Remedial Tinkering Happy Little Automatons





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Remedial Tinkering: Happy Little Automatons

It's a happy little expansion, and it starts right here.

Introduction

One of the criticisms laid upon tinker expansions is that a collection of prestige classes and fancy inventions really doesn't do anything to improve the early game of the class. In essence, the expansion content shows off what you can do later, not what you can do as a neophyte.

And, ya know what? That criticism was spot on. Like a medical school professor spending the vast majority of his time instructing on the exotic, "cool" diseases, I missed the chance to produce content that would see wide use outside of the first read. To that end, Interjection Games is proud to present the Remedial Tinkering line. These tinker expansions are specifically designed to have heavy impact on the class starting at level 1, and provide new and interesting subsystems that even the newbiest of newbie tinkers can enjoy.

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

Happy Little Automatons 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.

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*.

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.

Paint **NEW** - 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; keep reading!

New Innovations

Artiste

Requires: The alpha class feature, know at least two paint inventions

Beautiful! Whenever your alpha loses an invention with both the design and paint subtypes, it retains the benefits of the lost invention for rounds equal to your tinker level.

Binder Study

Requires: Know at least two paint inventions

Tiring of the use of primer, you cook up a series of paints that bind directly to the material of your automatons. As the end result is rather expensive, however, you are forced to reserve the final product for yourself. As a standard action, you apply any paint invention you know to a friendly automaton or grafted creature within reach, including yourself if you have the chromatic study innovation, replacing any paint invention that automaton may happen to have. This ability may be used five times per day.

Chromatic Study

Requires: Know at least two paint inventions

You may be targeted as though you were an automaton with the *primer coat* invention. You are always treated as though you had the *primer coat* invention, even after being painted, though being painted replaces the benefits of all other paint inventions applied to you. In this specific case, you are an exception to the rule that an 'automaton' can only have one paint invention applied to it at any one time.

Extra Paint Requires: Binder study innovation

You've decided to make more special paint for your personal use. The binder study innovation can be used an additional five times per day.

Just Add Fire! Requires: Spray nozzles innovation

It was a simple discovery, but a profound one: spray paint + fire = self-defense. As a standard action, you may expend two daily uses of the binder study innovation to spray flaming paint in a 10-ft. cone, dealing 1d8 points of fire damage for every two tinker levels you possess with a DC 10 + 1/2 your tinker level + your Intelligence modifier Reflex save for half.

Spray Nozzles Requires: Binder study innovation

You develop spray paint! As a standard action, you may expend one daily use of the binder study innovation to spray paint in a 10-ft. cone. All friendly automatons or grafted creatures in the area gain the *primer coat* invention, replacing any paint invention that individual may happen to have. All other creatures in the area are blinded for 1 round with a DC 10 + 1/2 your tinker level + your Intelligence modifier Fortitude save to negate.

New Greater Innovation

Happy Little Accidents Requires: Any one of - binder study innovation, chromatic study innovation, or kamikaze directive innovation

You don't make mistakes; you just have happy little accidents. These happy little accidents take on a variety of forms.

• Whenever one of your automatons executes a kamikaze directive or a contingent kamikaze, all other nearby friendly automatons or grafted creatures are splattered with paint, gaining the *primer coat* invention, but replacing any paint invention that individual may happen to have. The radius of this effect is equal to twice that of the kamikaze itself. (As the chromatic study innovation specifically allows you to be targeted as though you were an automaton, you can also be splattered with paint in this fashion if you have that innovation.)

• Whenever you deploy an automaton, if you have the binder study innovation, you may choose to paint that automaton as a free action rather than give it a directive as a free action.

• If you have the chromatic study innovation, you gain the benefits of both the *ablative paint* invention and the *asbestos paint* invention. You cannot choose to permanently lose the *primer coat* invention granted by the chromatic study innovation.

New Inventions

Ablative Paint 1 BP Invention 2 Any one paint invention

Paint isn't just for color; additives in the binder can make it useful for other applications! Whenever an automaton with this invention is hit by a physical attack, it may choose to permanently lose an invention with the paint descriptor to gain DR 5/- against that attack. This is an undirected immediate action.

All the Colors (Design, Paint) 1 BP Invention 3 No prerequisites

Liberal application of white paint makes an automaton feel like the undead; namely, it just keeps moving even when all evidence would suggest it's taken more than enough abuse to warrant its shutting down. When an automaton with this invention is deployed or when an automaton is painted with this invention, it gains 1d8 temporary hit points that last for 1 minute. Whenever an automaton gains benefit from this invention, it cannot gain benefit from it again for 24 hours, even if it gets repainted somehow.

An automaton can only have one paint invention applied to it at any one time.

Asbestos Paint

1 BP Invention 2 Any one paint invention

When loaded up with asbestos, paint can actually slow down the ravages of the elements. Whenever an automaton with this invention is dealt acid, cold, electric, fire, or sonic damage, it may choose to permanently lose an invention with the paint descriptor to gain resistance 5 against that source of energy damage. This is an undirected immediate action.

Canary Tint (Design, Paint) 1 BP Invention 1 No prerequisites

Yellow paint has been slathered upon the automaton. Creatures that fail their saving throw against the automaton's kamikaze directive or a contingent kamikaze are dazzled for 1 round with no saving throw allowed.

An automaton can only have one paint invention applied to it at any one time.

Conductive Paint

2 BP Invention 4 Any one paint invention

Paint isn't just for color; additives in the binder can make it surge with useful energy. As a directed standard action, an automaton with this invention permanently loses an invention with the paint descriptor. If it does, a 4th-level or lower invention of its choice gains a temporary daily use. This temporary daily use lasts for 1 minute.

Crimson Tint (Design, Paint)

1 BP Invention 1 No prerequisites

Liberal red paint is daubed upon the automaton. When the automaton charges, it somehow gains a +5-ft. bonus to its base land speed until the end of its turn.

An automaton can only have one paint invention applied to it at any one time.

Distinct Lack of Color (Design, Paint) 1 BP

Invention 2 No prerequisites

A coating of tarry black paint grants the automaton DR 1/-. Modern science has yet to explain how on earth this works.

An automaton can only have one paint invention applied to it at any one time.



A little foresight lets paint stretch further. An automaton with this invention can have up to two paint inventions applied to it at any one time.

Emerald Tint (Design, Paint) 1 BP Invention 2 No prerequisites

A coating of bright green paint makes even a mindless machine believe it's better than anyone else. Whenever another friendly automaton is destroyed, the automaton gains a +1 morale bonus to attack and damage rolls for 1 round. This morale bonus affects the automaton even if it's mindless.

An automaton can only have one paint invention applied to it at any one time.

Homogenization Enforcement Protocols (Design) 2 BP

Invention 3 primer coat invention

Whenever an automaton with this invention is first deployed, it removes the *primer coat* invention from all other friendly automatons within 10 feet. The automaton then replaces the removed invention with any one paint invention that is part of its blueprint.

Incendiary Paint

1 BP Invention 2 Any one paint invention

Paint isn't just for color; additives in the binder can make the stuff burn hotter than the flames of Hell itself. Whenever an automaton with this invention takes fire damage, it may choose to permanently lose an invention with the paint descriptor to burst into flames for 1 minute. This choice is undirected. While lit on fire in this fashion, its natural weapons deal an additional point of fire damage, creatures that hit the automaton in melee take 1 point of fire damage, and it deals an additional point of fire damage if it executes a kamikaze directive or a contingent kamikaze. These flames do not harm the automaton itself.



Indigo Daubing (Design, Paint)

1 BP Invention 1 No prerequisites

Even though an automaton only has emotions insomuch as its programming allows, a little daubing of indigo war paint finds a way to enhance its performance. It's a feature. The automaton gains a +1 resistance bonus to saving throws.

An automaton can only have one paint invention applied to it at any one time.

Painter's Station (Alpha) 2 BP

Invention 2 primer coat invention

An automaton with this invention is equipped with pots of paint corresponding to all of the paint inventions known by its creator. As a directed standard action, the automaton may remove the *primer coat* invention from any friendly automaton within reach, replacing it with any one paint invention that its creator knows. In addition, once per day as a directed standard action, the automaton may add the *primer coat* invention to any one friendly automaton within reach, including itself, replacing any paint invention that automaton may happen to have.

Painter's Whirlwind

2 BP Invention 3 painter's station invention

This invention *requires painter's station*. As a directed standard action, an automaton with this invention may throw paint around in a circle once per day, adding the *primer coat* invention to all friendly automatons within 10 feet, including itself, and replacing any paint invention each of those automatons may happen to have.

Pretty in Pink (Design, Paint)

1 BP Invention 1 No prerequisites

An automaton that has been painted pink somehow becomes disarmingly adorable. The automaton has a +2 circumstance bonus to Bluff checks made to feint, and can perform the Bluff skill untrained if and only if the skill is used to feint.

Primer Coat (Paint) o BP Invention 1 No prerequisites

3

Primer allows paint to stick to a surface more readily. An automaton with this invention is a legal target for the painter's station invention.

An automaton can only have one paint invention applied to it at any one time.

Sapphire Tint (Design, Paint) 1 BP Invention 1 No prerequisites

A few quick strokes of blue paint makes the automaton exceptionally lucky. When an automaton with this invention is deployed or when an automaton is painted with this invention, it rolls twice and takes the better result for the next d20 roll it makes, albeit at a -2 penalty. Whenever an automaton gains benefit from this invention, it cannot gain benefit from it again for 24 hours, even if it gets repainted somehow.

An automaton can only have one paint invention applied to it at any one time.

Slippery When Wet 2 BP

Invention 3 Any one paint invention

A few containers of paint thinner allow an automaton to slough off paint whenever a bit of local slickness would be helpful. As a directed standard action, an automaton with this invention permanently loses an invention with the paint descriptor. If it does, it creates a 10-ft.-radius blob of wet paint on the ground with the automaton at its center. This paint remains wet for 2d4 rounds and, while wet, has the same properties as an area affected by the *grease* spell.

Solar-reactive Paint (Design, Paint) 1 BP Invention 2 No prerequisites

This shimmering, color-changing paint reacts to the sun and the moon. When outside during the day, an automaton with this invention deals +1 fire damage with all physical attacks. When outside at night, an automaton with this invention deals +1 cold damage with all physical attacks.

Sunrise Hue (Design, Paint) 1 BP Invention 1 No prerequisites

A splash of orange paint makes the automaton hard to catch; if it moves more than 10 feet in a round, it gains a +1 dodge bonus to AC until the beginning of its next turn.

An automaton can only have one paint invention applied to it at any one time.

Violet Tint (Design, Paint) 1 BP Invention 1 No prerequisites

A quick dip in purple paint grants the automaton a +2 luck bonus to Stealth skill checks.

An automaton can only have one paint invention applied to it at any one time.

Edgecase Rulings!

The tinker is insanely complex, so let's have some official rulings before anyone figures out what I broke with this expansion, shall we?

Ruling: Grafters, Blueprint Legality, and Inventions Modifying Blueprints

Q: A grafter cannot graft inventions with the design descriptor onto an organic creature. The *primer coat* invention is not a design invention, but *primer coat* allows some innovations and inventions to apply coats of paint to the target. These coats of paint are design inventions. How does this work?

A: The grafter only actively checks for blueprint illegality in two situations. First, when creating or modifying a graft, the blueprint must be legal before the grafter can commit points to it. Second, when maintaining an existing graft each day, the blueprint must be legal before the grafter can move on. If you can find ways to sneak design inventions or bonus BP worth of inventions onto a graft blueprint in between those legality checks, such as by painting a grafted creature, your graft recipient can go ahead and enjoy the extra power. Just be ready to go back to a legal blueprint tomorrow morning.



Ruling: Going over the BP Limit After Deployment

Q: Tinkers have a very strict limit as to the number of BP worth of inventions their automatons can support, yet the new paint inventions can actively increase the BP value of a deployed automaton. Is this legal?

A: Once an automaton is deployed, worrying about blueprint legality goes out the window. The reason is simple: blueprint legality is for blueprints, and a deployed automaton is no longer a blueprint. Use every stupid trick you can think of to make that deployed automaton a little better. It'll love you for it!



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