

-Mechanical Genius: [After fighting Mechanical Enemies, Tesla can salvage the area to find “X Scrap”, with “X” being the name of the defeated enemy. The description of each of these Scrap Regents contains one interesting aspect of the Enemy it was salvaged from, and a specific range of stat bonuses tied to it.

Tesla can use said Scraps as Regents in the creation and maintenance Machine Items. A Machine Item counts as a modular piece of equipment, declared as either a Weapon, Armor, or Bauble upon its creation, and has 3 modification slots total; these slots can consist of either up to 3 pieces of Scrap Regents combined into a single piece of gear, 1 piece of existing Gear modded with up to 2 Scrap Regents, or 2 Pieces of existing Gear combined with 1 Scrap Regent to bind them. In all cases, all item stats add together to give the final stats of the Machine Item, and the passive effects of up to two of the items used applies simultaneously, if applicable. The final weight of a Machine Item is equal to the combined weight of all items used. Further Elaboration on the system is provided [Here](#).]

As stated above in the Mechanical Genius Perk, a Machine Item is a modular piece of equipment crafted out of Scrap Regents dropped from fallen Enemies, and/or existing pieces of gear that have been donated for modification. Scrap Regents are generally dropped by Mechanical Enemies, at a rate of 1 regent per enemy defeated, and said Scrap are often constituted out of salvaged components unique to the enemy.

## Conditions

The rules of the Mechanical Genius System are as follows:

- After any battle involving mechanical enemies, Tesla is **entitled via Perk** to salvage 1 Scrap Regent per every Mechanical Enemy defeated. Said Regents will be formatted as “X Scrap” with “X” being replaced by the enemy name. ((If plot details allow, she may also scavenge certain areas if it makes sense that machinery scrap might be located there (ex. An old laboratory, a junkyard, abandoned factory, etc. however the loot results of this route of obtaining materials is left largely up to GM Fiat))
- All “X Scrap” materials will have: an appropriate description on what they are, and special qualities relating to said description, if applicable, as well as concrete stat bonuses that will be primarily drafted by the Player operating the character who holds the perk, according to a chart of weight values pre-approved by the Head GM (Read as Murdoc).
- Tesla May create a New machine item by taking any of the following courses of action outside of combat:
  - combining **up to 3 Scrap Regents**
  - combining **1 peice of existing gear and up to 2 Scrap Regents**
  - combining **2 pieces of existing gear and 1 Scrap Regent**
- Upon creation, a Machine Item is declared as either an Armor, a Weapon, or a Bauble by the maker.
- Machine Items have their stats determined by adding the individual bonuses of each of the components used, and their weight determined by adding the weight of all individual components. All Machine Items may have up to two special qualities taken from their

Components active on the final result. If there are not two applicable special qualities, Tesla may supply substitute qualities during crafting.

- Already existing Machine Items can be further modified by Tesla replacing one of its components (or adding another if it isn't at one of the limits described above). Re-modding causes final MI stats to be recalculated as appropriate.

## Weight Reference

Because Scraps can realistically only grant one of their bonuses (Damage or Armor) once used in crafting an item, their weight is determined by whichever Bonus has a higher value in weight, as listed in the rough tables below which are to serve as guidelines:

((Armor Bonus weight is equal to:  $[\text{Armor Bonus}-2]*2$ , with any negatives being set to zero))

((Damage Bonus weight increases by 1 for every di size over d4))

| Damage Bonus | Weight | Armor Bonus | Weight |
|--------------|--------|-------------|--------|
| d4           | 1      | 1           | 0      |
| d6           | 2      | 2           | 0      |
| d8           | 3      | 3           | 2      |
| d10          | 4      | 4           | 4      |
| d12          | 5      | 5           | 6      |
| d14          | 6      | 6           | 8      |
| d16          | 7      | 7           | 10     |
| d18          | 8      | 8           | 12     |
| d20          | 9      | 9           | 14     |

If the Damage Bonus weight is higher, the Scrap will run off that weight value. And vica-versa if the Armor Bonus weight is higher.

## Scrap Catalogue

The following are records of individual Scraps that have been acquired in the past:

**Sentry Droid Scrap:** ((These are the scrap that Tesla started the game with))

*"The salvaged head, armor plating, and power supply of a droid responsible for guarding a certain facility located deep in the wilds of the plane of Pride. The advanced multi-spectrum sensors and laser-based weapon systems seem to still be functional..."*

Bonus Damage: d4

Armor Bonus: 1

Weight: 1

Special Qualities:

-Sentry (Universal) [Grants +1 Init per 2 levels]

-Secure (Armors only): If crafted out of 3 "Sentry Droid" Scraps, this gear gains +1 Res per 2 levels

-Burning Radiance (Weapons only): This weapon deals +5 damage on targets weak to Light

### **Wheelie Scrap**

"The salvaged wheel, handle bars, engine, exhaust pipes and seat of a defeated 'Wheelie'. Even in death, one can still feel the need for speed emanating from these components "

Bonus Damage: d4

Armor Bonus: 2

Weight: 1

Special Qualities:

-Wheel! (Universal):The power of speed courses through the user's soul when activated, forming a massive wheel around their body and allowing them to roll up on unsuspecting enemies. [Activated Grants First Strike next turn.]

### **Aptonoth Scrap:**

"The salvaged Chassis, tail, limbs, and cannon of a robotic Aptonoth indigenous to the Orcish Gungeon. The Cannon is relatively weak, but who knows, perhaps the other parts will prove more useful."

Bonus Damage: d4

Armor Bonus: 2

Weight: 1

Special Qualities:

-Puzzle Solver;Handgun (Weapons Only): This weapon may be used to solve puzzles that a handgun can.

## **Machine Item Examples**

### **Demonstration of Crafting**

The following is an example of just a few of the many things possible to make via Scrap crafting. Let us assume Tesla takes the x3 Sentry Droid Scrap ((Which have a damage bonus of 1d4 and Armor bonus of 1, each)) in her inventory, and using the Mechanical Genius perk, tinkers them into any one of the following example items:

Name: Sentry Cutter (MI)

Description: A Long-Ranged laser cutter crafted of the salvaged remains of several Sentry Droids, strongly resembling a chrome-plated blaster with an ominous scarlet light burning in it's barrel. It is powerful enough to cut through most types of ordinary stone and metal with ease.

Type: [Machine Item] Weapon

Mods:

-Sentry Droid Scrap x3

Damage: 3d4+Int

Minimum Stats: 2 Str, 3 Int

Weight: 3

SYN Threshold/Bonus:

Qualities:

-Sentry(Supplied): This item still has a fully functional sensor array, enabling the user to easily detect enemies and potential hazards [The user gains +1 Init every 2 levels]

-Burning Radiance(Supplied): This weapon deals +5 damage on Enemies weak to light

Or

Name: Sentry Plate

Description: Plate Armor crafted from the salvaged remnants of several droids. Comes complete with a chestplate, shin guards, vambraces, and a helmet fully integrated with a rebooted sensor array.

Type: [Machine Item] Armor

Mods:

-Sentry Droid Scrap x3

Armor: 3+1 per 2 levels

Minimum Stats:

Weight: 3

SYN Threshold/Bonus: [None]

Qualities:

-Sentry

-Secure(Supplied): If crafted out of 3 "Sentry Droid" Scraps, this gear gains +1 Res per 2 levels

Or

Name: Sentry Blade

Description: A special type of sword, crafted out of salvaged droid parts. When activated, it creates a blade by emitting a laser from the lenses in its hilt, and then blocking and absorbing the energy via a special capacitor on the opposite end of the weapon, creating what is essentially an infinite feedback loop.

Type: [Machine Item] Weapon

Mods:

-Sentry Droid Scrap x3

Damage: 3d4+Dex

Minimum Stats: 2str, 2 Int

Weight: 3

SYN Threshold/Bonus: [None]

Qualities:

-Sentry

-Burning Radiance

Or

## Tesla Spheres

Description: A series of several dozen small, spherical constructs which buzz with a constant hum, utilizing a bit of Favor, advanced knowledge of electromagnetism, and the salvaged components from some broken droids. They each transmit specialized EMFs which are designed to amplify one another through manipulation via Favor, and under the right configurations can create powerful electrical currents that can be used to directly power a vast myriad of devices, without the need for wires or complex hookups... in other words, these things are the equivalent to wireless energy.

Type: [Machine Item] Bauble

Mods:

-Sentry Droid Scrap x3

Minimum Stats: 1 Str, 1 Syn

Weight: 3

SYN/ Int Threshold/Bonus:

-[5 Int] Tesla Pulse: [Active. User is able to perform a check of Syn vs Con on a group of up to three Mechanical Enemies. If the targets fail, they suffer an Init penalty equal to the User's Syn. 2 CD]

-[10 Int] adds Electrocution status [dealing Syn/2 electric damage for 1 turn] to Tesla Pulse, in addition to the init penalty

Qualities:

-Sentry(Supplied): [+1 Init per 2 levels]

-Wireless Energy(Substituted): [+1 Syn per 2 levels]