# **Tinkering 302** Modules - Tinker Magic Items





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# TINKERING **302** Modules - Tinker Magic Items

It only took three and a half years.

# INTRODUCTION

The tinker base class is, and always has been, a sandbox of experimentation; however, given the tinker has such a unique method of play, the magic items made available to pretty much everyone else really don't do much for him. As a result, as a party grows in wealth, the tinker begins to fall behind in power. *Tinkering 302* seeks to correct for this with modules, a new type of magic item that cheats automaton blueprint limits by virtue of simply not having a build point cost. With modules, a tinker can finally turn gold into a linear power increase for his automatons, culminating in a theoretical 61 BP of inventions on a single gigadroid automaton.

# Further Reading

*Tinkering 302* 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: Arcanotech Remedial Tinkering: Happy Little Automatons Remedial Tinkering: Rocket's Red Glare 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 represent the perverse melding of machine and magic. Given their awkward nature, an automaton can only have one arcanotech invention in its blueprint at any one time.

**Compartment** - A new designation for a classic invention type, compartment inventions grant an automaton storage space that can be used to hold an inventory.

**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 inventory rather than distinct functional pieces of an automaton, and can only be added to a blueprint if there is compartment space available.

**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.

**Propellant** - An invention with the propellant subtype is applied to a compartment, where it grants all fireworks held within that compartment the stated bonus.

**NEW FEAT** 

#### **Craft Module**

You can create modules, a type of magic item.

**Prerequisite:** Caster level 1st, deploy automaton class feature

**Benefit:** You can create a wide variety of magic modules. Crafting a module takes 1 day for each 1,000 gp in its price. To create a module, you must use up raw materials costing half of its base price.

You can also mend a broken module if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

See magic item creation rules for more information.

**Special:** You are treated as though you have a caster level equal to your tinker level for the purpose of meeting the prerequisite of this feat, as well as for the purpose of meeting the construction requirements of any item requiring this feat.

# **New Greater Innovations**

#### Alpha Modifier

Alphas are finicky, what with the whole "actually sentient" thing going on. As external addons, such as modules, tend to impose themselves upon automatons in a brute force manner, most tinkers simply don't bother slapping them onto their alphas because the risk to their precious masterpieces is too great. By adding a buffer layer to the alpha's brain, you've negated this problem, and you can now throw modules onto your masterpiece and subsequently revel in an alpha that's that much better than everyone else's.

#### Prerequisite: Tinker level 10th

**Benefit:** Whenever you replenish your daily uses of the deploy automaton class feature, you may apply a single module to your alpha automaton, assuming it is with you. If the module does not have a finite duration natively, its effects last until the next time you replenish your daily uses of the deploy automaton class feature.

#### **Energy Capture**

Why should your automatons have all the fun?

Prerequisite: Craft Module, tinker level 15th

**Benefit:** Whenever you use a module on any creature other than yourself, you also gain the benefits of that module until the end of your next turn. Only modules that can be activated while wielded as a one-handed weapon may grant benefit to you in this manner.

#### **Master Modifier**

Your automatons have so many bits hanging off of them that they look like something out of a surrealist art gallery.

# **Prerequisite:** Module Maximizer innovation, tinker level 10th

**Benefit:** Whenever you use the deploy automaton class feature, you may increase the time to deploy an automaton to a full-round action. If you do, you may apply up to two modules to that automaton as part of deploying it rather than just one.

#### **Organic Infiltrator**

*You've been around machines so long that they treat you as one of their own.* 

**Benefit:** You are treated as though you were always wearing an *automaton cap*. Unlike a normal *automaton cap*, however, you can accept up to three modules per day, though you still cannot benefit from more than one module at a time.

#### **New Innovations**

#### Juryrigged Modules

Most of what makes a module expensive is reusability. A consumable that otherwise does the exact same thing is much, much easier to make.

Prerequisite: Craft Module, tinker level 6th

**Benefit:** Whenever you replenish your uses of the deploy automaton class feature for the day, choose a module with a Price that is less than or equal to 100 gp per tinker level you possess. You create the chosen module. Unlike normal modules, this module cannot be sold and becomes useless after one use. Whenever you make a new module with this innovation, any previous modules made by the same means become useless.

#### Mastermaker

You are a true expert in the art of module construction.

#### Prerequisite: Craft Module

**Benefit:** You treat your tinker level as though it were +4 higher for the purpose of meeting the prerequisite caster level necessary to build a module. In addition, you craft 2,000 gp worth of modules in a single day rather than just 1,000 gp worth of modules. Finally, you may craft multiple modules in a single day if the sum of their prices is less than or equal to 2,000 gp.

#### **Module Maximizer**

Given their need to interface with an ostensibly-finished automaton, modules tend to be lossy compared to inventions that are integral to an automaton's structure. By working to negate this loss, you can get to use your modules more often, and that's just good science.

**Benefit:** Whenever you replenish your uses of the deploy automaton class feature for the day, choose a module in your possession whose caster level is less than or equal to half your tinker class level, rounded down. You may use the chosen module twice today rather than just once.

#### **Rapid Infiltration**

Those you know you say you do things "like a machine". Huh, maybe you're not exactly tricking the automatons into treating you as one of their own, after all.

Prerequisite: Organic infiltrator greater innovation

**Benefit:** When making use of the organic infiltrator greater innovation, you may apply modules to yourself as a swift action. In addition, the *automaton cap* effect granted by the organic infiltrator greater innovation accepts an additional module per day, for a total of four.

**Normal:** You apply modules to yourself as a standard action that provokes attacks of opportunity.

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# Modules

Automaton Cap Aura moderate illusion; CL 7th Slot headband; Price 7,000 gp; Weight 2 lbs.

# DESCRIPTION

A creature wearing an *automaton cap* fools modules into believing that it is indeed an automaton and not... whatever it actually is. As a result, any creature that threatens the space occupied by another creature wearing an *automaton cap* may apply a module to it as a standard action that provokes attacks of opportunity. Only modules that are wielded as though they are one-handed weapons can be applied in this manner, and the effects of the applied module persist for 1 minute or until the *automaton cap* is removed for any reason. An *automaton cap* can only accept one module per day.

# CONSTRUCTION REQUIREMENTS

Craft Module, creator must be a grafter; **Cost** 3,500 gp.

#### **Directive Beacon**

Aura weak divination; CL 3rd Slot —; Price 3,000 gp; Weight 1 lb.

# DESCRIPTION

Those who use automatons find themselves to be, for lack of a better term, middle managers, and while it's a necessary part of the job, middle management tends not to be the sort of thing that an engineer likes doing. Engineers being engineers, workarounds are inevitable. Once per day while wielding a *directive beacon* as though it were a one-handed weapon, a creature with the deploy automaton class feature may give the automaton an additional directive as he deploys it. If he does, this directive has no immediate effect and is stored. Rather, once as an immediate action, the deploying creature can change that automaton's current directive to the stored directive. An automaton must be within range of the master's presence class feature to have its directive changed in this manner. Only a single module can be applied to any one automaton.

#### CONSTRUCTION REQUIREMENTS

Craft Module, creator must know the deploy automaton class feature; **Cost** 1,500 gp.

#### Inventor's Helper Aura varies; CL varies Slot —; Price varies; Weight 2 lbs.

Aura varies by specific type

- Least inventor's helper weak transmutation
- Lesser inventor's helper moderate transmutation
- Inventor's helper moderate transmutation
- Greater *inventor's helper* strong transmutation
- Superior inventor's helper strong transmutation
- Mastermaker's inventor's helper strong transmutation

CL varies by specific type

- Least inventor's helper 3rd
- Lesser inventor's helper 6th
- Inventor's helper 9th
- Greater inventor's helper 12th
- Superior inventor's helper 15th
- Mastermaker's inventor's helper 18th

Price varies by specific type

- Least *inventor's helper* 500 gp
- Lesser inventor's helper 2,000 gp
- Inventor's helper 4,500 gp
- Greater *inventor's helper* 10,000 gp
- Superior inventor's helper 17,500 gp
- Mastermaker's inventor's helper 27,000 gp

#### DESCRIPTION

The *inventor's helper* is, in essence, a book that reads itself, then acts upon the knowledge gained from doing so. An *inventor's helper* contains a single non-arcanotech, non-alpha, non-design tinker invention, or a series of inventions in which the first invention both requires and replaces the second invention, which requires and replaces the third, and so on. The maximum cumulative build point (BP) cost, as well as the maximum invention level, of inventions placed in an *inventor's helper* varies by specific type.

Once per day, when wielded as though it were a onehanded weapon, a creature with the deploy automaton class feature may draw power from an *inventor's helper* when deploying a non-alpha automaton, thus adding the invention or inventions contained within the helper to the blueprint of that automaton. The creature must meet the skill, feat, and innovation prerequisites of the invention(s) to be added, while the automaton blueprint must have all prerequisite inventions for the inventor's helper's invention(s) already installed, else the daily use of the inventor's helper is wasted. Unless otherwise stated in an invention's entry, duplicate inventions have no effect. Only a single module can be applied to any one automaton.

#### CONSTRUCTION REQUIREMENTS

Craft Module, the invention(s) to be added, creator must have the deploy automaton class feature;

Cost varies by specific type

- Least *inventor's helper* 250 gp
- Lesser inventor's helper 1,000 gp
- Inventor's helper 2,250 gp

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- Greater *inventor's helper* 5,000 gp
- Superior *inventor's helper* 8,750 gp
- Mastermaker's inventor's helper 13,500 gp

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Table: Inventor's Helper Maxima by Specific Type		
Specific Type	Maximum Invention Level	Cumulative Build Points
Least	1	1
Lesser	2	2
Base	3	3
Greater	4	5
Superior	5	7
Mastermaker's	6	9

# **Obsidian-Lead Spray Coating**

Aura moderate abjuration; CL 9th Slot —; Price 6,000 gp; Weight 1 lb.

# DESCRIPTION

Obsidian works to dampen magic, while lead blocks certain schools of magic, particularly divination, in its entirety. Once per day while wielding *obsidian-lead spray coating* as though it were a one-handed weapon, a creature with the deploy automaton class feature may grant a non-alpha automaton limited immunity to magic as he deploys it. Whenever a spell affects the affected automaton, it is treated as though it has Spell Resistance equal to 10 + the caster level of the spell affecting it. This effect persists until a spell fails to overcome the automaton's spell resistance. Only a single module can be applied to any one automaton.

#### **CONSTRUCTION REQUIREMENTS**

Craft Module, obsidian construction, creator must have the deploy automaton class feature; **Cost** 3,000 gp.

#### **Omega Module**

Aura moderate divination; CL 7th Slot —; Price 2,500 gp; Weight 1 lb.

# DESCRIPTION

Once per day while wielding an omega module as though it were a one-handed weapon, a creature with the deploy automaton class feature may grant a non-alpha automaton the following abilities as he deploys it. First, the automaton may roll twice and take the better result for its first attack roll made within 1 minute of deployment. Second, the automaton may also roll twice and take the better result for its first damage roll made within 1 minute of deployment. The automaton must choose whether or not to roll twice before rolling. If chooses not to do so, it gains a +2 luck bonus to that roll instead.

# **CONSTRUCTION REQUIREMENTS**

Craft Module, creator must have the deploy automaton class feature; **Cost** 1,250 gp.

#### Overcharger

Aura moderate evocation; CL 8th Slot -; Price 2,500 gp; Weight 1 lb.

#### DESCRIPTION

An *overcharger* is an auxiliary power source designed to dump its power into an automaton in the blink of an eye, thus giving that automaton more juice with which to work. Once per day while wielding an *overcharger* as though it were a one-handed weapon, a creature with the deploy automaton class feature may choose a single limited-use invention of 4th-level or lower present on the blueprint of a non-alpha automaton as he deploys it. If he does, the chosen invention may be used an additional time per day. Only a single module can be applied to any one automaton.

#### **CONSTRUCTION REQUIREMENTS**

Craft Module, auxiliary power source, creator must have the deploy automaton class feature; **Cost** 1,250 gp.



**Peepers Aura** moderate divination; **CL** 7th **Slot** eyes; **Price** varies; **Weight** 1 lb.

Price varies by specific type

- Peepers 4,000 gp
- Greater *peepers* 9,000 gp

#### DESCRIPTION

*Peepers* are glasses made in linked sets of two pairs. Once per day while wearing one of the linked pairs of peepers, a creature with the deploy automaton class feature may place the other pair of *peepers* on a non-alpha automaton as he deploys it. If he does, he gains the ability to see through the eyes of that automaton so long as it's within 300 feet of his position. In addition to the aforementioned functionality, greater *peepers* increase the radius of the master's presence class feature, if present, to 300 feet, but only for the purpose of the automaton with this module. Only a single module can be applied to any one automaton.

#### **CONSTRUCTION REQUIREMENTS**

Craft Module, creator must have the deploy automaton class feature;

Cost varies by specific type

- Peepers 2,000 gp
- Greater peepers 4,500 gp

# Plasticizer

Aura moderate transmutation; CL 7th Slot —; Price varies; Weight 1 lb.

Price varies by specific type

- Least *plasticizer* 300 gp
- Lesser *plasticizer* 800 gp
- Greater *plasticizer* 2,000 gp
- Superior *plasticizer* 5,000 gp
- Scaling *plasticizer* 2,500 gp

# DESCRIPTION

When applied to the outer surface of an automaton, *plasticizer* promotes bending and stretching of the machine's structure, thus keeping it together against blows that would normally cause it to shatter. Once per day while wielding *plasticizer* as though it were a one-handed weapon, a creature with the deploy automaton class feature may grant temporary hit points to a non-alpha automaton as he deploys it. The number of temporary hit points varies based on specific type, though temporary hit points granted by any *plasticizer* last for 1 hour. Only a single module can be applied to any one automaton.

#### Effect varies by specific type

- Least *plasticizer* 3 temporary hit points
- Lesser plasticizer 5 temporary hit points
- Greater *plasticizer* 10 temporary hit points
- Superior plasticizer 20 temporary hit points
- Scaling *plasticizer* temporary hit points equal to the automaton's Hit Dice

# **CONSTRUCTION REQUIREMENTS**

Craft Module, augmented structure; creator must have the deploy automaton class feature

Cost varies by specific type

Least *plasticizer* 150 gp Lesser *plasticizer* 400 gp Greater *plasticizer* 1,000 gp Superior *plasticizer* 2,500 gp Scaling *plasticizer* 1,250 gp



#### **Propellant Pump**

Aura weak transmutation; CL 4th Slot -; Price 1,000 gp; Weight 1 lb.

#### DESCRIPTION

When mixed, propellants denature over time. The easy fix is to add additional propellant just before firing a weapon. Once per day while wielding a *propellant pump* as though it were a one-handed weapon, a creature with the deploy automaton class feature may add any one propellant invention he knows to a non-alpha automaton as he deploys it. Unlike a normal propellant invention, this does not modify an entire compartment of fireworks; rather, the propellant's effects are added to the first firework that automaton fires. Only a single module can be applied to any one automaton.

# **CONSTRUCTION REQUIREMENTS**

Craft Module, creator must know at least one propellant invention, creator must know at least one firework invention, creator must have the deploy automaton class feature; **Cost** 500 gp.

#### Protector

Aura weak transmutation; CL 3rd Slot —; Price 1,200 gp; Weight 1 lb.

#### DESCRIPTION

Once per day while wielding a *pro*tector as though it were a one-handed weapon, a creature with the deploy automaton class feature may grant a non-alpha automaton a +2 insight bonus to AC as he deploys it. This insight bonus to AC lasts until the automaton takes damage.

#### **CONSTRUCTION REQUIREMENTS**

Craft Module, creator must have the deploy automaton class feature; **Cost** 600 gp.

# **Refraction Module**

Aura weak illusion; CL 3rd Slot -; Price 2,400 gp; Weight 1 lb.

#### DESCRIPTION

The original inventor of the *refraction module* realized that invisibility really was the only way to make a stealthy automaton: they're no good at sneaking natively. Once per day while wielding a *refraction module* as though it were a one-handed weapon, a creature with the deploy automaton class feature may grant *invisibility*, as the spell, to a non-alpha automaton as he deploys it. This effect lasts for 3 minutes or until the automaton performs an action that would cause the *invisibility* spell to end. Only a single module can be applied to any one automaton.

# **CONSTRUCTION REQUIREMENTS**

Craft Module, skill suite, creator must have the deploy automaton class feature; **Cost** 1,200 gp.

#### **Spray Paint Aura** weak transmutation; **CL** 3rd **Slot** —; **Price** 600 gp; **Weight** 1 lb.

# DESCRIPTION

This magnificent metal canister of liquid automaton invention material slowly replenishes its stores by extracting material from the surrounding atmosphere. Once per day while wielding *spray paint* as though it were a one-handed weapon, a creature with the deploy automaton class feature may add any one paint invention he knows to a non-alpha automaton as he deploys it, replacing any other paint invention it may already have. Only a single module can be applied to any one automaton.

# **CONSTRUCTION REQUIREMENTS**

Craft Module, creator must know at least one paint invention, creator must have the deploy automaton class feature; **Cost** 300 gp.

#### **Utility Belt**

Aura weak transmutation; CL 1st Slot belt; Price 1,200 gp; Weight 2 lbs.

#### DESCRIPTION

A module that can only be activated while being held like a one-handed weapon can be clipped to or removed from a *utility belt* as a standard action that provokes attacks of opportunity. While clipped to a *utility belt*, the wearer is treated as wielding that module for the purpose of being allowed to activate it. A *utility belt* can have up to three modules clipped to it at any one time.

#### **CONSTRUCTION REQUIREMENTS**

Craft Module, streamlined design; Cost 600 gp.

#### Weaponized Backup

Aura strong transmutation; CL 15th Slot —; Price 25,000 gp; Weight 6 lbs.

#### DESCRIPTION

A *weaponized backup* stores a crude copy of an alpha's mind. It's not quite sophisticated enough to act as the core of a new alpha, but what it is capable of doing makes it quite popular with mechgineers. Once per day while wielding a weaponized backup as though it were a two-handed weapon, a creature with the deploy automaton class feature may replace a gigadroid's blueprint with his alpha's blueprint, including innovation-based modifications and its ability to act autonomously, as he deploys it. The modified gigadroid still occupies three deployment slots. Only a single module can be applied to any one automaton.

# **CONSTRUCTION REQUIREMENTS**

Craft Module, creator must know the gigadroid greater innovation; **Cost** 12,500 gp.

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