

**Info:** Note that this isn't quite so thorough as the other doc. Same basic idea as Esme's Axecalibur tinker, I copy over the required section...

## Crude Tinker

(Hyper x Resource)

Crude tinkers are the type of tinker that makes other tinkers wince. Unrefined, their workings all twisted metal, scavenged bits still recognizable for what they came from, bent signs, chains, live wires and spouts of noxious smoke. They do it fast, they do it dirty, and they do it violent.

The crude tinker dwells wholly in **[the Voltage]** specialty, and what they do in that specialty is done with some efficient shortcuts other tinkers wouldn't be able to manage. The tinker can use materials in the environment, generally relating to **[wires, batteries, power, metal]**, and can rush jobs, taking 1d3+1 rounds total to put something together, but with a misfire chance or unpredictable element. They require half the usual materials to build things, but can use 150% of the standard amount of material to build *crude*. These options are noted on list C.

A Crude tinker's equipment can never have reputation-garnering qualities or benefits. It's just never going to be pretty (barring perk, flaw, or the right specialty, and even then it's wonky - see following roll; might extent to a 2d6 and have 'pretty' be an option). Further, roll a 2d4 each time something is built, and tinker picks one of the given options: noisy (audible out to 150' on use, or to 2x max range, stuff that's constantly ongoing is audible out to 50'), ugly (25% chance of hampering rep that would be gained), messy (pollutes environment on use, leaves trails, smoke, clear evidence for a minute after), or brutish (can be used as a basic melee weapon if not a melee weapon, scars if it is a melee weapon, armor gains combat feature for free).

List A	List B	List C
Shock Pistol Harpoon Launcher Shock Staff Utility Item: Power Switch 'Live Wire' Bodysuit 'Shock Jockey' Bodysuit Breaker Jack (Cyborg Part)	Pattern: Jolt Pattern: Lightning Pattern: Thunderbolt	Rush Job Crude Build Surgery Charge Trinket Scan Trinket Data Trinket

**Research:** 100% research speed, generally speaking. 133% for voltage patterns.

Can access full breadth of power suits, vehicles, drones, megaprojects. Megaproject is free for tinker to choose but definitely has that 'mad max' feel in how it's put together.

## Voltage Specialty

(Elemental x Elemental)

Electricity, shocks, electromagnetic pulses, wires and power. May gain secondary benefits in terms of ammo, power supply, raw output, or ways to spend power.

**Info:** As I approach List A, there's no real reason to balance stuff against itself - only to keep it in a reasonable ballpark of general game balance. I'm more interested in giving Ali's tinker her options. Everything does something and has its use, and she should want to build a variety of things for access to the options and problem solving that it all provides. I'll try to note some of these key points as I get to the entries in question.

## List A

<p><b>Shock Pistol (1H Gun)</b></p>	<p>Pistol. Fires four shots with one shot a round. 50' range increment. Can be kept in pocket slot (of which a character normally has 3, with tinkers keeping trinkets and such within) and is instantaneous to draw and fire. Voltage specialty applies power so long as tinker has 2 other powered devices. Otherwise has enough shots for 3 sets of four shots, recharged in workshop.</p> <p>Shot target is also knocked 10' back, in addition to lesser shock wound suffered, and must pass an Ath check or fall down.</p> <p>Has pattern applied on creation. Pattern determines additional effects on hit.</p> <p><b>Info:</b> Standard nonlethal arms. Knockback is fun. Knockback on quick-draw demand is funner.</p>
<p><b>Harpoon Launcher (2H Gun)</b></p>	<p>Heavy crossbow. 50' range increment. Fires one shot, then must be reloaded (one attack action to do so) or reeled in (2 rounds to do so). On hit, delivers pierce wound with doubled effect that cannot headshot. Impales the target, with cord connecting harpoon launcher to tinker.</p> <p>Removing a harpoon is a 4+ Brawn check. Should the harpoon not be removed, tinker can elect to reel the target in, dragging</p>

	<p>them 25' closer to the tinker, with double the drag if they're cooperative, unconscious or inanimate. Alternately, the tinker can use an attack action to shock the target, afflicting them with tinker's choice of lesser or moderate shock wound and then two separate doses of the attached pattern effect. Can be crafted as a barbed weapon, in which case foes <i>bleed</i> if they are knocked back or separated from the harpoon by actions that aren't their own.</p> <p>Can be used as a grappling hook, but is slow to reel in, dragging the tinker up to 50'/round</p> <p>Has pattern applied on creation. Pattern determines additional effects on hit.</p> <div data-bbox="505 772 1419 957" style="border: 1px solid black; background-color: #e6f2ff; padding: 5px;"> <p><b>Info:</b> The provided heavy weapon, a taser taken to an extreme. The grappling hook is one case of added utility and problem solving here, as is the option of dragging in inanimate objects.</p> </div>
<p style="text-align: center;"><b>Shock Staff (Melee)</b></p>	<p>Staff with battery capacitors in the shaft. Can deliver choice of shock or bash damage on hit, makes ½ Dex attacks/round, but can forego attack to attempt a free block vs. a non-ranged attack (in addition to other defensive rolls) on the next round. Delivers attached pattern effect on hit.</p> <p>Taking a -1 to an Ath check enables the wielder to add 5' to distance moved with a leap. Can be done twice.</p> <p>Has pattern attached on creation. Pattern determines additional effect on hit and severity of shock damage.</p> <div data-bbox="505 1478 1419 1583" style="border: 1px solid black; background-color: #e6f2ff; padding: 5px;"> <p><b>Info:</b> Small defensive option, small mobility option, otherwise just a better-than-what-civilians-get melee weapon.</p> </div>
<p style="text-align: center;"><b>Power Switch (Utility Item)</b></p>	<p>Worn as backpack or carried as satchel. Takes time to put on/take off, as it attaches to arms/hands. Tinker can gesture at unattended objects that are powered by electricity or batteries to shut them off. 100' range, requires attack action. Used against a system (or, say, fluorescent lights that are part of a system), shuts off that system and everything within 50' that's attached to</p>

it. All other, more distant objects in the same system flicker. At 3 such localized blackouts, or more than half of a building's systems down, the building loses power. Institutions or reinforced places may be more durable (ie. PRT offices). Can collect and give charges to devices or items, or collect three charges and renew a trinket. Tinker objects are resistant to shutdowns; there is only a 25% chance it works and most objects can be rebooted with a 1d4 round startup time.

**Info:** This is pure battlefield control and management with some secondary synergies. This is a hyperspecialist voltage tinker with dominance over his own domain.

### Live Wire Bodysuit

Costume. Crafted as a skin, cloth, heavy cloth or light armor costume at tier 1-4. Can be tier 5 with skill. Has a defensive pattern applied on creation. Wire-riddled bodysuit.

Control over electricity allows the tinker to better deliver shock-based wound effects, rolling twice and choosing the desired result/affliction.

Grants ability to touch an outlet or electricity-powered appliance and see, in a general sense, the layout of a building's power system, major appliances or computers. Can, with 15 minutes of concentration and preparation, turn self to an electric breaker state, moving themselves to any outlet or damaged electrical appliance that is part of the established layout, while producing a great deal of noise and ambient damage, becoming corporeal on arrival. If injured or disturbed while preparing to enter the breaker state, any wounds escalate to a critical wound. Otherwise, they suffer a moderate shock.

If the tinker has any cyborg implants or other equipped/carried objects referencing the electricity-based breaker state, the time to prepare becomes 6 rounds, minus one round for every electricity-breaker objects/implant on their person. With the bodysuit and 5 implants (or some similar combination; tinker researched objects), only requires contact with a valid object as a free action.

Comes with immunity to electrical shocks.

	<p><b>Info:</b> Ambient damage and noise is part of the 'crude' part of the tinker. The '2h4' effect (rolling twice and choosing the desired result) is a standard, solid combat benefit, while the secondary benefit is a great deal of utility, definitely not for combat use.</p>
<p><b>Shock Jock Bodysuit</b></p>	<p>Costume. Crafted as a skin, cloth, heavy cloth or light armor costume at tier 1-4. Can be tier 5 with skill. Has a defensive pattern applied on creation. Costume has electricity jumping between studs.</p> <p>Comes with two charges. Gain more charges by depleting touched systems (see Power Switch, Lightning pattern). Can spend a charge to extend range of shock attacks by 50% or 5' (whichever is more, extends increments from 50' to 75', for example), an effect which also includes the crackle of any resulting lightning pattern attacks, or to increase effectiveness of any knockback or bash effects from a voltage pattern or shock-based attack knockback by 5' or 50%, (including shock pistol knockback, zap triggers, or bashes from thunderbolt pattern).</p> <p>Comes with immunity to electrical shocks.</p> <p><b>Info:</b> Limited uses, but versatile, vast synergy with other items and generally delivering more raw electrical havoc.</p>
<p><b>Breaker Jack: Arm A (Cyborg Part)</b></p>	<p>Surgically implanted cyborg part. Requires surgery to prep the arm (see List C), then augments the arm from that point on.</p> <p>The 'Add' benefits accumulate as the tinker carries more items that reference 'Electricity Breaker' powers, or has more implants. Gains limited benefit from non-Breaker Jack implants; counting every two voltage cyborg implants as they would one breaker jack implant. Gain one 'Add' for every such object after the first, to a maximum of 5.</p> <p>Provides the following benefit once implanted.</p> <p><b>Arm A</b> - Arm becomes wholly breaker as attack action. Lose use of limb, but can effectively telekinetically</p>

control/lift/move metallic objects within 10' for duration, or grapple them at range (potentially wrestling their owners for control/possession). 25 pounds of carrying capacity. Can fling these objects as thrown weapon, with a -2 penalty. Use Know in place of any Brawn rolls, apply Willpower.

**Add:** 5' reach, double carry capacity (multiplicative), +1 to fling attack roll & to grapples.

(Can implant both arms with Arm A, research alternate arm implant B and implant both arms with it, or do one A and one B).

**Info:** A note on the process I went through here: I initially wrote down all of the parts, but it became complex and almost an entire tinker build on its own, so I backed off and made it one arm implant only. Now, to facilitate the research, I say...

So long as this is known, research of other Breaker Jack cyborg implants is increased by 33% efficacy, additive across multiple instances of this research bonus. Options include Breaker Jack Head, Arm A (known), Arm B, Body, and Legs. Bonus research carries over and helps fill out the tinker's knowledge. Once they know four of the five researches, they get the fifth for free.

**Info:** Each implant would have this bonus, so researching head would gain 33% research toward the next part. They could then research Arm B and get 66% progress, getting them Body and Legs researches for free (body because  $33+66 = 100\%$  progress, legs because they get the fifth for free.)

## List B

### Pattern: Jolt

**Info:** Not much to say here. Made it lower damage and more debilitating. Keeping to the tropes of how lightning works in Weaverdice, with shock damage, focus on conductive materials, spreading the hurt, and knocking people around. Jolt is particularly 'messy' as such things go, with a fair bit of

applicability, but not a lot of control over what gets provoked and when.

**Offensive:** Delivers shock damage, but damage is low; delivers damage of one step lower (moderate to lesser, lesser to 50% chance of wound, 50% chance of effect). Shot people or conductive objects are *electrified*, primed with latent energy, and will deliver a lesser shock to anyone touching them, if they touch or try to use a metal object, or if they touch water. If they suffer another electrical shock before the effect fades or if the effect noted above is triggered they & the touched person or object are flung 10' apart.

**Info:** Defensively, again, it's somewhat messy, but can help avoid a bad situation.

**Defensive:** Gains charges of 'shock', one per 5 min, to maximum of 2. Can spend charge & make contact with foe to lesser shock them or retaliate with shock vs. foe that attacks in melee. Alternately, spend 2 charges as a free action to knock those nearby back 5' and knock self 5' in any direction, then tinker makes Ath check (4+) to see if they suffer bash effect (oft knocked down or staggered).

## Pattern: Lightning

**Info:** The midrange lightning option. More concentrated spread of hurt, some accuracy stuff, more focus on conductivity, shutdown utility option. Defensively, fairly reliable option that hinges on some previously established stuff, draining power and such.

**Offensive:** Delivers shock damage. Gets +1 to hit metal, wet, or conductive targets while delivering an added lesser shock effect (no wound) to them. -1 to hit if metal objects stand between self and target, or within 5' of the firing path. Shot conductive objects (water, large metal bodies) crackle with electricity, delivering lesser shock effects to anyone within 5'. Shot, non-tinker machinery (or phones & other devices on target's person, cars) must make guts save or be forcibly shut off.

**Defensive:** Forcefield provides +1 armor. Armor is always depleted after hit is blocked/armor is tested, even if block was successful. Can shut off an electronic object/power system within 15' to replenish the forcefield, otherwise replenishes in lab. Targeting a general electrical system (ie. nearby fluorescent lights) shuts off

	<p>everything connected within 50'. Messing with breaker fixes lingering power issues from drains.</p>
<p><b>Pattern: Thunderbolt</b></p>	<div data-bbox="456 352 1417 533" style="border: 1px solid black; background-color: #e6f2ff; padding: 5px;"> <p><b>Info:</b> The heavy hitting option. Massive damage, but clumsy and tricky. The secondary effect is flat bonus damage, the environmental effect is destroying stuff. Bash and shock, nothing more.</p> </div> <p><b>Offensive:</b> Delivers shock damage. Weapon has to charge up before being utilized in combat and even then has ammo capacity for each clip reduced by 50%, reload time doubled, is two handed if it would normally be one-handed, or is clumsy to use (delivering 1 attack/round instead of what is listed while provoking an attack on a miss). If an effect is called for, this weapon delivers extra damage; roll 1d3 when hitting. Weapon deals bash wound &amp; effect on a 1, shock wound &amp; effect on 2, and both on a 3. Struck terrain is heavily damaged; wood or weaker materials are obliterated, concrete and brick is reduced to half strength, and something like a reinforced vault suffers 25% of its maximum durability in damage.</p> <div data-bbox="456 1024 1417 1129" style="border: 1px solid black; background-color: #e6f2ff; padding: 5px;"> <p><b>Info:</b> Again, defensively, we get something a little more clumsy and unreliable, but pretty potent too, with a heavy edge.</p> </div> <p><b>Defensive:</b> Has chance to automatically shoot down or counter attacks from far away; 15% chance per 25' the target is from tinker. Once per 15 min, can deliver 2 moderate shock wounds via. touch, or 1 moderate shock ranged attack out to 15', but lose defensive ability until it replenishes.</p>

## List C

<p><b>Rush Job</b></p>	<div data-bbox="456 1591 1417 1734" style="border: 1px solid black; background-color: #e6f2ff; padding: 5px;"> <p><b>Info:</b> Crude tinker special option. Note that the 'powered by electricity' and the 'shock damage' part of things are minor adjustments made to make this option more 'voltage'.</p> </div> <p>Added option when building a List A item with a pattern attached. Can rush the job, making something especially crude and dirty, as tinkering go. The item takes 1d4+1 rounds to put together, and</p>
------------------------	--

	<p>requires roughly 50 lbs of pieces or components from a device or multiple devices that were powered by electricity.</p> <p>Said items have no pattern. There is a 50% chance they remain functional following combat, and can have a pattern inserted as a minor effort (half cost, half a time slot). Rush Jobs do shock damage when no damage type is specified, by dint of being a Voltage hyperspecialist</p>
<p><b>Crude Build</b></p>	<div data-bbox="456 575 1419 646" style="border: 1px solid black; background-color: #e0f0ff; padding: 5px;"> <p><b>Info:</b> Crude tinker special option.</p> </div> <p>Added option, taking up 150% of the usual materials for a build. Crude Builds are heavy and especially ugly. Roll a 2d4 and take <i>both</i> options when determining what negative qualities the tinkering have. Further, the item or associated equipment is heavy, adding encumbrance 1. On the upside, non-costume items are nigh-indestructible, and costume items are durable. Any time a feature would be removed or the item would stop working, the weapon or armor belches smoke, makes a lot of noise, and keeps on grinding. It's so big and brutish that the acid doesn't wear all the way through, the disintegration power doesn't take enough of it. In events where damage to the item exceeds two moderate wounds, or where it's <i>armor</i> that's in question, the equipment has a 50% chance of resisting the damage, the armor has a 50% chance of remaining intact.</p>
<p><b>Surgery</b></p>	<div data-bbox="456 1281 1419 1461" style="border: 1px solid black; background-color: #e0f0ff; padding: 5px;"> <p><b>Info:</b> Standard surgery option. Would be almost 100% the same for any other tinker, except perhaps a cyborg tinker who is explicitly about the surgery (and might have some recovery options).</p> </div> <p>Makes room in a body part for tinker implantation. Slots for surgery are head, each arm (counted individually), torso, and legs (counted together). Requires the implanted part be prepared and made prior to the surgery.</p> <p>Imposes a -2 stat penalty to the part in question, depending on what it is, and forces even mundane tasks to be rolled for, with failure or stumbling on a 1 or less. After 1 week, this becomes a -1 penalty. It remains this way for 2 weeks, after which point the part is almost functionally normal; mundane tasks must still be rolled for, and still</p>

	<p>fail on a 1.</p> <p>Stat penalties might include:</p> <ul style="list-style-type: none"> <li>• Head - Ath, Wits, Social, Know, Guts</li> <li>• Arms - Brawn, Dex, Guts</li> <li>• Torso - Brawn, Ath, Dex, Guts</li> <li>• Legs - Brawn, Ath, Guts</li> </ul> <p>Stat penalties can be divided between two stats, with one of the two disappearing at the noted time, the other being the focus of the 'fail on a 1' part of things.</p> <p>Performing surgery on one's own head or chest cavity typically requires a drone or assistant at the ready.</p>
<p><b>Trinket: Charge</b></p>	<p>Consumable. Spent on use, recharged by a stay in the tinker's workshop. A tinker can have 3 consumables or other 'pocket' items ready at hand, including trinkets, with additional consumables made available if they have the 'pockets' feature in their power armor/costume.</p> <div data-bbox="456 993 1419 1100" style="border: 1px solid black; background-color: #e6f2ff; padding: 5px;"> <p><b>Info:</b> Standard trinket rules, again, but voltage tinker needs some tweaks...</p> </div> <p>This trinket grants tinker a bonus for next round. Consume as a free action to extend range of shock attacks by 50% or 5' (whichever is more, extends increments from 50' to 75', for example), an effect which also includes the crackle of any resulting lightning pattern attacks, or to increase effectiveness of any knockback or bash effects from a voltage pattern or shock-based attack knockback by 5' or 50%, (including shock pistol knockback, jolt triggers, or bashes from thunderbolt pattern).</p> <p>As a final option, can consume to gain two steps of electricity breaker for the next action undertaken; effectively shortens time to utilize live wire bodysuit as if they had two (additional) implants, or vastly increases efficacy of breaker jack arm implant.</p> <p>Can be spent at any time, but spending it while reacting to something requires a 4+ Wits check.</p>
<p><b>Trinket: Scan</b></p>	<p>Consumable. Spent on use, recharged by a stay in the tinker's workshop. A tinker can have 3 consumables or other 'pocket' items ready at hand, including trinkets, with additional consumables made</p>

	<p>available if they have the 'pockets' feature in their power armor/costume.</p> <p>Scan trinket, if scanning a unique parahuman power signature, earns the tinker 100% progress toward a research of their choosing, provided that research relates to what they're doing. Percentage modifiers are applied (ie. the 125% toward new Axecutioner weapons). Requires scanning a parahuman (conscious, with their cooperation, or if they're unconscious), or one of the ongoing effects of their powers. Red lines sweep out and data is gathered, stored, and held. May provide some limited information on what the power is doing.</p> <p>Alternately, can scan for electronics, heat, infrared, particular materials, traps, but requires a Know 4+ check.</p>
<p><b>Trinket: Data</b></p>	<p>Consumable. Spent on use, recharged by a stay in the tinker's workshop. A tinker can have 3 consumables or other 'pocket' items ready at hand, including trinkets, with additional consumables made available if they have the 'pockets' feature in their power armor/costume.</p> <p>Slapped onto anything with a computer chip, will hack that system as an individual with 3 Computers and 3 Know might. Will make up to three ongoing attempts and then exhaust itself.</p> <p>Used on its own, the data trinket acts as a personal phone, palm-sized computer, and link back to the tinker's workshop.</p>