill

● = Cross-Class Skill

X = Restricted

* Clerics who worship "The Sky and the Air", "The Sustainer", "The Great Teacher", "The Builder", and "The Miner" take tinkering as a class skill. These gods are "tinkering-friendly." Paladins who worship these same "tinkering-friendly" gods take tinkering as a cross-class skill.

Tinkering involves the art of fashioning together components into a cohesive unit to form a mechanical result. To create a tinkered contraption, the tinker must know which parts the contraption comprises, and how to design each part. Then he assembles each piece together to form the end result.

The first step is to create the design. The maximum design DC for an item a tinker can undertake is equal to 10 plus double his rank, or $10 + (\text{rank} \times 2)$. Thus, with a rank of 6, the maximum design DC a tinker could attempt would be DC 22 ($10 + [6 \times 2]$). The time spent at this stage involves thinking about and drawing up plans for each component. When the tinker begins the design process, he makes a tinkering skill check. If the check does not equal or exceed the item's DC, the design fails. The tinker realizes this after spending a number of hours equal to his roll. If a tinker is attempting a design beyond his means, he will generally realize it right away.

Optionally, if the check result fails by 10 or more, the tinker can *believe* that he has created a successful design. Once he tries to assemble the contraption, he will see that it is a failure. If this rule is used, GMs should always roll the tinkering check for the player and adjudicate the result within the game.

If the check is successful, the design is good. The time it takes depends on the level of success. Use the following table to determine the amount of time it takes to develop the plans.

Skill Check Result	Time Spent on Design
Failed check	A number of hours equal to the unmodified roll are wasted
DC to DC + 4	DC x 4 hours
5 or more over DC	DC x 3 hours
10 or more over DC	DC x 2 hours
15 or more over DC	DC x 1 hour
20 or more over DC	DC x 10 minutes

For example, Gearmesh, a gnomish tinker with 8 ranks in tinkering and a total tinkering modifier of +11, wants to create a double crossbow (DC 20). Since he has 8 ranks in tinkering, he can attempt this item (it requires only 5 ranks). Gearmesh rolls a 17, and adds his modifier of +11 for a total of 28. Since this exceeds the DC by 5 or more, the total time he spends on the design is 60 hours (DC 20 x 3 hours). If he had rolled a 7 (for a check result of 18; 2 short of the DC), he would have spent 7 hours designing before realizing his design was flawed.

A tinker can spend 8 hours per day working on a design. This is a normal working day. If the tinker pushes himself, he can work up to 16 hours per day. If he pushes himself and rushes the design, there's a 10% chance each day that he will accidentally botch the design, but will not realize the failure until the plans are finished.

When the design is created successfully, the tinker ends up with a stack of component plans. These plans are then given to the respective craftspeople to create. If the tinker has the appropriate craft skill himself, he can make his own components. The tinker receives a +4 circumstance bonus to his craft check since he is already intimately familiar with his own plans. Once all the items are crafted, it is a simple process to assemble them together to form the final result. The time it takes to assemble a device is 1d4 hours per 5 points of the DC (round to nearest 5) and assumes that the tinker is able to lift and place all the parts himself. More complicated assemblies, such as elevators and the like, may require additional resources or people to lift, move, place or hold components in place.

GMs may require the Exotic Weapon Proficiency feat to wield tinkered weapons if they are unusual enough.

Retry: A tinker may attempt to retry a design that is fairly fresh in his mind and gain a +2 competence bonus to the check.

SAMPLE ITEMS

Eggbeater (DC 10): The eggbeater is a very simple tinkered item. It is composed of one or more beaters, a gearing assembly to turn the beaters and a crank handle to turn the gears. The beaters are often made from polished copper or silver. The basic design assumes polished copper beaters, iron gears, and a wooden handle. Eggbeaters reduce the time it takes to make baked goods that require the mixing of ingredients by one quarter the time (this does not count baking time).

Components	Qty	Cost	DC	Required Craftperson
Beaters	2 small or 1 large	1 gp copper; 10 gp silver	15	Blacksmith
Gear assembly	1	3 gp	18	Blacksmith
Handle	1	5 sp	10	Woodworker

Double Crossbow (DC 20): A double crossbow is like a regular crossbow, except that it shoots two bolts simultaneously. When used, roll two to-hit rolls, and then roll damage for each bolt that finds its target. The double crossbow suffers a 10% decrease in its range from its original counterpart. The creation of a double crossbow is based on the modification of an existing crossbow. A double crossbow has the same statistics as its original (i.e., hand crossbow, light crossbow, etc.), except for the 10% reduction in range. Furthermore, double hand and light crossbows require a full round action to load, and a double heavy crossbow requires 2 consecutive full-round actions to load.

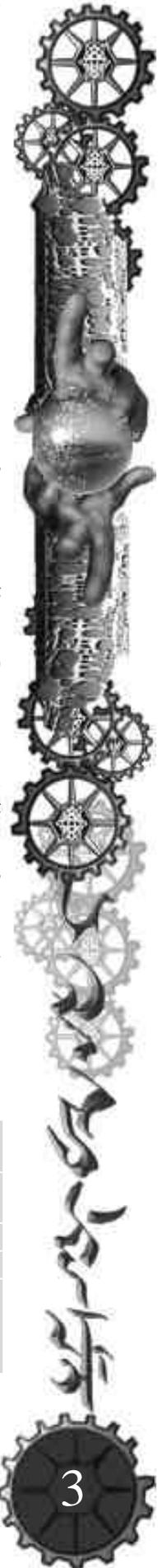
Components	Qty	Cost	DC	Required Craftperson
Crossbow (any type)	1	Base crossbow cost	15	Weaponsmith
Extra shaft	1	+50% base crossbow	8	Weaponsmith
Dual pulley cam mechanism	1	+50% base crossbow	18	Weaponsmith

Ratcheted Locks (DC 18): These are two ratcheted locks, each held together by a strong chain. Each lock fits snugly over a wrist or ankle (depending on the chain's length) and will secure the appendages to each other to prevent someone from running or using their arms effectively. Likewise, you can secure someone (or something) to a heavy object easily by fastening one lock to the wrist or ankle and the other to the heavy object. Once ratcheted closed, each lock can not be opened without the key. Treat a ratcheted lock as a good lock

Components	Qty	Cost	DC	Required Craftperson
Chain	1	2 gp	10	Blacksmith
Ratchet assembly	2	5 gp apiece	16	Blacksmith
Lock	2	2x base cost of the lock	20	Locksmith

50-ft. Lifting Elevator (DC 25): This complex device is expected to receive much use and thus great care should be taken in its assembly to ensure its durability. In short, an elevator lifts or lowers heavy loads at safe and manageable speeds. This particular design requires operators at the top and bottom to reset or ferry counter weights back up or down to where they are needed when the elevator is not in use. The elevator is composed of two baskets: one for cargo or passengers and the other for counterweights. A series of pulleys and extra strong ropes or chains raise and lower the baskets. The cost is based on the distance the elevator must travel and the weight it must handle. It would not be uncommon to have several elevators at different levels to allow for more manageable operation. A 1000-lb. elevator is suitable for raising several people in armor. This is a safe load. Overloading an elevator is dangerous. For every 10-lb. the lift is overloaded, there is a 1% cumulative chance that it will break, causing everything on board to fall from its current height. This check is made every 10-ft. the lift raises. The DC for crafting the pulley system is equal to 10 + 1 for every 50 lb. of lifting limit. The elevator moves at a rate of 10-ft. per round without difficulty. Moving faster is risky: 20-ft./rnd has a 10% chance of causing the elevator to break, checked every 10-ft.; 30-ft./rnd has a 30% chance; 40-ft./rnd is 60%. Moving 50-ft. in a round has an 80% chance of breaking, and a 90% of not stopping once it reaches the top and causes damage as if it had fallen 50 ft. to everything on board. In this case, the elevator is destroyed.

Components	Qty	Cost	DC	Required Craftperson
Heavy ropes	1	5 gp per 10 ft.	12	Weaving (rope making)
Cargo baskets	2	5 gp	12	Woodworker
Pulley assembly	1	1 gp per 10 lb.	10+	Blacksmith
Counterweights	Varies	1 gp per 20 lb. of stone	5	Masonry, or Blacksmithing
		5 gp per 20 lb. of metal	10	(Stone vs. Metal Weights)



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