



thunderhead
games



BLUFFSIDE: CITY ON THE EDGE

WEB ENHANCEMENT

TINKERING

A RULE SUPPLEMENT FOR CHARACTERS OF ALL LEVELS

Written by Curtis Bennett, Matthew Mosher, and Kenneth C. Shannon III

Edit & Layout by Becky Glenn

OGC STATEMENT: All game statistics are open gaming content, and licensed for public use under the terms of the Open Gaming License (OGL) v1.0a. Descriptions and names of NPCs and POIs are not open gaming content and cannot be used or duplicated without permission from Mystic Eye Games.

"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this License can be found at www.wizards.com/d20.

Thunderhead Games™ is a trademark of Mystic Eye Games, LLC.

Bluffside Online

The Bluffside Netbook is finally here, with over 20 fan-generated POIs. Bluffside is growing every day, and here you can submit your own locations to be placed on the city maps. Visit the Bluffside Netbook at <http://www.thundershot.net/bluffside/netbook.htm>.

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 ($DC 20 \times 3$ 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)



OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Bluffside: City on the Edge Copyright 2002, Thunderhead Games, Inc., and Mystic Eye Games, LLC.

Tinkering copyright 2002, Mystic Eye Games, LLC.