Timkering 301 Pimp My Alpha





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Tinkering 301: Pimp My Alpha

Introduction

The logical extension of the ethermancer's greater manifestations system to other Interjection Games classes, *Tinkering 301: Pimp My Alpha* introduces the advanced invention descriptor, a special invention type that gives the player the opportunity to make his alpha's blueprint loadout a bit more interesting than automaton + 5 BP. Advanced inventions include linear upgrades for those tinkers who just want their alpha to be bigger and badder than the rest, as well as totally new functionality for those who want to have their alpha fulfill unique tactical roles. Master demolitionist, middle manager, cannibal, food and candle manufacturer, retributive combat maneuver specialist, radar, and more are possible with this first wave of advanced inventions. Let's dig in, shall we?

Story

Good morning, Mr. Torque. Before he died last year, renegade mastermaker Diels Doering finished a number of invention schemata that, until recently, our engineers believed to be the ravings of a madman. We have since realized that said inventions were only meant to be installed on his Alpha automaton, whose advanced intelligence is capable of using them properly. Be that as it may, these inventions are extremely unstable, and all of our tests have ended in dismal failure and spontaneous combustion each time we attempted to place two of them on the same alpha. The cost of rebuilding these alphas is becoming prohibitive, Mr. Torque.

Your mission, should you choose to accept it, is to do what you do best; tinker with the enclosed schemata. If possible, find a way to make them usable by standard automata and paired on alpha automata. If interested, let us know through the appropriate channels. As always, should you or your alpha be destroyed, we shall disavow any knowledge of your actions.

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New Terminology

Advanced - The advanced invention descriptor designates an exceedingly complex invention that requires the processing power that only an alpha automaton has. Inventions with this descriptor can only be added to an alpha's blueprint, and only one invention with the advanced descriptor can be added to that blueprint at any one time. If an advanced invention's description says it replaces another advanced invention, then the two inventions together count as only one for the purpose of the maximum number of advanced inventions allowed in a single blueprint. In practice, when an advanced invention is replaced by another, it has simply been upgraded to an even more advanced form.

New Innovations

Dismantle the Advanced

There's no getting around the fact that the masterworks of the mad tinker Diels Doering are extremely dangerous. With their dissemination throughout the tinkering profession, there are sure to be those who use these inventions in a reckless manner. In such a brave, new world, it behooves the pragmatic tinker to find a way to shut down these advanced inventions. Given they're so unstable, it's really not that hard to do.

Prerequisite: Paint Target greater innovation, know at least one invention with the advanced descriptor

Benefit: As a standard action, make a single attack with your weapon. If this attack hits an automaton whose blueprint includes at least one advanced invention, make an opposed tinker level check with that automaton's master ($1d_{20} + tinker$ level). You get a +4 bonus to this roll if the automaton hit is not receiving benefit from the master's presence class feature. If you win the opposed check, all of the automaton's advanced inventions are deactivated for 1d4 rounds. While deactivated, an invention cannot be used, nor does it grant any passive benefit to the automaton.

Simplify the Advanced

If they called renegade mastermaker Diels Doering mad for inventing the advanced schemata in the first place, what on earth are they going to call you for making one of them universally applicable?

Prerequisite: Designer innovation,

know at least one invention with the advanced descriptor

Benefit: When you select this innovation, choose a single advanced invention you know. When you add that invention to a blueprint, you may choose to remove the advanced descriptor from it. If you do, the BP cost of the formerly-advanced invention is doubled.

New Greater Innovations

Enhanced Alphaficial Intelligence

By applying your advanced understanding of automaton scripting and artificial intelligence, you enable your alpha to operate two advanced inventions simultaneously.

Prerequisite: Independence Script greater innovation

Benefit: Your alpha's blueprint can contain up to two advanced inventions, rather than just one.

Inventions

Absolutely Definitive Dexterity (Advanced)

2 BP Invention 6 definitive dexterity invention

This invention *replaces definitive dexterity*. The automaton gains +6 Dexterity.

Absolutely Definitive Strength (Advanced) 2 BP Invention 6 definitive strength invention

This invention *replaces definitive dexterity*. The automaton gains +6 Strength.

Absolutely Definitive Structure (Advanced) 2 BP Invention 6 definitive structure invention

This invention *replaces definitive structure*. The automaton gains an additional 3 hit points per hit die it possesses.



Adaptive Defense Unit (Advanced) 4 BP Invention 5 *No prerequisites*

An automaton with this invention features a suite of defensive mechanisms that activate in response to damage of a type they can hinder. Whenever the automaton takes slashing damage, it gains DR 5/bludgeoning or piercing for 1 round; whenever it takes piercing damage, it gains DR 5/bludgeoning or slashing for 1 round; whenever it takes bludgeoning damage, it gains DR 5/piercing or slashing for 1 round. Whenever an automaton gains a source of damage reduction from this invention, any source of damage reduction previously granted by this invention is removed. As such, if an automaton takes damage from a source that is of multiple physical damage types, such as slashing and piercing, the simultaneously-triggered bonuses nullify each other, making this invention useless against compound physical damage.

Beehive (Advanced)

3 BP Invention 2 Survival 5 ranks

An automaton with this invention features a small beehive somewhere in its body. The beehive is fully functional in the apicultural sense and contains real live bees. Where the bees come from is not something that should be dwelled upon. Once an automaton with this invention is deployed, the bees within it do what they do best: produce honey and honeycomb. This honey and honeycomb can be harvested once per day, with the stipulation that the beehive yields nothing in its first day of deployment because the bees haven't had a chance to produce anything. Harvesting a beehive is a DC 15 Survival check and requires 1 minute of effort. On a failed check, the harvester takes 1d3 points of Strength damage from stinging with a DC 10 + 1/2 the tinker's class level + the tinker's Intelligence modifier Fortitude save to negate. This is a poison effect.

Whether or not the harvester makes his Survival check, he obtains an amount of honey whose weight and nutritive content are equivalent to a unit of trail rations made for a medium-sized creature, as well as a half-pound of candlegrade beeswax, which can be crafted into a half-pound of candles with no additional material components. The harvest is doubled if the beehive spent the majority of the previous day in a terrain type with copious flowers, such as in the forest or the grasslands during any season but winter, or in the desert during its very short bloom immediately following the one big rain of the year. Honey can be stockpiled and sold as though it were trail rations, as it never, ever spoils.

A tinker's integrated beehive is one of the most secure apicultural constructs known to man. In typical tinker fashion, all entrances to the beehive are designed to close when heat, acid, smoke, water, or any other hazard is detected, thus ensuring that errant *fireballs*, the automaton going for a swim, smokesticks, and so on, are unable to harm the bees within. In essence, the one and only way to destroy a beehive is to destroy the host automaton itself.

Blast-resistant Plating (Advanced) 5 BP

Invention 5 Kamikaze Directive innovation

An automaton with this invention is not automatically destroyed whenever it uses the kamikaze directive innovation or the contingent kamikaze greater innovation. Instead, it automatically fails its saving throw against and takes damage from its own kamikaze. Cannibalization Unit (Advanced)

2 BP Invention 2 Survival 3 ranks

When given a support directive, an automaton with this invention, hereafter known as "the cannibal", can grab a friendly automaton in a square it threatens, hereafter known as "lunch", and tear into it, pulling out essential components for its own use. For each limited uses invention that the cannibal and lunch share on their blueprints, the cannibal replenishes one use of that invention if lunch had uses remaining. Lunch is destroyed, triggering the contingent kamikaze greater innovation, if applicable.

Automatons deployed by a tinker with the support programming innovation can activate this invention without being given an explicit directive to do so.

Chest-mounted Punching Glove (Advanced)

2 BP Invention 3 Any one of - alpha blueprint or superior responsive programming invention

An automaton with this invention features a hinged panel on his chest. Whenever the automaton hits with a slam attack made as an attack of opportunity, this hinged panel opens, launching a comically spring-loaded punching glove at its target. Deal damage for the slam normally, then perform a combat maneuver check as a free action. If this check is successful, the target is knocked off balance, reducing its Dexterity bonus to AC by -2, minimum +0, for 1 round.

Once launched, the glove must be reset before it can be launched again. This requires a standard action that provokes attacks of opportunity and can only be performed by an individual who has the invention in his invention book.

Chest-mounted Sawblade (Advanced) 1 BP

Invention 4 chest-mounted punching glove invention, sunderer invention

This invention *replaces chest-mounted punching glove* when installed. An automaton with this invention features a hinged panel on his chest. Whenever the automaton hits with a slam attack made as an attack of opportunity, this hinged panel opens, launching a comically spring-loaded sawblade at its target. Deal damage for the slam normally, then perform a sunder combat maneuver as a free action.

Once launched, the sawblade must be reset before it can be used again. This requires a standard action that provokes attacks of opportunity and can only be performed by an individual who has the invention in his invention book.

Chest-mounted Potential Energy Reduction Mechanism (Advanced)

1 BP Invention 4 chest-mounted punching gloves invention, tripper invention

This invention *replaces chest-mounted punching glove* when installed. An automaton with this invention features a hinged panel on his chest. Whenever the automaton hits with a slam attack made as an attack of opportunity, this hinged panel opens, launching a metallic cylinder with a hinge at its target. Deal damage for the slam normally, then perform a trip combat maneuver as a free action.

Once launched, the hinged cylinder must be reset before it can be used again. This requires a standard action that provokes attacks of opportunity and can only be performed by an individual who has the invention in his invention book.

Chest-mounted Weapon Denial System (Advanced)

1 BP Invention 4 chest-mounted punching glove invention, disarmer invention

This invention *replaces chest-mounted punching glove* when installed. An automaton with this invention features a hinged panel on his chest. Whenever the automaton hits with a slam attack made as an attack of opportunity, this hinged panel opens, launching a number of spring-loaded metal cylinders at its target. Deal damage for the slam normally, then perform a sunder combat maneuver as a free action.

Once launched, the metal cylinders must be reset before it can be used again. This requires a standard action that provokes attacks of opportunity and can only be performed by an individual who has the invention in his invention book.

Crackling Umbrella (Advanced)

5 BP Invention 5 Knowledge (nature) 9 ranks, static shield invention

An automaton with this invention, hereafter known as "the sharer", grants the benefit of the *static shield* invention to all friendly automatons within 10 feet. If the sharer has an invention on its blueprint that *replaces static shield* or any of its upgrades, it grants the benefit of that invention instead. If a friendly automaton already has *static shield* or an invention that *replaces static shield* or any of its blueprint, then take the benefits of the better of the invention on the blueprint or the invention shared through *crackling umbrella*. They do not stack.

Flask Blaster (Advanced)

2 BP Invention 4 Knowledge (engineering) 10 ranks, flaskapult invention

This invention *replaces flaskapult* when installed. The automaton has been outfitted with a launching device that has been specially designed to fire flasks and other items of flasklike heft, such as most alchemical goods. When installed, the tinker selects a compartment already installed on the automaton. The *flask blaster* can reload from this compartment without the use of *arms* as a move action, or as a free action with the Rapid Reload feat. Unless an improved compartment is used, all flasks loaded in the compartment must be duplicates of the same item, as the automaton's programming simply cannot handle launching objects of variable heft without foreknowledge of what is about to be fired.

The flask blaster has a range increment of 30 feet and is affected by the Rapid Shot feat. The area of effect of all alchemical goods fired by a flask blaster is increased by +5 feet. That is to say, a tanglefoot bag now affects a 5-foot radius, thrown splash weapon alchemical goods now treat a 5-foot radius as a direct hit and a 10-foot radius as splash damage, a smokestick's cube of smoke is increased in size by 5 feet in all directions, and so on.

Kamikaze Avoidance Protocol (Advanced) 3 BP Invention 2 Kamikaze Directive innovation

An automaton with this invention knows precisely how an exploding automaton "blooms", thus giving it an improved ability to avoid damage from such explosions. It gets +3 to its saving throws made against kamikazes and contingent kamikazes.

Improved Cannibalization Unit (Advanced) 1 BP

Invention 4 Survival 8 ranks, cannibalization unit invention

This invention *replaces cannibalization unit* when installed. When given a support directive, an automaton with this invention, hereafter known as "the cannibal", can grab a friendly automaton in a square it threatens, hereafter known as "lunch", and tear into it, pulling out essential components for its own use. For each limited uses invention that the cannibal and lunch share on their blueprints, the cannibal replenishes one use of that invention if lunch had uses remaining. In addition, the cannibal is repaired for 1 point of damage per hit die of lunch, to a maximum of lunch's current hit points. Lunch is destroyed, triggering the contingent kamikaze greater innovation, if applicable.

Automatons deployed by a tinker with the support programming innovation can activate this invention without being given an explicit directive to do so.

Improved Priming Signal (Advanced) 2 BP Invention 6 priming signal invention

This invention *replaces priming signal* when installed. An automaton with this invention constantly generates a signal that almost, but not quite, triggers a kamikaze in nearby automatons. All friendly automatons with the same master within 30 feet get a +2 insight bonus to the DC of any kamikaze or contingent kamikaze that they execute.

Loss Amelioration Protocol (Advanced)

4 BP Level 5 Knowledge (engineering) 13 ranks

Whenever an automaton controlled by the same master as an automaton with this invention is destroyed, it gains the ability to deploy an automaton with the same blueprint as the destroyed automaton as a full-round action that provokes attacks of opportunity. Deploying an automaton in this manner deducts a daily use of its master's deploy automaton class feature; if the master has no uses remaining, this invention cannot be used. If the master is dead, this invention can still be used; however, when dead, the master's daily uses of the deploy automaton class feature do not replenish each day. He needs to be alive to prep the parts.

When an automaton with this invention deploys an automaton, it can give a directive to the newly-deployed automaton as a free action if the deploying automaton has the drill sergeant class feature; otherwise, the newlydeployed automaton is deployed in an idle state. An automaton with this invention only has the ability to deploy a particular blueprint for 1 round after the destruction of an automaton with that blueprint. Deploying an automaton using this invention is handled by automatic scripting and does not require an explicit directive to do so.

Presence Amplifier (Advanced)

3 BP Invention 3 speakers invention

If an automaton with this invention is presently receiving benefit from the master's presence class feature, it emits a subsonic hum, granting all automatons with the same master within 30 feet the benefits of the master's presence class feature.

Priming Signal (Advanced)

1 BP Invention 3 Kamikaze Directive innovation, speakers invention

An automaton with this invention constantly generates a signal that almost, but not quite, triggers a kamikaze in nearby automatons. All friendly automatons with the same master within 30 feet get a +1 insight bonus to the DC of any kamikaze or contingent kamikaze that they execute.



Smoking Extremities (Advanced) 4 BP Invention 5 flawed overclock invention

An automaton with this invention is overheated to the verge of total breakdown all the time, but somehow manages to endure, smoking all the while. This smoke grants the automaton concealment (20% miss chance). Opponents that cannot see the automaton ignore this invention's effect (though fighting an unseen opponent carries penalties of its own).

Given this smoke is mundane, spells like *true seeing* have no illusory veil to pierce and, therefore, cannot bypass the concealment.

Universal Master Locator (Advanced) 3 BP Invention 3 speakers invention

An automaton with this invention has a direct link to its master and can report precisely where he is. This function is prompted by a command word, which is chosen when the invention is added a blueprint. Whenever this command word is spoken by anyone within earshot of the a standard action, the automaton, automaton immediately reports the location of its master in the following format as a free action, "The master is X miles west/east, Y miles north/south, and Z miles above/below my position." The automaton's report is accurate to three decimal places. As this function requires knowledge of magnetic north, on worlds that do not have a standard magnetic field, the report is limited to, "The master is X miles from my position." This invention has an effective range of five miles, beyond which the automaton reports, "The master cannot be detected." As this is technological rather than magical, spells such as antimagic field do nothing to stop it from working.



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