Remedial Tinkering Rocket's Red Glare





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Remedial Tinkering: Rocket's Red Glare

Introduction

When the layman watches a fireworks spectacle, he tends to sit back and enjoy himself. When a tinker watches a fireworks spectacle, he ruminates on its weaponization. Remedial Tinkering: Rocket's Red Glare does just that with an expanded ruleset for automaton inventory to allow for the addition of firework inventions (and their launchers) to the tinker base class. As even the simplest firework automaton build requires three inventions, the firework, the firework launcher, and the compartment in which the fireworks are stored, Rocket's Red Glare breaks the letter of Remedial Tinkering law by being impossible to use at 1st level simply because it requires a 3rd-level tinker worth of Build Points to get started. That said, the low-level centric design presented herein cleaves strongly enough to the spirit of Remedial Tinkering to warrant its inclusion in the series.

Level Range: 4+

Further Reading

Rocket's Red Glare links into rules presented in the following tinker expansions.

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 a blueprint at any one time. (For a selection of innovations that twist the rules of this subtype, see Tinkering 301: Pimp My Alpha.)

Compartment **NEW** - Inventions with the compartment subtype act as an inventory for automatons, storing everything from alchemical ammunition to potions and fireworks. Many inventions, such as the *flaskapult*, link to a specific compartment and can draw from its contents to reload. (This is a new subtype that also applies to legacy inventions. Use your best judgement when using older releases.)

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 ***NEW*** - Inventions with the firework subtype differ from most other inventions in that they represent neither new automaton programming, nor fancy modules bolted onto the automaton's superstructure. Rather, firework inventions are special ammunition and occupy space in compartments as though they were alchemical goods. To that end, a firework invention can only be added to an automaton's blueprint if that automaton has sufficient compartment space available to hold the fireworks. Unlike standard alchemical goods, only inventions that specifically state that they are capable of launching fireworks may do so, and they cannot be launched by hand.

Fireworks have a range increment of 30 feet; given propellant limitations, a firework's maximum range is five range increments, or 150 feet. Fireworks are designed to open and deploy their payload at a set range. As such, all attacks made with them are made against specific grid intersections (AC 5 plus range penalties) rather than as an attack targeting any specific creature occupying that grid intersection. Unlike thrown splash weapons, fireworks can be launched into grid intersections that are occupied, in addition to those that are unoccupied. If launching a firework into a grid intersection that is occupied by a creature of any size, add +4 to that grid intersection's AC, as if shooting into a melee (for a total of AC 9 plus range penalties). The Precise Shot feat bypasses this penalty. Additionally, since fireworks are deployed at a specific range, and not when they bump into something, it is perfectly valid to aim shots over the action, or even straight into the air. When the target grid intersection does not contain a wall, ceiling, floor, or other, similar surface, add +5 to that grid intersection's AC. This stacks with the penalty for launching into an occupied square (for a total of AC 14 plus range penalties when casting into an occupied, airborne square). Fireworks can be shot through thick or hostile media, such as mud, water, or acid, but explode prematurely when shot through fire, magma, and other, excessively heated media.

If you miss the target grid intersection, roll 1d8. This determines the misdirection of the launch, with 1 falling short (off-target in a straight line toward the launcher), and 2 through 8 rotating around the target grid intersection in a clockwise direction. Then, count a number of squares in the indicated direction equal to the range increment of the cast. Finally, if the target grid intersection is above or below the grid intersection occupied by the launcher, roll 1d6. On a roll of 1 or 2, the firework falls short, moving one square toward the launcher in the z-axis. (If the target is above the launcher, the firework moves down one square. If below the launcher, the firework moves up one square.) On a roll of 5 or 6, the firework runs long, moving one square away from the launcher in the z-axis. (If the target is above the launcher, the firework moves up one square. If below the launcher, the firework moves down one square.) After you determine where the firework landed, it deploys.

Though fireworks scatter like thrown weapons and, at times, behave much like splash weapons, fireworks are neither considered thrown weapons, nor splash weapons, for the purpose of feats and abilities.

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

Propellant ***NEW*** - 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

Failsafe Fuse

Requires: Know at least three firework inventions

The first rule of tinkering is, "Get out there and make something awesome!". The zeroth rule of tinkering is, "Don't get exploded." Those who heed this zeroth rule tend to live longer. Whenever a primed firework you created would explode inside an automaton because it wasn't launched in time, the firework disintegrates to ash rather than explode. This effectively expends the firework, but prevents an unsightly crater.

Master Packer

Requires: Know the *improved compartment* invention and any two other compartment inventions

Despite the labels placed on compartments, be they alchemical, explosive, leaded, or otherwise, a box is just a box, and the same line of thinking can optimize all of them. The capacity of your compartment inventions increases by +1. In addition, you treat all of your compartment inventions as though they were *improved compartments* for the purpose of being allowed to maintain a heterogenous inventory when linking that compartment to an invention that reloads from its linked compartment, such as a *flaskapult* or *hot pocket*.

Pyrotechnicist

Requires: Know any three propellant inventions

From reports and blooms to color studies with strange metals, you've run the gamut of firework production. You may apply up to two propellant inventions to the fireworks present in a single compartment.

Normal: You can only apply up to one propellant invention to the fireworks present in a single compartment.

New Inventions

Big Box of Fun (Alpha, Compartment) 6 BP Invention 4 Any three firework inventions

An automaton with this invention may as well be a walking crate. The automaton sports an enormous compartment containing the fireworks found in the table below. If the automaton's master does not know a firework on this list, then it is not present in the compartment. Given the odd nature of the big box of fun, inventions that link to compartments to draw from their stock cannot link to it. Further, fireworks can only be removed from the *big box of fun*, not added. An automaton with this invention can take fireworks from this compartment and add them to another compatible compartment on a friendly automaton as though it were a tinker. Finally, an additional propellant invention may be added to the *big box of fun*, for a total of two, or three with the pyrotechnicist innovation.

Table: Big Box of Fun Contents

2x Burst Firework 2x Caustic Firework 1x Clay Spider x1 1x Invigorating Rocket 1x Pheromone Firework 1x Prank Rocket 2x Primer Rocket 2x Report

Blessed Exhaust (Propellant)

2 BP Invention 2 Any compartment invention, any firework invention

Thankfully, some priests try new things. When adding this invention to a blueprint, select a single compartment that contains at least one firework. All fireworks present in the selected compartment upon automaton deployment gain the following ability. The firework's flight path leaves behind a faint streak of white that hangs in the air for 1d4 rounds after launch. Mindless undead that attempt to cross the flight path while this streak of white is present must make a Will save or be unable to cross the flight path, losing the remainder of its action. Only one propellant invention can be applied to a particular compartment.

Burst Firework (Firework)

1 BP Invention 2 Any compartment invention

This invention *requires* sufficient compartment space. An automaton with this invention gains an inventory of three *burst fireworks*, which deal 1d8 points of fire damage to all creatures in a 10-ft. radius centered on the point of detonation. Fireworks cannot simply be thrown and must be launched from a compatible invention.

Special: This invention may be added to a blueprint multiple times. Each time, add an additional three *burst fireworks* to the automaton's inventory.

Caustic Firework (Firework)

1 BP Invention 2 Any compartment invention

This invention *requires* sufficient compartment space. An automaton with this invention gains an inventory of three *caustic fireworks*, which deal 1d6 points of acid damage to all creatures in a 5-ft. radius centered on the point of detonation. Those creatures damaged in this manner take a -1 penalty to their armor bonus to AC for 1d4 rounds with a Reflex save to negate. Fireworks cannot simply be thrown and must be launched from a compatible invention.

Special: This invention may be added to a blueprint multiple times. Each time, add an additional three *caustic fireworks* to the automaton's inventory.



Charged Exhaust Formulation (Propellant) 1 BP

Invention 2

Any one compartment invention, any one firework invention

When adding this invention to a blueprint, select a single compartment that contains at least one firework. All fireworks present in the selected compartment upon automaton deployment gain the following ability. Creatures adjacent to the firework's flight path take 1 point of electric damage. Only one propellant invention can be applied to a particular compartment.



Clay Spider (Firework) 2 BP Invention 2 Any compartment invention

This invention *requires* sufficient compartment space. An automaton with this invention gains an inventory of three *clay spiders*, effectively a clay vessel filled with thousands upon thousands of tiny spiders. Upon detonation, those spiders that survive tend to be quite angry. Such a firework deals 1 point of piercing damage, 1 point of Strength damage, and 1 point of Dexterity damage to all creatures in a 5-ft. radius centered on the point of detonation with a Fortitude save to negate the ability score damage. Fireworks cannot simply be thrown and must be launched from a compatible invention.

Special: This invention may be added to a blueprint multiple times. Each time, add an additional three *clay spiders* to the automaton's inventory.

Double-Barreled Hot Pocket (Alpha) 2 BP Invention 4 *hot pocket*

This invention *requires* and *replaces hot pocket*. A *double-barreled hot pocket* functions just like a *hot pocket*, save that the device has two barrels and each barrel can be primed as a directed attack action. If the automaton can make multiple attacks in a single round, then the automaton can prime multiple fireworks as a directed full-attack action.

Firework Tube

1 BP Invention 2

Any one compartment invention, any one firework invention

An automaton with this invention sports a reinforced tube that can be used to launch fireworks as a directed attack action. If the automaton can make multiple attacks in a single round, then the automaton can launch fireworks as a directed full-attack action. When installed, the tinker selects a compartment already installed on the automaton. The *firework tube* can reload from this compartment without the use of arms as a move action, or as a free action with the Rapid Reload feat.

A *firework tube* is affected by the Rapid Shot feat, but does not modify the range increment and maximum range of a firework (30-ft. range increment, maximum range of 150 ft.).

Glittery Propellant (Propellant)

1 BP Invention 2

Any one compartment invention, any one firework invention

When adding this invention to a blueprint, select a single compartment that contains at least one firework. All fireworks present in the selected compartment upon automaton deployment gain the following ability. Creatures adjacent to the firework's flight path are dazzled for 1d4 rounds with a Fortitude save to negate. Only one propellant invention can be applied to a particular compartment.

Hot Pocket

1 BP Invention 2 *firework tube*

This invention requires and replaces firework tube. A hot pocket is essentially a firework tube that has had a lockable flap stuck onto its end. It functions just like a firework tube, save that the automaton may now prime a firework in the tube as a directed attack action. Whenever the automaton executes an attack directive, it launches all primed fireworks directly at the target of that directive as a free action. Only one firework may be primed at any one time, and a *hot pocket* cannot be used to launch fireworks while the tube is occupied by a primed firework. Each round a firework remains primed, its maximum range decreases by one range increment. Should a firework's maximum range ever be equal to o, it immediately detonates within the tube. If a firework detonates within an automaton's hot pocket, that automaton automatically fails all saving throws against that firework.

Integrated Fireworks Box (Compartment) 1 BP Invention 2

Any one firework invention

An automaton with this invention has quite literally been built around a box of fireworks. The automaton sports a compartment with a capacity of four fireworks. Given the nature of the crate, non-firework objects cannot be stored inside it.

Integrated Fireworks Crate (Compartment) 2 BP

Invention 3 Any one firework invention

An automaton with this invention has quite literally been built around a crate of fireworks. The automaton sports a compartment with a capacity of six fireworks. Given the nature of the crate, non-firework objects cannot be stored inside it.

Invigorating Exhaust (Propellant)

1 BP

Invention 2 Any one compartment invention, any one firework invention

When adding this invention to a blueprint, select a single compartment that contains at least one firework. All fireworks present in the selected compartment upon automaton deployment gain the following ability. Creatures adjacent to the firework's flight path gain fast healing 1 for 1 round. Only one propellant invention can be applied to a particular compartment.

Invigorating Rocket (Firework)

3 BP Invention 3 Any one compartment invention

This invention *requires* sufficient compartment space. An automaton with this invention gains an inventory of two *invigorating rockets*, which grant 1d6 + one-half the tinker's level temporary hit points, rounded down, to all creatures in a 5-ft. radius centered on the point of detonation. These temporary hit points last for 1 minute. Fireworks cannot simply be thrown and must be launched from a compatible invention.

Special: This invention may be added to a blueprint multiple times. Each time, add an additional two *invigorating rockets* to the automaton's inventory.

Long Range Formulation (Propellant)

1 BP Invention 2

Any one compartment invention, any one firework invention

When adding this invention to a blueprint, select a single compartment that contains at least one firework. The range increment of all fireworks present in the selected compartment upon automaton deployment increases by +10 feet. Only one propellant invention can be applied to a particular compartment.



Pheromone Firework (Firework)

1 BP Invention 2 Any one compartment invention

This invention *requires* sufficient compartment space. An automaton with this invention gains an inventory of one *pheromore firework*, which confuses those creatures occupying the square of impact for 1 round with a Will save to negate. This is a mind-affecting effect. Fireworks cannot simply be thrown and must be launched from a compatible invention.

Special: This invention may be added to a blueprint multiple times. Each time, add an additional *pheromone firework* to the automaton's inventory.

Prank Rocket (Firework)

3 BP Invention 3 Any one compartment invention

This invention *requires* sufficient compartment space. An automaton with this invention gains an inventory of two *prank rockets*, which engulfs those creatures occupying the square of impact with sticky, resinous goo, as a tanglefoot bag. Fireworks cannot simply be thrown and must be launched from a compatible invention.

Special: This invention may be added to a blueprint multiple times. Each time, add an additional two *prank rockets* to the automaton's inventory.

Report (Firework)

2 BP Invention 3 Any one compartment invention

This invention *requires* sufficient compartment space. An automaton with this invention gains an inventory of three *reports*, which deafen and dazzle all creatures in a 5-ft. radius centered on the point of detonation for 1 minute with a Fortitude save to negate. Already-dazzled creatures that fail their Fortitude saving throw are blinded for 1 round. Fireworks cannot simply be thrown and must be launched from a compatible invention.

Special: This invention may be added to a blueprint multiple times. Each time, add an additional three *reports* to the automaton's inventory.

The Late Bloomer 3 BP Invention 4 *firework tube*

This invention *requires* and *replaces firework tube*. The *late bloomer* lobs a firework in such a way that its parts are scattered further when it detonates. As a result, it functions just like a *firework tube*, save that the radius of effect of all fireworks launched from the *late bloomer* increases by +5 feet. Fireworks that only affect a single square now affect a 5-ft. radius.

The Long Ranger 1 BP Invention 3 *firework tube*

This invention *requires* and *replaces firework tube*. The *long ranger* is effectively an elongated, rifled *firework tube*. As a result, it functions just like a *firework tube*, save that the range increment of all fireworks launched from the *long ranger increases* by +10 feet. Unmodified by anything else, this gives fireworks launched from this invention a 40-ft. range increment of and a maximum range of 200 feet.

Tracers (Propellant) 1 BP

1 BP Invention 2

Any one compartment invention, any one firework invention

When adding this invention to a blueprint, select a compartment that contains at least one firework. All fireworks present in the selected compartment upon automaton deployment gain the following ability. The firework's flight path leaves behind dim illumination as though it were a candle for 1d4 rounds after launch. In addition, invisible creatures that intersect with the flight path while this illumination is present become covered in glowing glitter, outlining the creature as the *glitterdust* spell. This glitter fades when the period of illumination ends. Only one propellant invention can be applied to a particular compartment.

Toxic Exhaust Formulation (Propellant)

1 BP

Invention 2

Any one compartment invention, any one firework invention

When adding this invention to a blueprint, select a single compartment that contains at least one firework. All fireworks present in the selected compartment upon automaton deployment gain the following ability. Creatures adjacent to the firework's flight path take 1 point of fire damage. Only one propellant invention can be applied to a particular compartment.

Whistler (Propellant)

2 BP

Invention 3

Any one compartment invention, any one firework invention

When adding this invention to a blueprint, select a single compartment that contains at least one firework. All fireworks present in the selected compartment upon automaton deployment gain the following ability. Creatures adjacent to the firework's flight path take 1 point of sonic damage and are deafened for 1 round with a Fortitude save to negate. Only one propellant invention can be applied to a particular compartment.

Wide Burst Formulation (Propellant)

2 BP Invention 3

Any one compartment invention, any one firework invention

When adding this invention to a blueprint, select a single compartment that contains at least one firework. The radius of effect of all fireworks present in the selected compartment upon automaton deployment increases by +5 feet. Fireworks that only affect a single square now affect a 5-ft. radius. Only one propellant invention can be applied to a particular compartment.

Rulings!

As with most any tinker expansion, something got shifted or broken to allow for new content to be added. The following rulings help to clarify how everything fits together in the post-fireworks world.

Q: What old inventions have the new compartment descriptor?

A: The following inventions comprise the legacy list of compartment inventions. These are all found in *The Tinker: Master of Modular Mechanical Mayhem*.

compartment improved compartment manufactory minelayer compartment shrapnel compartment





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