# Remedial Tinkering Hreanotech





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# **Remedial Tinkering: Arcanotech**

Tinkering purists, please stop reading. The content of this expansion is EXTRA heretical.

# Introduction

From its inception, the tinker has been a class that highlights what can be done within the laws of physics. Where other technology classes go out and harness magic to build fireball cannons, the tinker harnesses science-asmagic and fills a sentient metal can with gunpowder to achieve the same effect. What happens, then, if the tinker gives up his much-vaunted platform of the mundane as wondrous and starts fiddling around with magic as a tool to further his own goals? Simple: he puts on his robe and wizard hat, then does Science to it.

# Level Range: 1-16

# **Further Reading**

Arcanotech links into rules presented in the following tinker expansions. These other expansions are not needed to use any of the contents of this document, but the tinker is large enough that the whole is greater than the sum of its parts, and further build ideas will likely become available to those with the following in their library.

Remedial Tinkering: Happy Little Automatons Tinkering 301: Pimp My Alpha

# **Invention Subtypes Cheat Sheet**

*Alpha* - Inventions with the alpha subtype can only be added to an alpha automaton blueprint, and only one alpha invention can be added to an alpha automaton blueprint at any one time. For a selection of innovations that twist the rules of this subtype, see Tinkering 301: Pimp My Alpha.

*Arcanotech* \**NEW*\* - Inventions with the arcanotech subtype are adapted from magic, and since magic has a tendency to make automatons malfunction, only a single arcanotech invention can be added to a blueprint at any one time.

*Design* - Inventions with the design subtype interact with the designer innovation. Further, tinkers with the grafter prestige class cannot graft inventions with the design subtype onto non-automaton creatures.

*Firework* - Firework inventions are special ammunition and occupy space in compartments as though they were alchemical goods.

*Propellant* - Inventions with the propellant subtype modify all fireworks present in a single compartment at the time of automaton deployment. Only one propellant invention can be added to a compartment full of fireworks at any one time.

# **New Innovations**

# Alpha Shielding

Requires: Shielding innovation

Some tinkers like to protect their largest investment above all other automatons. Alphas are hard to replace, after all, and many experimental inventions find their way onto this superlative chassis of sentient metal.

**Benefit:** Whenever you deploy an automaton while your alpha is in range of your master's presence class feature, you may grant the temporary hit points that would be given to the newly-deployed automaton by the shielding innovation to your alpha instead.

### **Buffered** Construction

Requires: Know at least two arcanotech inventions

Automatons are notoriously prone to short out when exposed to magic, to the point that forcing a magic weapon into their hands is the most surefire way to take one down. You get around this by adding significant amounts of magic-dulling lead into your automatons' structural alloy, thus granting an equally-significant buffer against the limits of arcanotech.

**Benefit:** Your blueprints can now contain up to two arcanotech inventions, but only so long as at least one of those inventions is of 2nd level or lower.

**Normal:** Your blueprints can contain a single arcanotech invention.

### Cybernetic Arcanotech Augmentation

Requires: Know at least two arcanotech inventions

Your research into granting non-living, largely nonsapient matter arcane magic was just a precursor to the true breakthrough: using cybernetic implants to grant a thinking, feeling, living creature a connection to the arcane without study or heritage at his back.

**Benefit:** Choose two wizard cantrips. You gain the ability to cast the chosen cantrips at will as a spell-like ability with a caster level equal to your tinker level and Intelligence as your key ability.

# Shielding

Requires: Tinker level 6th

Wizards, being a frail bunch, have put a great deal of research into shielding magic. Some of this is readily adapted to automatoms.

**Benefit:** Whenever you deploy an automaton, it gains temporary hit points equal to your Intelligence modifier. These temporary hit points have no finite duration.

# **New Greater Innovations**

**Greater Cybernetic Arcanotech Augmentation** Requires: Cybernetic arcanotech augmentation innovation

*Linear improvements to your augmentations allow you to wield more powerful magic.* 

**Benefit:** Choose two 1st-level spells from the wizard spell list. You gain the ability to cast each of the chosen spells twice per day as a spell-like ability with a caster level equal to your tinker level and Intelligence as your key ability.

# **Mutable Arcane Processing Core**

Requires: Know at least five arcanotech inventions, tinker level 15th

Your previous work in the realm of arcane magic was quite crude, and resulted in complex machinery that could only duplicate a single spell, whereas a flesh-andblood wizard can know hundreds. Having finally duplicated the means of a wizard's success, you install a prototype processing core into your alpha.

**Benefit:** Choose a school of magic other than transmutation. Your alpha's Intelligence is set to 12, and it can now learn and cast spells from both the chosen school and the school of transmutation as though it were a 3rd-level wizard. Its caster level cannot be increased by any means, including spells, equipment, and feats.

# Superior Cybernetic Arcanotech Augmentation

Requires: Greater cybernetic arcanotech augmentation greater innovation

These latest improvements result in little electric ticks that shoot directly into your brain. It's probably unwise to go much further with your personal augmentations, but there's no denying they're worth the discomfort.

**Benefit:** Choose three 2nd-level spells from the wizard spell list. You gain the ability to cast each of the chosen spells once per day as a spell-like ability with a caster level equal to your tinker level and Intelligence as your key ability.



### New Inventions

### Advanced Wand Interface (Alpha, Arcanotech) 4 BP Invention 5

Knowledge (arcana) 8 ranks, arms invention

An automaton with this invention may wield 1st-level and lower wands, and activate them as a directed standard action. It does not require a Use Magic Device check to do so.

### Arcane Honing (Arcanotech)

1 BP Invention 1 No prerequisites

An automaton with this invention magically sharpens its weaponry. As a result, it ignores 2 points of damage reduction with its weapon attacks.

### Autoexecution Script

Invention 6 6 BP Self defense programming innovation

When you add this invention to a blueprint, choose one offensive invention that requires a directed action to activate. While executing an attack directive, the automaton may choose to activate the chosen invention at the target of its attack directive without being given a directive to do so.

**Special:** This invention can be installed multiple times. Each time, choose a new offensive invention that requires a directed action to activate. The BP cost for further installations of this invention is 2.

### **Delivery System (Arcanotech)**

2 BP Invention 2 No prerequisites

When adding this invention to a blueprint, choose either the master or a willing ally with the Honorary Tinker feat. An automaton with this invention can deliver the chosen creature's spells of 3rd level or lower as though it were a familiar with the deliver touch spells ability. Once invested with the charge of a spell, the automaton must deliver it within rounds equal to the caster's casting ability score modifier, else the spell is lost.

### Enhanced Weaponry (Alpha, Arcanotech) 3 BP

Invention 4 Knowledge (arcana) 6 ranks

When adding this invention to a blueprint, choose a weapon special ability with an enhancement modifier of +1. Weapons wielded by the automaton have the chosen weapon special ability.

**Evocation Shuffler** 1 BP Invention 1 evocation slinger invention

This invention *requires* evocation slinger. When adding this invention to a blueprint, choose a oth-level evocation spell. Whenever the tinker directs the automaton to use the evocation slinger invention, he may now direct the automaton to cast either the spell chosen with the evocation slinger invention or the spell chosen with this invention.

**Evocation Slinger (Arcanotech)** 1 BP Invention 1 No prerequisites

A small cylinder designed to focus latent arcane energy is bolted onto the automaton's body. When adding this invention to a blueprint, choose a oth-level evocation spell. As a directed standard action, the automaton casts the chosen spell as a spell-like ability with a caster level equal to its master's tinker level and Intelligence as its key ability. Unlike other directed inventions, the automaton will use this invention on the same target each round until told otherwise. (Treat an automaton without an Intelligence score as though it had an Intelligence of 10.)

# Failsafe

o BP Invention 2 Contingent kamikaze greater innovation

Sometimes, an explosion can be a problem. An automaton with this invention does not execute a contingent kamikaze when reduced to 0 hit points. The effects of this invention can be suppressed or resumed as a directed free action.

### Greater Arcane Honing (Arcanotech) 2 BP

Invention 3 arcane honing invention

This invention *requires* and *replaces* arcane honing. An automaton with this invention magically sharpens its weaponry. As a result, it ignores 5 points of damage reduction with its weapon attacks.

# Greater Magic Weaponry (Arcanotech)

2 BP Invention 4 magic weaponry invention

This invention *requires* and *replaces* magic weaponry. Weapons wielded by an automaton with this invention have a +2 enhancement bonus.



# Lead Paint (Paint)

1 BP Invention 1 Knowledge (arcana) 1 rank

Lead interferes with magic, so lead paint is effectively ablative armor against such energies. An automaton with this invention has resistance 5 against all spell damage. Whenever this invention prevents any amount of damage, it is consumed.

### **Magic Weaponry (Arcanotech)** 2 BP

Invention 2 No prerequisites

Weapons wielded by an automaton with this invention have a +1 enhancement bonus.



**Potion Manufactory (Arcanotech)** 2 BP

Invention 2 potion injector invention, support programming innovation

This invention *requires* potion injector. Whenever an automaton with this invention is targeted by a harmless spell that can be brewed as a potion, if the automaton's potion injector (or any of the advanced injectors that replace it) currently has an unloaded potion slot, then it may "grab" the spell out of the air as an immediate action. The grabbed spell elicits no effect, but the automaton immediately brews a potion of that spell and loads it into its potion injector. The caster level of the potion is equal to half that of the caster of the spell, or the minimum level required of a potion of that spell level, whichever is higher.

An automaton may only brew a single potion per day in this manner. Potions the automaton brews cannot be sold and spoil immediately upon being detached from a potion injector.

### **Potion Manufactory Extension**

1 BP Invention 3 potion manufactory invention

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This invention requires potion manufactory. An automaton with this invention may brew an additional potion per day with the potion manufactory invention.

**Special:** This invention can be taken multiple times. Its effects stack.

### Rapid Skill Programming 1 BP Invention 3

Any one of - physical skill programming or skill suite

When adding this invention to a blueprint, choose a skill in which the automaton has at least 1 rank. The automaton no longer always requires a standard action to perform the chosen skill. Rather, the action required to perform a particular use of the chosen skill is equal to the action required of non-automaton creatures. Further, the automaton no longer requires a directive to use the chosen skill if a particular use of that skill requires only a free action to perform.

**Special:** This invention can be installed multiple times. Each time, choose a new skill in which the automaton has at least 1 rank.

# Superior Arcane Honing (Arcanotech) 2 BP

Invention 5 greater arcane honing invention

This invention *requires* and *replaces* greater arcane honing. An automaton with this invention magically sharpens its weaponry. As a result, it ignores 10 points of damage reduction with its weapon attacks.

# Superior Magic Weaponry (Arcanotech)

2 BP Invention 6 magic weaponry invention

This invention *requires* and *replaces* greater magic weaponry. Weapons wielded by an automaton with this invention have a +3 enhancement bonus.

# **Terrifying Terror**

1 BP Invention 4 toaster of TERROR invention

This invention *requires* toaster of TERROR. Creatures damaged by the toaster of TERROR invention are shaken for 1 round with a Will save to negate.

# **Terror's Reach**

1 BP Invention 4 toaster of TERROR invention

This invention *requires* toaster of TERROR. The size of the cone of flame produced by the toaster of TERROR invention increases by +5 feet.

**Special:** This invention can be installed up to three times. Its effects stack. In order for it to be installed twice, the tinker must know at least one 5th-level invention. In order for it to be installed three times, the tinker must know at least one 6th-level invention.

# **Terror's Ubiquity**

2 BP Invention 6 toaster of TERROR invention

This invention *requires* toaster of TERROR. Fire damage dealt by the toaster of TERROR invention ignores resistance.

# Thermonuclear Toaster

2 BP Invention 4 toaster invention

This invention *requires* toaster. An automaton with this invention can crank its heat setting up to 11, rendering it hot enough to act as a blacksmith's forge. In addition, the automaton's slam attacks deal an additional point of fire damage, and the toaster of terror invention deals an additional 1d6 points of fire damage.

# Toaster

1 BP Invention 1 No prerequisites

An automaton with this invention is built around a toaster oven, which can be used as a source of heat to cook food. If the automaton has arms and ranks in the Profession (cook) skill, then it can do the cooking. For obvious reasons, ovens and explosives do not mix. As such, an automaton with this invention cannot execute a kamikaze directive and never explodes upon death due to the contingent kamikaze greater innovation.

# Toaster of TERROR (Arcanotech)

3 BP Invention 3 toaster invention

This invention *requires* toaster. An automaton with this invention is stocked with a supply of incendiary devices, which allows it to spew an inferno of flame from its toaster oven three times per day as a directed standard action. This inferno deals 2d6 points of fire damage in a 15-ft. cone with a Reflex save for half damage. Creatures that fail their Reflex save light on fire as per the rules for alchemist's fire.

# Wand Interface (Arcanotech)

1 BP Invention 2 arms invention

An automaton with this invention may wield oth-level wands, and activate them as a directed standard action. It does not require a Use Magic Device check to do so.

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