



# TINKERER

A HERO CLASS FOR DUNGEONSLAYERS

BY KELLY DAVIS



A character requires Wizard Level 10+ to enter this class.

## Tinkerer

Tinkerers have extensive knowledge of the construction of magical gadgetry, including making devices to aid and assist and the creation of clockwork constructs to do his or her bidding.

### Additional prerequisite

The Wizard must also have the talent Artisan at rank III.

#### TALENTS:

- Alchemy 10 (X)
- Arcane Explosion 12 (V)
- Artisan 10 (X)
- Control Explosion 10 (V)
- Create Construct\* 10(V)
- Defy Elements 15 (V)
- Devastation 15 (V)
- Elemental Protection 14 (V)
- Embed Magics 10 (X)
- Lightning Thrower 12(V)
- MacGyver\* 10(III)
- Marksman 12(V)
- Master of Elements 15(V)
- Mindful Magic 10 (V)
- Prototype Design\* 15 (III)
- Reassess Magic 10 (V)

*\*Denotes New Talent (see below)*

### Tinkerers and Casting Spells

Tinkerers do not actually cast spells. They have, in advance, made magical tools and gadgets that produce spell-like effects. Nobody else can use the items, any spell that grants powers to targets other than the Tinkerer himself, it is assumed he tossed them the item for a use. The magical 'power' actually comes from the Tinkerer himself, so stealing a piece of gear is useless (the thief simply won't know how to activate the confusing device!). Tinkerers must acquire

spells just like any other mage, but they spend their free time in their workshop hammering, drilling, and soldering away making gear that perform the spells.

This is mainly for 'flavor' and should have little effect on gameplay (unless the character is captured and all equipment removed from his person). The player is encouraged to be creative, for example for the spell **feather fall**, the Tinkerer dons little, metal clockwork wings he straps on like a back pack. The Tinkerer still rolls MND+IN to change spells (the Tinkerer is looking through pockets, bags or bandoliers for the right piece of equipment), but there is a benefit:

#### Double Guns

Like when holding a wand, the Tinkerer may have two spells 'ready', but only if both spells are equal to or below level 5. Spells greater than level 5 require devices that take both hands, so the tinkerer must roll for spell change like normal for those.

Also, if the Tinkerer needs to use a hand, like to grasp another object, (i.e. a weapon or torch) then this benefit is lost until both hands are free again.

### New Talents

#### Create Construct

**TNK 10 (III)**

The Tinkerer magically creates a small, clockwork humanoid servant who can help him with carrying supplies and other tasks. With each rank in this talent, the Tinkerer gains access to design the corresponding Construct. A Tinkerer can only have one Construct at a time.

Constructs are of size category "Small" (-2 to hit) and are not able to speak beyond grunts, squawks and toots. They understand simple commands of their creator, and try to follow them to the best of their ability.

Construct I						
<b>BOD:</b>	<b>7</b>	<b>MOB:</b>	<b>4</b>	<b>MND:</b>	<b>1</b>	
ST:	4	AG:	0	IN:	0	
CO:	2	DX:	0	AU:	0	
	9	10	4	3	12	
	<b>HP</b>	<b>DEF</b>	<b>INI</b>	<b>MR</b>	<b>MAT</b>	<b>RAT</b>
<b>Attacks</b>			<b>Defenses</b>			
Metal Fist (WB+1)			Metal Body (AV+1)			
<b>Mind Immunity</b>						
<b>Assistant: Spell Change Bonus +2</b>						
		<b>Size</b>	S	<b>XP:</b>	35	

Construct II						
<b>BOD:</b>	<b>8</b>	<b>MOB:</b>	<b>6</b>	<b>MND:</b>	<b>1</b>	
ST:	4	AG:	0	IN:	0	
CO:	3	DX:	0	AU:	0	
	10	12	5	4	13	
	<b>HP</b>	<b>DEF</b>	<b>INI</b>	<b>MR</b>	<b>MAT</b>	<b>RAT</b>
<b>Attacks</b>			<b>Defenses</b>			
Metal Claw (WB+1)			Metal Body (AV+1)			
<b>Mind Immunity</b>						
<b>Assistant: Spell Change Bonus +4</b>						
<b>Carry Spell</b>						
<b>Climb</b>						
		<b>Size</b>	S	<b>XP:</b>	42	

Construct III						
<b>BOD:</b>	<b>4</b>	<b>MOB:</b>	<b>8</b>	<b>MND:</b>	<b>1</b>	
ST:	2	AG:	4	IN:	0	
CO:	2	DX:	0	AU:	0	
	8	7	12	5	7	
	<b>HP</b>	<b>DEF</b>	<b>INI</b>	<b>MR</b>	<b>MAT</b>	<b>RAT</b>
<b>Attacks</b>			<b>Defenses</b>			
Metal Fist (WB+1)			Metal Body (AV+1)			
<b>Mind Immunity</b>						
<b>Assistant: Spell Change Bonus +6</b>						
<b>Carry Spell</b>						
<b>Fly</b>						
		<b>Size</b>	S	<b>XP:</b>	45	

A Construct's chief responsibility is to assist the Tinkerer by carrying his magical inventions. When they stay nearby the Tinkerer, he can request an invention (spell) and trade them back and forth using a standard Spell Change check (MND+IN) with a +2 per rank bonus provided by the Construct. . The Construct picks out the requested item from his body, or a carrying case or sack and hands it to the Tinkerer. Think of a golfer and his caddy). The Construct must be adjacent to the Tinkerer for this bonus. If not adjacent to the Construct, the Tinkerer can still change spells, just without the bonus.

Constructs can be told to perform simple tasks like guard a location, attack an enemy, deliver something to another character and so on. The Construct can carry twice the amount of load that a typical person can. This means if you are using the optional rules for heavily loaded characters (DS page 85), you can ignore the penalties under most circumstances. At later ranks, Constructs gain the ability to walk on walls (perhaps they have spider legs, suction feet, etc) and eventually flight.

The Construct is not a familiar, thus the talents "Familiar" or "Link Familiar" can't be applied to them. If the Construct dies, the Tinkerer may create another. This takes D20 hours and requires access to a workshop or smithy.

At later ranks, Constructs can be charged with a spell that the Tinkerer can instruct it to activate at a specific moment or situation. Called "Carry Spell" the Tinkerer casts the spell but it is not immediately activated. He transfers the spell to the Construct and with a free action instructs the Construct as to his wishes. This is useful for delivering touch spells or spells that have a certain radius. The instructions must be fairly simple. "Go touch Geoff" or "Stand amongst those orcs". Only one spell can be carried at a time.

## MacGyver

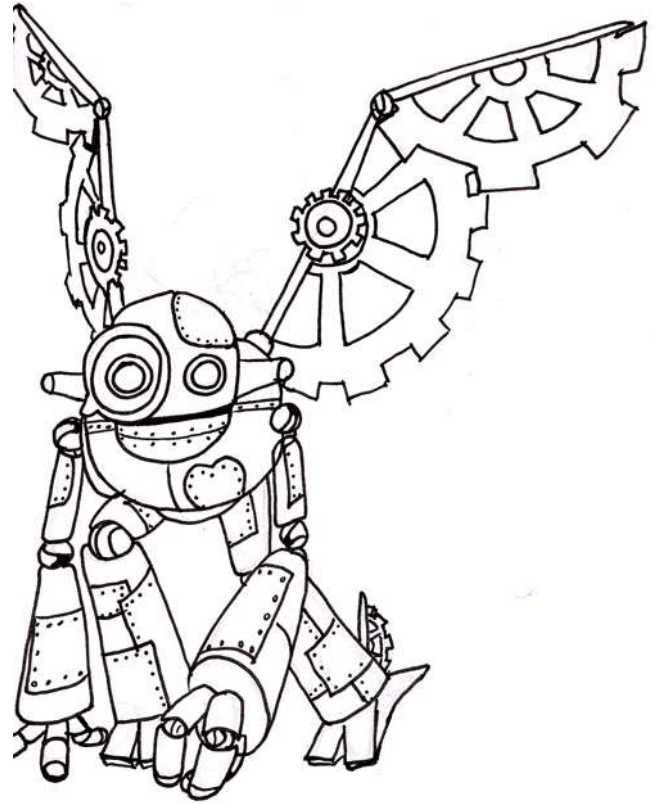
### TNK 10 (III)

The Tinkerer can generate a device or gadget to grant a +2/rank bonus to any one type of check. It requires 1 round per rank to develop (using tools and scraps found at hand) and is useable only for the given encounter, room or scene (GM's decision). This can be used 1/rank per day. The device can be used by anyone the Tinkerer wishes.

## Prototype Design

### TNK 15 (III)

The Tinkerer is known for taking risks when it comes to designing new and better gadgets. This talent allows the Tinkerer to increase the power of the gadgets he can hold with one hand (see Tinkerers and Casting Spells below) by +2 levels / rank. There is a risk, however. On a fumble, the device explodes, blackening the face of the poor tinkerer and denying him the use of that spell until he has free time enough to reconstruct the device. (Like during an evening's rest in any sort of civilized community).



## imprint

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