



NEW CLASS: THE TINKERER

The Tinkerer is a brilliant inventor and eccentric genius, often seen as a mad scientist by those who don't understand their unique talents. Armed with a keen mind and an array of modular inventions, the Tinkerer can adapt to any situation by creating and modifying devices on the fly. Their inventions range from offensive weapons like arcane blasters and flame throwers to defensive tools like energy shields and force fields. Tinkerers are known for their resourcefulness and ability to craft magical items without traditional spellcasting, making them invaluable in both urban and wilderness settings.

Role: In an adventuring party, the Tinkerer serves as a versatile support character, capable of filling multiple roles depending on the party's needs. They can provide ranged firepower with their offensive inventions, bolster the party's defenses with protective devices, and offer utility through gadgets like grappling hooks and healing injectors. Tinkerers excel at problem-solving and can often come up with creative solutions to challenges that other classes might struggle with.

Alignment: Tinkerers tend towards lawful alignments, as their methodical approach to invention and adherence to structured experimentation often align with a sense of order and discipline. However, their alignment can still vary based on individual motivations and ethical beliefs.

Hit Die: d6

Starting Wealth: 3d4 × 10 gp (average 75 gp.) In addition, each character begins play with an outfit worth 10 gp or less. Tinkerers also carry with them a ten pound "tool belt" of spare parts and raw materials that costs nothing, but takes a full 24 hours in an urban environment to replace.

CLASS SKILLS

The tinkerer's class skills are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Knowledge (Arcana) (Int), Knowledge (Engineering) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the tinkerer.

Weapon and Armor Proficiency: Tinkerers are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields). They are also proficient with their own inventions.

Craft Invention: A Tinkerer can assemble a certain number of inventions per day. The base daily invention allotment is given on Table 2-A. Additionally, a Tinkerer receives bonus inventions per day if they have a high Int score, in the same way as Wizards gain bonus spells.

Inventions can be modified with Innovation Points (IP) to enhance their capabilities. The total number of IP a Tinkerer has per level is also listed on Table 2-A.

Additionally, for each invention the Tinkerer chooses to forgo from their daily allotment, they gain an additional 2 Innovation Points to spend. In most cases, each invention can have up to 3 IP added to it. Each invention can typically be used once per day. A Tinkerer knows how to make any invention on the list and how to add IP to do upgrades.

A Tinkerer must assemble their inventions ahead of time by getting 6 hours of sleep and spending 3 hours tinkering. Unlike typical crafting or item creation, inventions are assembled from disassemble inventions, random scraps in a Tinkerer's "tool belt," and other bits and pieces found in their environment, thereby costing no money to create.

Assembled inventions can only be activated by the Tinkerer who created them, typically requiring both hands free and a standard action. Once activated and the effect is over, the invention gains the "disassembled" status. Secondary invention abilities from IP upgrades also require a standard action to activate. A Tinkerer is always proficient with their own inventions. At higher levels, encumbrance and item retrieval may become more of an issue as their inventions might become large, heavy, and numerous.

Jury Rigger (Ex): Crafting under time pressure is a fact of life for a tinkerer. When determining how much time and money it takes to create an item using the Craft skill, measure your progress using gold pieces rather than silver pieces. If you measure your progress by the day, measure your progress in silver pieces instead of copper pieces. You never take a penalty on craft checks for not having the appropriate tools for a task at hand.

TABLE 8-A: THE TINKERER

Level	BAB	Fort Save	Ref Save	Will Save	Special	Inventions Per Day	Innovation Points
1st	+0	+0	+0	+2	Craft Invention, Jury Rigger	1	2
2nd	+1	+0	+0	+3	Expanded Innovation Capacity +1	2	4
3rd	+1	+1	+1	+3		3	5
4th	+2	+1	+1	+4		4	7
5th	+2	+1	+1	+4	Quick Reconfiguration (1/day)	5	8
6th	+3	+2	+2	+5	Expanded Innovation Capacity +2	6	10
7th	+3	+2	+2	+5	Wondrous Inventions	7	11
8th	+4	+2	+2	+6		8	13
9th	+4	+3	+3	+6	Fix Anything	9	14
10th	+5	+3	+3	+7	Expanded Innovation Capacity +3	10	16
11th	+5	+3	+3	+7	Quick Reconfiguration (2/day)	11	17
12th	+6/+1	+4	+4	+8		12	19
13th	+6/+1	+4	+4	+8	Dweomer Reassembly	13	20
14th	+7/+2	+4	+4	+9	Expanded Innovation Capacity +4	14	22
15th	+7/+2	+5	+5	+9		15	23
16th	+8/+3	+5	+5	+10		16	25
17th	+8/+3	+5	+5	+10	Quick Reconfiguration (3/day)	17	26
18th	+9/+4	+6	+6	+11	Expanded Innovation Capacity +5	18	28
19th	+9/+4	+6	+6	+11		19	29
20th	+10/+5	+6	+6	+12	Arcane Overload	20	31

Expanded Innovation Capacity (Ex): At second level, on one single invention, the tinkerer can expand the IP limit of a single item by one point (allowing 4 IP points to be added). This ability further expands by +1 every 4 levels thereafter. These bonuses can be added to separate inventions or stacked together on several inventions.

Quick Reconfiguration (Su): Starting at 5th level, once per day you can disassemble one of your assembled inventions and immediately assemble another in its place. This process requires a full-round action that provokes attacks of opportunity. The invention you assemble must have the same number of IP applied to it, though the IP may be spent for different upgrades. Alternatively, you can simply reconfigure the IP of an item and keep the item the same. You can use this ability twice per day at 11th level and three times per day at 17th.

Wondrous Inventions (Su): Starting at 7th level, a tinkerer can craft magic items using their class level as their caster level. They can substitute a Use Magic Device check (DC 20 + spell level) in place of a required spell they don't know or can't cast. If the check succeeds, the tinkerer can create the item as if they had cast the required spell. If the check fails, they expend no gold or XP but cannot retry the check until they gain another rank in Use Magic Device.

Fix Anything (Ex): Starting at 9th level, a tinkerer can restore magical items that have been physically broken or sundered, provided all pieces are present. This requires the expenditure of resources costing one-fifth of the item's base cost. When repairs are complete, the magic item is restored to full function.

Dweomer Reassembly (Su): Starting at 13th level, a tinkerer can use their Fix Anything feature to restore items that have had their magical properties removed. This requires expending experience points equal to the number required to craft the item and one full day of work.

Arcane Overload (Su): At 20th level, you can flood your inventions with IP for a brief period. As a full-round action, you can double the the IP assigned to a single assembled item that currently has IP upgrades. This ability lasts for a number of rounds equal to 3 + your Intelligence modifier. When the duration expires, the item becomes deactivated.

Inventing New Inventions

Tinkerers are renowned for their relentless pursuit of innovation. They can dedicate time to researching and experimenting to create new inventions beyond the standard repertoire. This process involves collaborating with the Game Master to determine the necessary time and resources for studying, experimenting, and refining new ideas. The exact requirements and duration for this research can vary based on the complexity of the invention and the Tinkerer's level of expertise. Successful research can lead to unique and powerful inventions, further enhancing the Tinkerer's versatility and effectiveness in the game.

TINKERER ARCHETYPES

When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. When an archetype includes multiple class features, a character must take all of them — often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature.

Presented below are several tinkererarchetypes and alternate class features to help you in building your character.

Automaton Engineer

Automaton Engineers specialize in creating semi-autonomous machines that can assist them in various tasks. These tinkers focus on developing complex mechanisms that can perform actions with minimal supervision.

CLASS FEATURES

The following are class features of the Automaton Engineer.

Mechanical Assistant (Ex): At 1st level, an Automaton Engineer can create a mechanical assistant. This functions similarly to a wizard's familiar, using the Automaton Engineer's level as their wizard level for determining the familiar's abilities. The mechanical assistant uses the statistics of a homunculus (Pathfinder Bestiary, pg. 166), but does not have the Poison or Flight abilities. Instead, it gains a +4 bonus to one skill of the Automaton Engineer's choice.

This ability replaces Jury Rigger.

Improved Mechanical Assistant (Ex): At 5th level, the Automaton Engineer's mechanical assistant becomes more sophisticated. It gains a +2 bonus to AC and saving throws. Additionally, the Automaton Engineer can now use their inventions through their mechanical assistant, as if the assistant was wearing or wielding them.

This ability replaces Quick Reconfiguration.

Advanced Mechanical Assistant (Ex): At 13th level, the Automaton Engineer's mechanical assistant becomes highly advanced. It gains an additional 2 Hit Dice, its natural armor bonus increases by 2, and it gains Evasion (as the rogue class feature). The Automaton Engineer can now create a second mechanical assistant.

This ability replaces Dweomer Reassembly.

Energetic Innovator

Energetic Innovators specialize in harnessing and manipulating various forms of energy. They excel at creating devices that generate, store, and unleash powerful energy effects.

CLASS FEATURES

The following are class features of the Energetic Innovator.

Energy Specialization (Ex): At 2nd level, an Energetic Innovator chooses one type of energy (acid, cold, electricity, fire, or sonic) as their specialty. When creating inventions that deal damage of the chosen energy type, they add 1 to the number of damage dice rolled.

This ability replaces the 2nd level Expanded Innovation Capacity.

Energy Conversion (Su): At 7th level, an Energetic Innovator can convert magical energy into power for their inventions. Once per day, when targeted by a spell that deals energy damage, they can attempt to absorb the energy. This functions as the *spell turning* spell (caster level equal to the Energetic Innovator's level), but only affects spells that deal energy damage. If successful, the Energetic Innovator can use the absorbed energy to enhance their next invention activation, adding 1d6 damage of the absorbed energy type to the invention's effects. This ability replaces Wondrous Inventions.

Energy Mastery (Su): At 14th level, an Energetic Innovator gains resistance 10 to their chosen energy type. Additionally, once per day, they can create an invention that deals damage of their chosen energy type without spending any Innovation Points. This ability replaces the 14th level Expanded Innovation Capacity.

Probability Manipulator

Probability Manipulators are tinkerers who delve into the realm of quantum mechanics and chaos theory. They create devices that can alter the fabric of reality and manipulate probabilities.

CLASS SKILLS

A Probability Manipulator adds Sleight of Hand to their list of class skills. This replaces Climb as a class skill.

CLASS FEATURES

The following are class features of the Probability Manipulator.

Quantum Tinkering (Su): At 3rd level, a Probability Manipulator can reroll one d20 roll per day. They must take the second result, even if it's worse than the original roll. At 11th level, they can use this ability twice per day, and at 19th level, they can use it three times per day.

This ability replaces the 3rd, 11th, and 19th level invention slots.

Probability Field (Su): At 9th level, a Probability Manipulator can create a field of altered probability around themselves. Once per day, as a standard

action, they can activate this field, granting themselves and allies within 30 feet a +2 luck bonus to AC, saving throws, and skill checks for a number of rounds equal to their Intelligence modifier. This ability replaces Fix Anything.

Reality Revision (Su): At 17th level, once per week, a Probability Manipulator can attempt to alter reality itself. This functions as the *limited wish* spell, but it's powered by the Probability Manipulator's inventions rather than magic. Using this ability consumes 10 Innovation Points and requires a full-round action.

This ability replaces the 17th level Quick Reconfiguration improvement.

Temporal Technician

Temporal Technicians are tinkerers who have unlocked the secrets of manipulating time itself. Their inventions can speed up allies, slow down enemies, or even create localized time distortions.

CLASS FEATURES

The following are class features of the Temporal Technician.

Temporal Acceleration (Su): At 6th level, a Temporal Technician can accelerate time for themselves or an ally. Once per day, as a standard action, they can grant themselves or one willing creature within 30 feet the effects of a *haste* spell for 1 round. At 12th level, the duration increases to 1

round per two Temporal Technician levels.

This ability replaces the 6th and 12th level Expanded Innovation Capacity.

Time Bubble (Su): At 10th level, a Temporal Technician can create a bubble of slowed time. Once per day, as a standard action, they can create a 10-foot radius sphere where time moves at half speed. This functions as a *slow* spell (caster level equal to the Temporal Technician's level) that affects all

creatures in the area except the Temporal Technician. The bubble lasts for a number of rounds equal to the Temporal Technician's Intelligence modifier. This ability replaces the 10th level Expanded Innovation Capacity.

Temporal Mastery (Su): At 20th level, a Temporal Technician gains limited control over the flow of time. Once per day, they can take an extra standard action immediately. This extra action can only be used for activating inventions. This ability replaces Arcane Overload.



NEW FEATS

The following feats are available to a tinkerer character who meets the prerequisites.

ADAPTIVE ENGINEERING

Prerequisites: Tinkerer Class, Craft (any) 5 ranks

Benefit: Once per day, when activating an invention, you can swap one of its IP upgrades for another of equal or lesser IP cost that you know. This new configuration lasts until the invention is deactivated.

DUAL INVENTION

Prerequisites: Tinkerer Class, Dexterity 15 or higher, character level 6th or higher

Benefit: Once per day, as a full-round action, you can activate two different inventions that each normally require a standard action to activate. Both inventions must have been assembled during your daily preparation.

EFFICIENT INVENTOR

Prerequisites: Tinkerer Class, Intelligence 13 or higher

Benefit: Once per day, when creating an invention, you can reduce the IP cost by 1 (minimum 0). This cannot be used on inventions that already cost 0 IP.

INVENTION FOCUS

Prerequisites: Tinkerer Class, any two Tinkerer feats, character level 8th or higher

Benefit: Choose one type of invention (Offensive, Defensive, or Utility). When creating an invention of the chosen type, you can add 1 to the DC of any saving throws required by that invention.

INVENTIVE GENIUS

Prerequisites: Tinkerer Class, Intelligence 15 or higher, character level 5th or higher

Benefit: Your maximum IP limit for a single invention increases by 1. This does not stack with the Expanded Innovation Capacity class feature but does apply in addition to it.

OVERCHARGED INVENTION

Prerequisites: Tinkerer Class, character level 7th or higher

Benefit: Once per day, you can overcharge one of your inventions as a full-round action. The next time

this invention is activated, all variable, numeric effects are increased by 50% (as if affected by the Empower Spell feat). After this use, the invention becomes inert for 24 hours.

RAPID ASSEMBLY

Prerequisites: Tinkerer Class, Dexterity 13 or higher

Benefit: Three times per day, you can activate one of your inventions as a move action instead of a standard action.

RECYCLER'S EXPERTISE

Prerequisites: Tinkerer Class, Craft (any) 3 ranks

Benefit: Once per day, when one of your inventions becomes inert, you can salvage parts from it as a full-round action. This grants you 1 IP that must be used by the end of your next turn or it is lost.

RESOURCEFUL TINKERER

Prerequisites: Tinkerer Class, Craft (any) 7 ranks

Benefit: Once per day, you can attempt to create an additional invention without expending a daily invention slot. Make a Craft check with a DC equal to $15 + (2 \times \text{the invention's base IP cost})$. If successful, you create the invention as normal. If you fail, the attempt still counts against your daily use of this feat.

TANGIBLE INNOVATION

Prerequisites: Tinkerer Class, Intelligence 14 or higher.

Benefit: You can spend 2 Innovation Points to create an additional invention beyond your daily limit. You may do this multiple times, provided that you have enough IP.

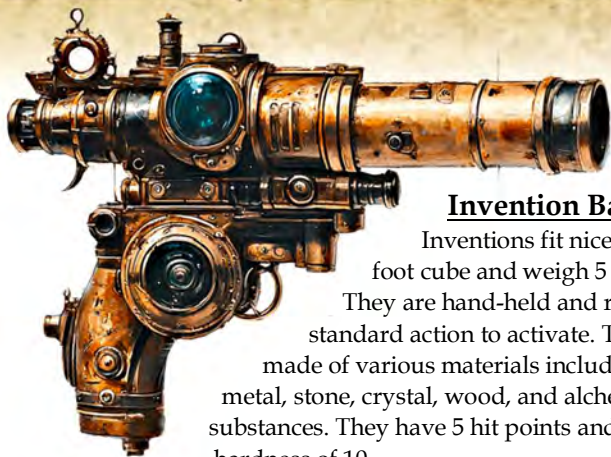
UNIFIED THEORY

Prerequisites: Tinkerer Class, Knowledge (Arcana) 5 ranks, Knowledge (Engineering) 5 ranks

Benefit: Your deep understanding of both arcane theory and engineering principles allows you to enhance your inventions. Once per day, when you create an invention, you can add one of the following minor benefits to it without increasing its IP cost:

- Increase any numeric effect of the invention by 1 (damage, bonus, etc.)
- Increase the range of the invention by 5 feet
- Increase the duration of the invention by 1 round

This benefit must be chosen when the invention is created and cannot be changed later.



Invention Basics

Inventions fit nicely in a 1 foot cube and weigh 5 pounds. They are hand-held and require a standard action to activate. They are made of various materials including metal, stone, crystal, wood, and alchemical substances. They have 5 hit points and a hardness of 10.

Each IP upgrade adds another cubic foot, doubles the weight of the invention, and increases its hit points by 5. Inventions normally have a maximum of 3 slots for IP upgrades. This can be increased with the "Expanded Innovation Capacity" class feature.

Generic IP Upgrades

- +1 IP: Reduces the size and weight of the invention by 2 IP (including this one) to a minimum of 1 pound and a 6-inch cube (at -1 IP).*
- +1 IP: Invention is fortified. It gains 5 hit points and has 15 hardness.*
- +1 IP: Item can be used an additional time per day.*
- +1 IP: Invention can be worn in a particular item slot and can be activated "hand's free."
- +1 IP: A timed delay can be added to the activation of this invention. Delay can be in rounds, seconds, minutes, or hours (to a maximum of 10 hours).
- +2 IP: Change the duration of a defensive invention to minutes instead of rounds.
- +2 IP: Increase the range of a defensive or utility invention from personal to 10-foot radius.*
- +3 IP: Invention can be activated remotely within a 30-foot range.
- +3 IP: Invention can be activated by someone other than the tinkerer.
- +3 IP: Invention can be activated as a Swift action.

**Upgrades marked with an asterisk can be applied more than once and their effects stack.*

Offensive Inventions

Note: Ranged inventions are ranged "touch attacks" and have a range increment of 20 feet. They have a critical threat range of 19-20/x3.

ARCANE BLASTER

Base Effect: Ranged weapon that deals 1d6 force damage.

IP Upgrades:

- +1 IP: Increase damage to 1d8.
- +1 IP: Add an additional 1d6 fire damage.
- +1 IP: Increase range by 30 feet.
- +1 IP: Add 1d6 electricity damage.
- +3 IP: Grant the ability to bypass magical defenses (treat as a +1 enhancement bonus).

EXPLOSIVE LAUNCHER

Base Effect: Launches an explosive that deals 1d6 fire damage in a 10-foot radius.

IP Upgrades:

- +1 IP: Increase damage to 1d8.
- +1 IP: Increase radius to 15 feet.
- +1 IP: Add 1d4 force damage.
- +2 IP: Add 1d4 fire damage over 1d4 rounds (burning effect).
- +3 IP: Grant the ability to ignore fire resistance.

FLAME THROWER

Base Effect: Cone of fire that deals 1d4 fire damage in a 15-foot cone.

IP Upgrades:

- +1 IP: Increase damage to 1d6.
- +1 IP: Increase cone range to 20 feet.
- +1 IP: Add 1d4 acid damage.
- +2 IP: Add 1d4 fire damage over 1d4 rounds (burning effect).
- +3 IP: Grant the ability to ignore fire resistance.

FROST CANNON

Base Effect: Ranged weapon that deals 1d6 cold damage.

IP Upgrades:

- +1 IP: Increase damage to 1d8.
- +1 IP: Add 1d4 frostbite damage (reduces target's speed by 10 feet for 1 round).
- +1 IP: Increase range by 30 feet.
- +2 IP: Add 1d4 cold damage over 1d4 rounds (freezing effect).
- +3 IP: Grant the ability to ignore cold resistance.

SHOCK EMITTER

Base Effect: Melee weapon that deals 1d6 electricity damage.

IP Upgrades:

- +1 IP: Increase damage to 1d8.
- +1 IP: Add 1d4 sonic damage.
- +1 IP: Stun target for 1 round (Fortitude save DC 10 + IP spent + Int modifier).
- +2 IP: Add 1d4 electricity damage over 1d4 rounds (shock effect).
- +3 IP: Grant the ability to ignore electricity resistance.

SONIC DISRUPTOR

Base Effect: Ranged weapon that deals 1d4 sonic damage.

IP Upgrades:

- +1 IP: Increase damage to 1d6.
- +1 IP: Add 1d4 thunder damage (deafens target for 1 round).
- +1 IP: Increase range by 20 feet.
- +2 IP: Add 1d4 sonic damage over 1d4 rounds (resonance effect).
- +3 IP: Grant the ability to ignore sonic resistance.

Note: The appendix of this tome has pages to keep track of inventions.

Defensive Inventions

Note: Durations for these inventions are 1 round per Tinkerer level per day unless noted otherwise. The invention only affects the person who activated the device.

Absorption Field

Base Effect: Absorbs 1d6 points of energy damage (fire, cold, electricity, acid, or sonic).

IP Upgrades:

- +1 IP: Increase absorption to 1d8 points.
- +1 IP: Absorb an additional energy type.
- +2 IP: Convert absorbed energy into temporary hit points.
- +2 IP: Increase absorption to 1d10 points.
- +3 IP: Grant immunity to one energy type for 1 round.

Barrier Projector

Base Effect: Creates a 5-foot-radius barrier that grants cover.

IP Upgrades:

- +1 IP: Increase radius to 10 feet.
- +1 IP: Grant total cover for 1 round.
- +1 IP: Add 1d6 rounds of duration.
- +2 IP: Increase radius to 15 feet.
- +3 IP: Grant immunity to ranged attacks for 1 round.

Deflection Matrix

Base Effect: Grants +1 deflection bonus to AC.

IP Upgrades:

- +1 IP: Increase deflection bonus to +2.
- +1 IP: Add +1 bonus to Reflex saves.
- +2 IP: Grant evasion (as the rogue class feature) for 1 round.
- +2 IP: Increase deflection bonus to +3.
- +3 IP: Grant improved evasion for 1 round.

Energy Shield Generator

Base Effect: Grants +1 shield bonus to AC.

IP Upgrades:

- +1 IP: Increase shield bonus to +2.
- +1 IP: Add resistance 5 to one energy type (fire, cold, electricity, acid, or sonic).
- +2 IP: Reflect 1d6 damage back to attacker (Reflex save DC 10 + IP spent + Int modifier).
- +2 IP: Increase shield bonus to +3.
- +3 IP: Grant immunity to one energy type for 1 round.

Environmental Adaptor

Base Effect: Grants the ability to endure extreme temperatures (hot or cold) for 1 hour.

IP Upgrades:

- +1 IP: Increase duration to 2 hours.
- +1 IP: Grant resistance 5 to fire and cold damage.
- +1 IP: Grant the ability to breathe in toxic environments (e.g., smoke, gas).
- +2 IP: Increase resistance to 10.

- +3 IP: Grant immunity to environmental hazards (e.g., extreme temperatures, toxic gases) for 1 hour.

Force Field Emitter

Base Effect: Grants temporary hit points equal to 1d6 + Int modifier.

IP Upgrades:

- +1 IP: Increase temporary hit points to 1d8 + Int modifier.
- +1 IP: Add DR 5/magic.
- +2 IP: Grant immunity to one condition (dazed, stunned, or paralyzed) for 1 round.
- +2 IP: Increase temporary hit points to 1d10 + Int modifier.
- +3 IP: Grant immunity to two conditions for 1 round.

Regeneration Module

Base Effect: Grants fast healing 1 for 1 minute.

IP Upgrades:

- +1 IP: Increase fast healing to 2.
- +1 IP: Increase duration to 2 minutes.
- +2 IP: Grant regeneration 1 (as the troll ability) for 1d4 rounds.
- +2 IP: Increase fast healing to 3.
- +3 IP: Grant regeneration 2 for 1d4 rounds.

Utility Inventions

Note: The invention only affects the person who activated the device (**Range:** Personal).

Climbing Claws

Base Effect: Grants a climb speed of 20 feet.

IP Upgrades:

- +1 IP: Increase climb speed to 30 feet.
- +1 IP: Grant +2 bonus to Climb checks.
- +1 IP: Grant the ability to cling to ceilings.
- +2 IP: Increase climb speed to 40 feet.
- +2 IP: Grant the ability to move across vertical surfaces and ceilings without making Climb checks.

Grappling Hook Launcher

Base Effect: Launches a grappling hook up to 30 feet.

IP Upgrades:

- +1 IP: Increase range to 60 feet.
- +1 IP: Add climbing speed of 20 feet.
- +1 IP: Grant +2 bonus to Climb checks.
- +2 IP: Increase range to 90 feet.
- +3 IP: Grant the ability to pull objects or creatures (up to 200 lbs) towards you.

HEALING INJECTOR

Base Effect: Heals 1d6 hit points. This can be used by the tinkerer to heal others (range touch).

IP Upgrades:

- +1 IP: Increase healing to 1d8 hit points.
- +1 IP: Add 1d4 temporary hit points.
- +1 IP: Remove one condition (dazed, fatigued, or sickened).
- +2 IP: Increase healing to 1d10 hit points.
- +2 IP: Grant the ability to heal an additional condition.

INVISIBILITY CLOAK

Base Effect: Grants invisibility for 1 round.

IP Upgrades:

- +1 IP: Increase duration to 2d4 rounds.
- +1 IP: Grant greater invisibility for 1 round.
- +1 IP: Add +2 bonus to Stealth checks.
- +2 IP: Increase duration to 1 minute.
- +3 IP: Grant the ability to become ethereal for 1 round.

LIGHT AMPLIFIER

Base Effect: Grants darkvision 30 feet for 1 hour.

IP Upgrades:

- +1 IP: Increase darkvision to 60 feet.
- +1 IP: Grant low-light vision.
- +2 IP: Grant the ability to see invisible creatures for 1 round.
- +2 IP: Increase darkvision to 90 feet.
- +3 IP: Grant the ability to see through magical darkness for 1 round.

PORTABLE ALCHEMY LAB

Base Effect: Grants the ability to create alchemical items in half the normal time. (viable for 24 hours)

IP Upgrades:

- +1 IP: Grant +2 bonus to Craft (Alchemy) checks.
- +1 IP: Increase the number of alchemical items created by 50%.
- +2 IP: Grant the ability to create alchemical items without the need for raw materials (up to 10 gp value).
- +2 IP: Grant +4 bonus to Craft (Alchemy) checks.
- +3 IP: Grant the ability to create alchemical items instantly (once per day).

PORTABLE WORKSHOP

Base Effect: Grants the ability to repair non-magical items in half the normal time. (viable for 24 hours)

IP Upgrades:

- +1 IP: Grant +2 bonus to Craft checks.



- +1 IP: Increase the speed of repairs by 50%.
- +2 IP: Grant the ability to repair magical items (up to 10 gp value).
 - +2 IP: Grant +4 bonus to Craft checks.
 - +3 IP: Grant the ability to repair items instantly (once per day).

SMOKE SCREEN DISPENSER

Base Effect: Creates a 10-foot-radius cloud of smoke that provides concealment.

IP Upgrades:

- +1 IP: Increase radius to 20 feet.
- +1 IP: Add 1d4 rounds of blindness to creatures in the cloud (Fortitude save DC 10 + IP spent + Int modifier).
- +2 IP: Grant immunity to inhaled poisons and gases while in the cloud.
- +2 IP: Increase radius to 30 feet.
- +3 IP: Grant the ability to see through the smoke.

SPEED BOOSTER

Base Effect: Grants +10 feet to movement speed for 1 minute.

IP Upgrades:

- +1 IP: Increase speed bonus to +20 feet.
- +1 IP: Increase duration to 2 minutes.
- +2 IP: Grant the ability to take an additional move action for 1 round.
- +2 IP: Increase speed bonus to +30 feet.
- +3 IP: Grant the ability to take an additional standard action for 1 round.

TRANSLATION DEVICE

Base Effect: Understand and speak one language for 1 hour.

IP Upgrades:

- +1 IP: Increase duration to 2 hours.
- +1 IP: Understand and speak an additional language.
- +1 IP: Grant the ability to read and write the language(s).
- +2 IP: Increase duration to 4 hours.
- +3 IP: Grant the ability to comprehend all spoken and written languages for 1 hour.

WATER BREATHER

Base Effect: Grants the ability to breathe underwater for 1 hour.

IP Upgrades:

- +1 IP: Increase duration to 2 hours.
- +1 IP: Grant a swim speed of 20 feet.
- +1 IP: Grant the ability to speak underwater.
- +2 IP: Increase swim speed to 30 feet.
- +3 IP: Grant the ability to breathe both air and water for 24 hours.

Daily Inventions Worksheet

Inventions per day _____ Innovations _____ Expanded Capacities _____

Quick Reconfigurations Used: ☐ ☐ ☐

Generic IP Upgrades

- A. +1 IP: Reduces the size and weight of the invention by 2 IP (including this one) to a minimum of 1 pound and a 6-inch cube (at -1 IP).*
- B. +1 IP: Invention is fortified. It gains 5 hit points and has 15 hardness.*
- C. +1 IP: Item can be used an additional time per day.*
- D. +1 IP: Invention can be worn in a particular item slot and can be activated "hand's free."
- E. +1 IP: A timed delay can be added to the activation of this invention. Delay can be in rounds, seconds, minutes, or hours (to a maximum of 10 hours).
- F. +2 IP: Change the duration of a defensive invention to minutes instead of rounds.
- G. +2 IP: Increase the range of a defensive or utility invention from personal to 10-foot radius.*
- H. +3 IP: Invention can be activated remotely within a 30-foot range.
- I. +3 IP: Invention can be activated by someone other than the tinkerer.
- J. +3 IP: Invention can be activated as a Swift action.

**Upgrades marked with an asterisk can be applied more than once and their effects stack.*

Offensive Inventions

☐ ARCANES BLASTER (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase damage to 1d8.
- ☐ +1 IP: Add an additional 1d6 fire damage.
- ☐ +1 IP: Increase range by 30 feet.
- ☐ +1 IP: Add 1d6 electricity damage.
- ☐ +3 IP: Grant the ability to bypass magical defenses
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

☐ EXPLOSIVE LAUNCHER (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase damage to 1d8.
- ☐ +1 IP: Increase radius to 15 feet.
- ☐ +1 IP: Add 1d4 force damage.
- ☐ +2 IP: Add 1d4 fire damage over 1d4 rounds
- ☐ +3 IP: Grant the ability to ignore fire resistance.
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

☐ FLAME THROWER (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase damage to 1d6.
- ☐ +1 IP: Increase cone range to 20 feet.
- ☐ +1 IP: Add 1d4 acid damage.
- ☐ +2 IP: Add 1d4 fire damage over 1d4 rounds (burning effect).
- ☐ +3 IP: Grant the ability to ignore fire resistance.
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

☐ FROST CANNON (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase damage to 1d8.
- ☐ +1 IP: Add 1d4 frostbite damage
- ☐ +1 IP: Increase range by 30 feet.
- ☐ +2 IP: Add 1d4 cold damage over 1d4 rounds
- ☐ +3 IP: Grant the ability to ignore cold resistance.
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

☐ SHOCK EMITTER (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase damage to 1d8.
- ☐ +1 IP: Add 1d4 sonic damage.
- ☐ +1 IP: Stun target for 1
- ☐ +2 IP: Add 1d4 electricity damage over 1d4 rounds
- ☐ +3 IP: Grant the ability to ignore electricity resistance.
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

☐ SONIC DISRUPTOR (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase damage to 1d6.
- ☐ +1 IP: Add 1d4 thunder damage
- ☐ +1 IP: Increase range by 20 feet.
- ☐ +2 IP: Add 1d4 sonic damage over 1d4 rounds
- ☐ +3 IP: Grant the ability to ignore sonic resistance.
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

Defensive Inventions

☐ ABSORPTION FIELD (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase absorption to 1d8 points.
- ☐ +1 IP: Absorb an additional energy type.
- ☐ +2 IP: Convert absorbed energy into temporary hp
- ☐ +2 IP: Increase absorption to 1d10 points.
- ☐ +3 IP: Grant immunity to 1 energy type for 1 round.
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

☐ BARRIER PROJECTOR (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase radius to 10 feet.
- ☐ +1 IP: Grant total cover for 1 round.
- ☐ +1 IP: Add 1d6 rounds of duration.
- ☐ +2 IP: Increase radius to 15 feet.
- ☐ +3 IP: Grant immunity to ranged attacks for 1 round.
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

☐ DEFLECTION MATRIX (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase deflection bonus to +2.
- ☐ +1 IP: Add +1 bonus to Reflex saves.
- ☐ +2 IP: Grant evasion for 1 round.
- ☐ +2 IP: Increase deflection bonus to +3.
- ☐ +3 IP: Grant improved evasion for 1 round.
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

☐ ENERGY SHIELD GENERATOR (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase shield bonus to +2.
- ☐ +1 IP: Add resistance 5 to one energy type
- ☐ +2 IP: Reflect 1d6 damage back to attacker
- ☐ +2 IP: Increase shield bonus to +3.
- ☐ +3 IP: Grant immunity to 1 energy type for 1 round.
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

☐ ENVIRONMENTAL ADAPTOR (CUBIC FEET _____ WEIGHT _____ IP Total _____)

- ☐ +1 IP: Increase duration to 2 hours.
- ☐ +1 IP: Grant resistance 5 to fire and cold damage.
- ☐ +1 IP: Ability to breathe in toxic environments
- ☐ +2 IP: Increase resistance to 10.
- ☐ +3 IP: Immunity to environmental hazards for 1 hr.
- ☐ Generic IP: A B C D E F G H I J IP Cost: _____

- ☐ **FORCE FIELD EMITTER** (CUBIC FEET____ WEIGHT____ IP Total____)
- o +1 IP: Increase temp hit points to 1d8 + Int modifier.
 - o +1 IP: Add DR 5/magic.
 - o +2 IP: Grant immunity to one condition for 1 round.
 - o +2 IP: Increase temp hit points to 1d10 + Int modifier.
 - o +3 IP: Grant immunity to two conditions for 1 round.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **REGENERATION MODULE** (CUBIC Ft____ Wt____ IP Total____)
- o +1 IP: Increase fast healing to 2.
 - o +1 IP: Increase duration to 2 minutes.
 - o +2 IP: Grant regeneration 1 for 1d4 rounds.
 - o +2 IP: Increase fast healing to 3.
 - o +3 IP: Grant regeneration 2 for 1d4 rounds.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

Utility Inventions

- ☐ **CLIMBING CLAWS** (CUBIC FEET____ WEIGHT____ IP Total____)
- o +1 IP: Increase climb speed to 30 feet.
 - o +1 IP: Grant +2 bonus to Climb checks.
 - o +1 IP: Grant the ability to cling to ceilings.
 - o +2 IP: Increase climb speed to 40 feet.
 - o +2 IP: Move across vertical surfaces and ceilings.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **GRAPPLING HOOK LAUNCHER** (Ft³____ Wt____ IP Total____)
- o +1 IP: Increase range to 60 feet.
 - o +1 IP: Add climbing speed of 20 feet.
 - o +1 IP: Grant +2 bonus to Climb checks.
 - o +2 IP: Increase range to 90 feet.
 - o +3 IP: Pull objects or creatures towards you.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **HEALING INJECTOR** (CUBIC FEET____ WEIGHT____ IP Total____)
- o +1 IP: Increase healing to 1d8 hit points.
 - o +1 IP: Add 1d4 temporary hit points.
 - o +1 IP: Remove one condition
 - o +2 IP: Increase healing to 1d10 hit points.
 - o +2 IP: Heal an additional condition.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **INVISIBILITY CLOAK** (CUBIC FEET____ WEIGHT____ IP Total____)
- o +1 IP: Increase duration to 2d4 rounds.
 - o +1 IP: Grant greater invisibility for 1 round.
 - o +1 IP: Add +2 bonus to Stealth checks.
 - o +2 IP: Increase duration to 1 minute.
 - o +3 IP: Become ethereal for 1 round.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **LIGHT AMPLIFIER** (CUBIC FEET____ WEIGHT____ IP Total____)
- o +1 IP: Increase darkvision to 60 feet.
 - o +1 IP: Grant low-light vision.
 - o +2 IP: See invisible creatures for 1 round.
 - o +2 IP: Increase darkvision to 90 feet.
 - o +3 IP: See through magical darkness for 1 round.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **PORTABLE ALCHEMY LAB** (CUBIC Ft____ Wt____ IP Total____)
- o +1 IP: Grant +2 bonus to Craft (Alchemy) checks.
 - o +1 IP: Increase the number of items created by 50%.
 - o +2 IP: Create items without raw materials.
 - o +2 IP: Grant +4 bonus to Craft (Alchemy) checks.
 - o +3 IP: Grant the ability to create items instantly.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **PORTABLE WORKSHOP** (CUBIC Ft____ WEIGHT____ IP Total____)
- o +1 IP: Grant +2 bonus to Craft checks.
 - o +1 IP: Increase the speed of repairs by 50%.
 - o +2 IP: Grant the ability to repair magical items
 - o +2 IP: Grant +4 bonus to Craft checks.
 - o +3 IP: Grant the ability to repair items instantly.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **SMOKE SCREEN DISPENSER** (CUBIC Ft____ Wt____ IP Total____)
- o +1 IP: Increase radius to 20 feet.
 - o +1 IP: 1d4 rounds of blindness in the cloud.
 - o +2 IP: Immunity to inhaled poisons and gases
 - o +2 IP: Increase radius to 30 feet.
 - o +3 IP: Grant the ability to see through the smoke.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **SPEED BOOSTER** (CUBIC FEET____ WEIGHT____ IP Total____)
- o +1 IP: Increase speed bonus to +20 feet.
 - o +1 IP: Increase duration to 2 minutes.
 - o +2 IP: Take an additional move action for 1 round.
 - o +2 IP: Increase speed bonus to +30 feet.
 - o +3 IP: Take an additional standard action for 1 round.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **TRANSLATION DEVICE** ((CUBIC Ft____ WEIGHT____ IP Total____)
- o +1 IP: Increase duration to 2 hours.
 - o +1 IP: Understand and speak an additional language.
 - o +1 IP: Read and write the language(s).
 - o +2 IP: Increase duration to 4 hours.
 - o +3 IP: Comprehend all spoken and written languages.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ **WATER BREATHER** (CUBIC FEET____ WEIGHT____ IP Total____)
- o +1 IP: Increase duration to 2 hours.
 - o +1 IP: Grant a swim speed of 20 feet.
 - o +1 IP: Grant the ability to speak underwater.
 - o +2 IP: Increase swim speed to 30 feet.
 - o +3 IP: Breathe both air and water for 24 hours.
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

New Inventions

- ☐ _____ (CUBIC FEET____ WEIGHT____ IP Total____)
- o _____
 - o _____
 - o _____
 - o _____
 - o _____
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____

- ☐ _____ (CUBIC FEET____ WEIGHT____ IP Total____)
- o _____
 - o _____
 - o _____
 - o _____
 - o _____
 - o **Generic IP:** A B C D E F G H I J **IP Cost:**_____