Remedial Tinkering Happier Little Automatons





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Remedial Tinkering: Happier Little Automatons

It's a happy little expansion to a happy little expansion, but that'll be our little secret.

Introduction

There's not all that much to say here. Paint inventions have been deemed awesome, so more of them live right here.

Level Range: 1-10*

*Though a tinker can have everything in this expansion by level 10, the actual usefulness of these inventions should continue for much longer than that.

Further Reading

Happier Little Automatons links into rules presented in the following tinker expansions. With the exception of Happy Little Automatons, of which this expansion is a direct sequel, 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: Arcanotech Remedial Tinkering: Happy Little Automatons Remedial Tinkering: Obligatory Lovecraft Expansion Tinkering 301: Pimp My Alpha Under the Knife: The Grafter, a Tinker Prestige Class

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 - 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.

For a selection of innovations that twist the rules of this subtype, see *Remedial Tinkering: Arcanotech*.

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.

The primeval subtype, designs have been around since the initial tinker release. Rules that manipulate this subtype are fairly common throughout the expansion canon.

Firework - Firework inventions are special ammunition and occupy space in compartments as though they were alchemical goods. For a selection of innovations that twist the rules of this subtype, see the free *Remedial Tinkering: Rocket's Red Glare*.

Paint - Inventions with the paint subtype specifically interact with a number of inventions that layer on paint after automaton deployment or consume layers of paint for temporary benefit. An automaton can only have one paint invention applied to it at any one time, though some innovations and inventions can break this rule.

For a selection of innovations that twist the rules of this subtype, see *Remedial Tinkering: Happy Little Automatons* and *Remedial Tinkering: Happier Little Automatons*.

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. may happen to have.

New Innovations

The Artist Afro

Requires: Chromatic study innovation

You grow out a stereotypical artist's afro of such proportions that it is treated as a separate target for the purpose of the chromatic study innovation. The afro still registers as part of "you", so your afro gains all benefits of the chromatic study innovation; the end result is that the afro can be painted with one type of paint, the rest of your body with another type of paint, and you gain the benefits of both. Your afro is an eternal concept; even if your hair is cut, targeting your nonexistent afro with a paint invention results in a dome of paint that hangs in the air just above your head.

Artistic Crisis

Requires: Know any two paint inventions

No, no, no! That color won't do at all! Whenever you deploy an automaton whose blueprint contains an invention that has both the design and paint subtypes, you may have the automaton permanently lose that invention and gain any other invention that has both the design and paint subtypes. This is a free action.

Infuriating Fumes

Requires: Know any four paint inventions

Paint fumes are downright distasteful, so you take things one step further and promote actual paint-based rage. Whenever one of your automatons gains a paint invention, that automaton and all other friendly automatons within 20 feet become enraged in the most incendiary of manners for 1 round. Whenever an enraged automaton deals damage by any means, whether it be from a physical attack, spell, activated invention, or even a passive defensive ability, it deals an additional point of fire damage. Grafted creatures are counted as automatons for the purpose of this ability, and you count as an automaton for the purpose of this ability if you have the chromatic study innovation.



Requires: Know any four paint inventions

Paint fumes are natively quite awful, so you've thrown in some additives that make the fumes useful for the adventuring profession. Whenever one of your automatons gains a paint invention, that automaton and all other friendly automatons within 20 feet gain 2 temporary hit points that last for 1d4 rounds. These temporary hit points stack to a maximum of one-half your tinker level, rounded down (minimum 2). Grafted creatures are counted as automatons for the purpose of this ability, and you count as an automaton for the purpose of this ability if you have the chromatic study innovation.

New Greater Innovations

Fume Focus

Requires: Infuriating fumes innovation OR invigorating fumes innovation

If you have the infuriating fumes innovation, then your enraged automatons become absolutely livid if affected by the infuriating fumes innovation while already enraged. Whenever an absolutely livid automaton deals damage in any manner, whether it be from a physical attack, spell, activated invention, or even a passive defensive ability, it deals an additional point of electricity damage. When an automaton ceases to be enraged, it also ceases to be absolutely livid. In addition, all additional damage dealt by the infuriating fumes innovation ignores energy resistance, but not energy immunity.

If you have the invigorating fumes innovation, the temporary hit points it grants stacks to a maximum of your tinker level rather than one-half your tinker level. Additionally, the automaton that triggers the invigorating fumes innovation (ie the automaton gaining the paint invention) invention is healed for 3 hit points of damage. Non-automaton creatures masquerading as automatons, such as a tinker with the chromatic study innovation or grafted creatures, gain no benefit from this healing, but still gain the temporary hit points, as normal.

Innovation Focus

Rather than gain a new greater innovation, you gain two innovations. You must meet their prerequisites.



New Inventions

Acrylic Armor Formulation

2 BP Invention 5 Any one of - ablative paint invention OR asbestos paint invention

This invention *requires ablative paint* or *asbestos paint*. Whenever an automaton with this invention activates the *ablative paint* invention or the *asbestos paint* invention, it gains 5 temporary hit points that last until the beginning of its next turn.

Caustic Coating (Design, Paint) 1 BP Invention 2

No prerequisites

An automaton with this invention is covered in a thin layer of a nonreactive wax, then coated with a caustic, sickly green paint. Creatures that hit the automaton in melee spatter this paint all over themselves, taking 1 point of acid damage.

Chromatic Enhancement Unit

2 BP Invention 4 Any one paint invention

An automaton with this invention gains double benefit from all paint inventions on its blueprint. For example, an automaton with the caustic coating invention now deals 2 points of acid damage to creatures that hit it in melee, an automaton with the distinct lack of color invention now has DR 2/-, and an automaton with drab and diminutive is now treated as though it were two size categories smaller for the purpose of attracting creatures that ambush small prey. Paint inventions that can only grant benefit a limited number of times per day, such as all the colors or sapphire tint, are unaffected by this invention.

Chromatic Heritage Enforcer

1 BP Invention 2 Any one paint invention

An automaton with this invention is equipped with the ability to pass on its painterly heritage to its fellows. When it is reduced to 0 or fewer hit points, the nearest friendly automaton or grafted creature within 30 feet is splattered with its heart's paint, gaining all paint inventions this automaton had, but replacing any other paint invention that individual had. If two qualifying creatures tie for closest to the automaton with this invention, then the automaton may choose its successor. An automaton or grafted creature can support multiple paint inventions at once if given them in this manner. **Chromatic Memory** X BP (min. 1) Invention 3 Any one paint invention

Whenever an automaton with this invention gains a paint invention that replaces (not "loses") a paint invention other than primer coat, it retains the benefits of the replaced invention for X rounds, where X is 1 + the number of BP spent on this invention. Though it retains the benefits of these inventions, they are no longer treated as part of the automaton's blueprint.

Convenient Warpaint Subroutine

Invention 2

Whenever an automaton with this invention reduces any creature to 0 or fewer hit points, it may choose to anoint itself with some of that creature's bodily fluids (oil, ichor, blood, etc.) as an undirected swift action. An automaton that is already anointed cannot gain a second anointment. An anointed automaton may choose to lose its anointment permanently in place of losing a paint invention permanently for the purpose of various inventions that consume paint to function, such as the instant abstract art invention.

Drab and Diminutive (Design, Paint) 1 BP Invention 2

Some paints are just boring and make their subject seem lesser than it actually is. An automaton or grafted creature with this invention is treated as though it were one size category smaller for the purpose of being targeted by creatures that typically attack the smallest creature first.

Flammable Gunk Processor

1 BP Invention 2 Any one paint invention

An automaton with this invention is built to harvest flammables, spread them on an object, and light said flammables on fire. As a directed standard action, the automaton permanently loses an invention with the paint descriptor. If it does, a single weapon wielded by a willing non-automaton creature within reach of the automaton gains the flaming weapon special ability for 1 round.

Fume Factory (Alpha) 2 BP Invention 4 Infuriating fumes innovation OR invigorating fumes innovation

Whenever an automaton with this invention permanently loses a paint invention, it triggers the infuriating fumes and invigorating fumes innovations, if its master has them.

Instant Abstract Art (Alpha)

3 BP Invention 4 Any one paint invention

An automaton with this invention sports a shouldermounted pod that is filled to the brim with primitive missiles tipped with paint "warheads". This invention grants the following abilities.

• As a directed standard action, the automaton launches one such missile at a single creature within 60 feet. This missile deals 4d6 points of fire damage to the target on a successful ranged touch attack and splatters paint in a 10ft. radius from the point of impact. All other friendly automatons or grafted creatures in the radius of the splattered paint gain the primer coat invention, replacing any other paint invention those individuals happened to have. The firing automaton cannot splatter itself with paint with this ability. This ability can be used three times per day.

• As a directed standard action, the automaton may choose to lose an invention with the paint descriptor. If it does, the next missile launched by the automaton splatters paint of the lost invention, not paint of the primer coat invention. If a missile is not launched in the next hour, the benefit of this ability is lost.

• As a directed standard action, the automaton may choose to lose an invention with the paint descriptor. If it does, the next missile it launches has a range of 120 feet. If a missile is not launched in the next hour, the benefit of this ability is lost.

• As a directed standard action, the automaton may choose to lose an invention with the paint descriptor. If it does, the next missile it launches deals acid damage instead of fire damage. If a missile is not launched in the next hour, the benefit of this ability is lost.



Paint Hydroplaning Module 1 BP Invention 3 acceleration unit invention

3

Little spouts have been added to the sides of the automaton's body. Once per day as a directed move action, the automaton may spray paint as it moves, removing the primer coat invention from all other friendly automatons and grafted creatures within 5 feet of the path of its movement. The automaton then replaces the removed invention with any one paint invention that is part of its blueprint.

Poultice Paste (Design, Paint) 1 BP Invention 2

An automaton with this invention is covered in a concoction of roots, yarrow, and other herbs that looks like it came right out of an herbalist's stores and promptly fell into a can of paint. Whenever this invention is replaced, or when the automaton chooses to lose the benefits of this invention permanently, it may restore 1d3 + 1/2 its master's tinker level hit points, rounded down, to a willing, living creature that is within its reach as an undirected swift action.

Alternatively, it may instead deal $1d_3 + 1/2$ its master's tinker level points of damage, rounded down, to an undead creature within reach as an undirected swift action. A successful Will save halves the damage.

Siphon and Spray

2 BP Invention 3 Any one paint invention

An automaton with this invention sports a simple squeegee manifold and an air-pressure gun cylinder. As a directed standard action, the automaton permanently loses an invention with the paint descriptor. If it does, it sprays a blast of paint at a creature within 30 feet, blinding it for 1d3 rounds. A successful Fortitude save negates the blindness effect.

Tag Spray 1 BP Invention 2 Any one paint invention

An automaton with this invention is able to "tag" creatures such that they're easier to see. As a directed standard action, the automaton permanently loses an invention with the paint descriptor. If it does, it fires a glob of paint at a creature within 60 feet, tagging it for 1d3 rounds on a successful ranged touch attack. All creatures are treated as though they had the Precise Shot feat when making a ranged attack against a tagged creature, while creatures that already have the Precise Shot feat get a +1 circumstance bonus to attack and damage rolls made against a tagged creature instead.

Universal Pigment Processor 1 BP Invention 3

Any one paint invention

An automaton with this invention sports a modified furnace that consumes paint for momentary performance gains. As a undirected swift action, the automaton permanently loses an invention with the paint descriptor. If it does, it gets a +1 luck bonus to all d20 rolls until the beginning of its next turn.

Volatile Spraycoat (Design, Paint)

1 BP Invention 3 No prerequisites

An automaton with this invention is covered in a magnesium-and-phosphorous amalgam that reacts very poorly to scraping. Whenever this invention is replaced, or when the automaton chooses to lose the benefits of this invention permanently, the next melee attack it makes before the end of its master's next turn deals additional fire damage equal to 1/2 its master's tinker level, rounded down (minimum 1).



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