

charcters

Shared powers telepathic link and locator they can talk and find each other anywhere

(SI-OC) Michel grimm case 53 parahumen looks humen except for leather wings coming out of his shoulder blades on his back a thin leathry tail that ends in a point and 2 curved horns on the side of his head

Powers

https://docs.google.com/spreadsheets/d/1Cugh3tXMNtlc6int5FRoj_D7yeVtyj1L0D4nKaQhyrM/edit?gid=2072880128#gid=2072880128

Celestial menagerie- able to summon different creatures fr4om the omniverse takes on charge each completely random 3 charges a day limit on how many creatures can be summoned current number 0/5

Celestial forest a forest connected to the menagerie lookes to be one acre in size from the outside but is about a continent in size in side of it

(SI-OC) Adam grimm case 53 parahumen looks humen except for a pair of white wings coming from his back as well as a golden halo hovering 4 inches above his head

Powers

Tinker gacha able to spin a wheel made out of options from several different places almost all are tinker options bust some othe abilities have been put in there becuser i found them interesting links

https://worm.fandom.com/wiki/Tinker#Known_Tinkers

<https://forums.spacebattles.com/threads/minor-powers.445199/>

<https://forums.spacebattles.com/threads/tinker-specializations-worm.485002/>

<https://aldarsluckcyoa.neocities.org/cyoas/tech/>

https://www.reddit.com/r/Parahumans/comments/7yk9or/unorthodox_tinker_ideas_thread/

<https://brigadesinteractivewormcyoav6.neocities.org/WormCYOAV6>

<https://cyoa.ltouroumov.ch/viewer/>

Deal maker can make deals that follow equivalent exchange

Examples fey, bill cipher,demons etc

Day 1 spin

(Breaker/Tinker) Might Make Real Tinkers Mad

Capsule Corp (Dragon Ball)

Wifi

tinker wheel

Armsmaster

Bakuda

Bauble

Big Rig

Blasto

Bonesaw

Camion

Cask

Chariot

Chopshop

Clay

Cradle

Cranial

Defiant

Dodge

Dragon

Glace

Erik Granholme

Hero

Israfel

Jiǎ

Kid Win

Lab Rat

Leet

Lookout

Looksee

Mannequin

Masamune

Monstrum

Mosaic

Ogun

Particulate

Precipice

Professor Haywire

Pyrotechnical

Rattenfänger

Andrew Richter

Saint

The Simurgh

Sphere

Squealer

Stinger

String Theory

Tecton

Toy Soldier

Trainwreck

Ulama See:

Withdrawal

Ziz

Repair Man (by EdroGrimshell)

MacGuyver (by EdroGrimshell)

Synthetics (by EdroGrimshell)

Living Armory (by EdroGrimshell)

Health Benefits (Inspired by Avernus; SV)

Upgrade! (Inspired by TheViolentPacifist; SB)

Toolbox (Inspired by Arbitbit39; SB)

Tier

Moving forwar.... Moving Backwards

Upgrade! (Inspired by TheViolentPacifist)

Knock Off:

SFX:

Sex shop

Bronze Age:

tinker

Operator please patch

tinker

water proofing

Horsepower: Tinker

Repair Man - Tinker 1

MacGuyver - Tinker 1

Health Benefits - Tinker 1

Synthetics - Tinker 2

Toolbox - Tinker 2

SFX Artist - Tinker 2

Chatterbox - Tinker 2

Fueled by Tinkering - Tinker 2

Fly on the Wall - Tinker 2

Remote Control - Tinker 2

Living Armory - Tinker 3

Upgrade! - Tinker 3

Hack Job - Tinker 3

Trap Master - Tinker 3

Apothecary - Tinker 3

Munitions Depot - Tinker 3

Power Pellets - Tinker 4

Suits - Tinker 4

Monster Maker - Tinker 4

Fortifications - Tinker 4

Gadget - Tinker 4

Human Interface - Tinker 4

Guns 'n' Stuff - Tinker 4

Blitzkraft - Tinker 4

Laser Light Show - Tinker 5

Cybernetics - Tinker 5

Body Modification - Tinker 5

Hardened Light - Tinker 5

Fly Like an Eagle - Tinker 5

Artificial Personalities - Tinker 5

Symbiotics - Tinker 5

Redundancy - Tinker 5 (Suggested by OrmusTheZeebra)

Redundant Systems - Tinker 5 (Suggested by OrmusTheZeebra)

Cyberspace - Tinker 6

Powered Armor - Tinker 6

Variable Technology - Tinker 6

Droning On - Tinker 6

With a Shotgun in my Pocket - Tinker 6

Modular Technologies - Tinker 6

Thinking With Portals - Tinker 6

Robotix - Tinker 7

Surgical Master - Tinker 7

Get Your Motor Running - Tinker 7

Efficiency - Tinker 7

Micromachines - Tinker 8

Advanced Analysis - Tinker 8

Mass Production - Tinker 9

Ultimate Talent (Danganronpa)

Inventory

Hive Mind

Blackbox Lockbox

Cyoa

Add another cyoa at raNDOM

(Tinker) Jack of All Trades

(Tinker) Detection and Analysis

(Tinker) Sharing

(Tinker) Brotato

(Tinker) Communication

(Tinker) Repair

(Tinker/Thinker) Garment

(Tinker/Master) Love Potion

(Tinker) Scraps/Junk

(Tinker/Striker) Attunement

(Tinker) Ruggedization

(Tinker) Ergonomics

(Tinker) Swords

(Tinker) Lorax

(Tinker/Trump) Assistant

(Tinker) Speed

(Tinker) Weaving

(Tinker) Memory Fabrication

(Tinker) Shields

(Tinker) Sound/Vibration

(Tinker) Redundancy

(Tinker) Traps

(Tinker) Hyperspecialized

(Tinker) Emotions

(Tinker) Software

(Tinker) Quantum Computing

(Tinker/Thinker) Encryption

(Tinker) Illusion

(Tinker) Camouflage

(Tinker) Counter-Tech

(Tinker) Add-On Augmentation

(Tinker) Chemistry

(Tinker) Manton Limits.

(Tinker) Electronics

(Tinker) Guns

(Tinker) Huge Scale

(Tinker) Mechanics

(Tinker) Gravity

(Tinker) Nautical

(Tinker) Aero

(Tinker) Thermal

(Tinker) Heterodyning

(Tinker) Armor

(Tinker) Style

(Tinker) Robots

(Tinker) Bloody Tinker

(Tinker) Absurdity

(Tinker) $E=MC^2$

(Tinker) Crystals!

(Tinker) Bio-Mimicry

(Tinker) Living Machine

(Tinker) Preservation

(Tinker) Symbiote

(Tinker) Modes

(Tinker) Kinetics

(Tinker) Cybernetics

(Tinker) Refinement

(Tinker) Geneticist

(Tinker) Energy

(Tinker/Striker) Taking The Stage

(Tinker) Information Hazard

(Tinker/Trump) Gourmet

(Tinker) Hard Light Manipulation

(Tinker) Armored Warfare

(Tinker) Poison

(Tinker) Medicine

(Tinker) Rocketman

(Tinker) Meme

(Tinker/Thinker) Safety

(Tinker) Construction

(Tinker) Material

(Tinker) Techie

(Tinker) Remote Control

(Tinker) Fortifications and Artillery

(Tinker) Escalation

(Tinker) Reconfiguration

(Tinker/Trump) Glory

(Tinker) Interdimensional

(Tinker) Reproduction

(Tinker) Self-Alteration

(Tinker/Master) Nanobots

(Tinker/Master) Machine World

(Tinker) Nuclear

(Tinker) Space

(Tinker) Destruction

(Tinker) Lasers!

(Tinker) Code

(Tinker) Terraforming

(Tinker/Trump) Amplifiers and Dampeners

(Tinker) I Wanna Be The Very Best!

(Tinker) Time Dilation

Negentropy

(Tinker) Infection

(Tinker/Thinker) Solarpunk

(Tinker) Cyber Dystopia

(Tinker/Trump) Mind is Matter and It'll Make the Whole World Go Round

(Tinker) The Factory Must Grow.

(Tinker) Upcoming Century

(Tinker) Dyson Sphere Program

(Master/Tinker) Master of Green

(Tinker) Research And Development

(Tinker) Techno-Organic

(Tinker) Supervillain

.(Tinker/Thinker) Gaia's Hand

(Tinker/Thinker) Hades Protocol

(Tinker/Trump) Tinker of Chance

(Tinker/Trump) Embrace the Punk, Become PUNK

(Tinker/Trump) Power Tinker

(Tinker) Cause And Effects

(Breaker/Tinker) Might Make Real Tinkers Mad

(Tinker) Revolution

(Tinker/Trump) Shards

Mass Tinkerer

Required: (Tinker) Sharing

Singularity

Required: (Tinker/Master) Machine World

Archmage

Required,(Trump/Tinker) Artificer,(Trump/Tinker) Alchemist,

Cache

Required: (Tinker) Revolution

Safety First

Required: (Tinker/Thinker) Safety

.The Man Of Tomorrow

Required: (Tinker) Upcoming Century

(Master) Manton

Required:Siberian

Siberian

Required: (Master) Manton

Wet-Tinker

Required: Blasto,(Tinker) Geneticist ,

Nano-Fab

Required: (Tinker/Master)

Sound Engineer

Required: (Tinker) Sound/Vibration

Tinker of Fiction

We are live in 1, 2, 3.

Wifi

Idol (Oshi No Ko)

Archive

Chakra (Naruto)

Haki A (One Piece)

Haki O (One Piece)

Haki C (One Piece)

Total Concentration Breathing (Demon Slayer)

Cursed Energy Manipulation (Jujutsu Kaisen)

The Six Eyes (Jujutsu Kaisen)

Sendo (JJBA)

The Spin (JJBA)

Stand (JJBA)

Spiral Power (Gurren Lagann)

Aura (RWBY)

You Like Em Bad? Cause I'm Bad To The Bone (Undertale)

DETERMINATION (Undertale)

To Stand In The Shoulder Of Giants (Petals of Reincarnation)

A Dance of Souls (Soul Eater)

The Tinker Toolbox

Magitech

Inspired Inventor (Worm CYOA V1)

104 Days (Phineas and Ferb)

The Celestial Workshop

Cyberpunk 2077 (Cyberpunk)

SCIENCE! (Fallout)

Science Team (Portal/Half Life).

YoRHa (Nier/Nier Automata)

Capsule Corp (Dragon Ball)

Hail Science! (Futurama)

Pokétech (Pokémon)

Galactic (Treasure Planet)

Kaiba Corp (Yu-Gi-Oh!)

Chemical X-Pertise (Powerpuff Girls)

Aincrad (SAO)

Rapture Science (BioShock)

Automail (FMA)

There's A Zombie On Your Lawn (Plants Vs Zombies)

Twilight of Light and Darkness (Megaman)

Gate of Babylon

Required: (Trump/Tinker) Enchantment

OSHA Inspector

Required: (Tinker/Thinker) Safety

OSHA Inspector v2

Required: OSHA Inspector

Soldier of the Future

Required: (Tinker) Revolution,(Tinker) Reproduction,

The Phantom Magus Combino Deck

The Emperor's Regalia (Air Gear)

Teigu (Akame ga Kill)

Trick Armoury (Bloodborne)

Exotic Arsenal (Destiny)

Senzu Bean Bag (Dragon Ball Z)

Dragon Balls (Dragon Ball)

Magic Key (Indian in the Cupboard)

Tessaiga (Inuyasha)

Super Crown (Mario)

Neuralyzer (MIB)

Ninja Gear (Randy Cunningham 9th Grade Ninja)

Jack's Sword (Samurai Jack)

Golden Tiger Claws (Xiaolin Showdown)

Increased Frequency (Inspired Inventor)

Required: Inspired Inventor (Worm CYOA V1)

Increased Charges (Inspired Inventor)

Required: Inspired Inventor (Worm CYOA V1)

Increased Frequency (Tinker of Fiction)

Required: Tinker of Fiction

Increased Charges (Tinker of Fiction)

Required: Tinker of Fiction

Multiple Choice (Tinker of Fiction)

Required: Tinker of Fiction

Multidisciplinary (Tinker of Fiction)

Required: Tinker of Fiction

Manoeuvre

Tinker, Thinker

Mountain Man

Endgame

Flicker

Durian's specialty is olfactory tech.

Rattlesnake is a Tinker/Thinker who makes traps.

Fortress is a Tinker.

Gizmo is a Thinker/Tinker,

Pack Rat is a Tinker/Shaker..

Kludge is a Tinker who basically makes Ork tech.

Buckets. "Hallucinogen Tinker"

Stick Shift. "Hijack Tinker"

Cinderella. "Inflatable Tinker"

Starscrap.

The Usonian.

No-Go. "Power Nullification Tinker"

Technobabble

Lair

Sleep

Flesh:

Cosset

Heatsink is a binary x limit tinker.

Improvement/Mimicry:

Alloy/Materials/Exotic Radiation:

An accessory / add on tinker,

A software tinker

An extradimensional space tinker

A translator tinker

Improvisation

Media

Tinker

(Tinker) Repair

(Tinker) Speed

Tinker (Handyman)

True Tinker

Required:(Tinker) Jack of All Trades

Tinker/Changer (Cosmetic Artist)

Tinker/Stranger (Faker)

Tinker/Thinker (Public Relations)

PR's Dream

Required:(Tinker/Thinker) Garment

Tinker (Medieval)

Exotic Forgemaster

(Tinker) Thrown

(Tinker) Self-Repair

(Tinker/Thinker) One Man's Trash Is Another Man's Treasure

(Tinker) Clockwork Precision

(Tinker) Redundancy

(Tinker) Hyperspecialized

(Tinker) Imprisonment

(Tinker) Toyman

(Tinker) Bonsai

(Tinker) Preservation

(Tinker/Striker) Taking The Stage

(Tinker) Basic Tinker

(Tinker/Thinker) Suppress, Conjecture, Predict

(Tinker) Rube Goldberg Machines

(Tinker) Techie

(Tinker) Domain

Extraterritorial Enforcement

Required: (Tinker) Interdimensional, or (Tinker) Space

(Tinker) Destruction

(Tinker/Trump) Amplifiers and Dampeners

(Trump/Tinker) Artificer

(Trump/Tinker) Alchemist

Enchanting Alchemy

Required:(Trump/Tinker) Artificer

Toxic Love

Required:(Tinker/Master) Love Potion

(Master/Trump) Doll Master

(Tinker/Trump) Tinker of Chance

(Blaster/Shaker) Musketeer

The American Way

Required:meet Miss Militia/(Blaster/Shaker) Musketeer

The 2° Amendment

Required:(Tinker) Guns/(Blaster/Shaker) Musketeer

(Tinker/Trump) Tactical Cape

Imitation is the sincerest form of flattery

Required:(Tinker) Techie/(Tinker/Trump) Tactical Cape

(Tinker/Breaker) My Many Masks

(Tinker) Clarketech

Doll Powers Strength

.

Doll Powers Speed

Doll Powers Resistance

Doll PowersRegeneration

Doll Powers Levitation

Doll Powers Weapons and Equipment

Doll Powers Internals

Incompatible:Builder

Doll Powers Conduit

Doll Powers Recipient

Required: (Trump/Tinker) Enchantment, or (Trump/Tinker) Artificer

Doll Powers Builder

Incompatible:Internals

Doll Powers Artifice

Required:(Trump/Tinker) Artificerchoice

Doll Powers Core

Required: Recipient, or Prototype Slotschoice

DollPowers I

DollPowers II

DollPowers III

DollPowers IV

DollPowers V

Doll Powers X

DollPowersSmall Dolls
Incompatible:Large Dolls
Incompatible:Builder

DollPowersLarge Dolls
Incompatible:Small Dolls
Incompatible:Builder

DollPowersHuge Dolls
Incompatible:Small Dolls
Incompatible:Builder

DollPowersExpanded Forms

Automata
Required: Builder, or Internals.

Androids
Required: Builder, or Internals

Quality

Quantity

Techno Medieval
Required:Tinker (Medieval)

Tinker Shard Support

.

Tinker's Extended Warranty
Required:Shard Spark

Shard Spark

tinker

Armsmaster Tinker[60]

Tinker type: Focal[61] Specializes in efficiency, and hybrid and minimized technology.[60]

Bakuda Tinker 6[62]

Tinker type: Chaos[63] Specializes in bombs.[62]

Bauble Tinker[64] Specializes in glassworking and glassworking tools, including tools that could turn inorganic matter into glass.[64]

Big Rig Tinker[64] Builds drones that build things in turn, particularly buildings.[64]

Blasto Tinker 6 (Master 5, Blaster 2, Changer 2, Brute 2)[65]

Tinker type: Alchemist (Controller x Controller)[63] Produces plant-hybrid minions.[66]
]

Bonesaw Tinker,[67] Trump[68]

Tinker type: Limit[63] Works with biology and the physical form.[67]

Camion Tinker[69] Specializes in vehicles.[69]

Cask Tinker 5 (Blaster 1, Brute 2*, Master 1, Trump 2)[70]

Tinker type: Magi[63] Produces and consumes chemical batches that enhance the drinker for a short while.[71]

Chariot Tinker/Mover[72]

Tinker type: Hyperspecialist[63] Specializes in all forms of mobility.[73]

Chopshop Tinker[74] Has a macro specialization, where his creations work better the bigger they are.[74]

Clay Shaker 4, Tinker 1*, Striker 1[75] Produces a cone-shaped spray of liquid forcefield, covering roughly eight hundred square feet in seconds. Initially fragile.[76]

Cradle Tinker[77] (Mover, Master, Shaker) Specializes in making prosthetic limbs.[77][78] Has additional abilities due to nature as a cluster cape.

Cranial Tinker[64] Specializes in neurology, including brain scans and draining or recording thoughts.[64]

Defiant See: Armsmaster.[79]

Dodge Tinker[64] Makes access devices for pocket dimensions.[64]

Dragon Thinker, Tinker[80] Trump[81] Co-opts and draws inspiration from the work of other Tinkers.[81]

Glance Tinker[64] Specializes in cryogenics and stasis.[64]

Erik Granholme Tinker[82] Has an emphasis on drones and remote tanks with a crystal core of some sort.[82]

Hero Tinker[83] Specializes in manipulating and enhancing wavelengths and frequencies.[83]

Israfel See: The Simurgh.[84]

Jiǎ Tinker[85]
Tinker type: Architect[63] Specializes in simulations.[63]

Kid Win Tinker 4[86]
Tinker type: Mastermind (Limit x Mad Scientist)[63] Specializes in alternate settings or uses, but struggles to build more focused devices.[87]

Lab Rat Tinker[88]
Tinker type: Field Test (Chaos x Chaos)[63] Specializes in drugs that turn subjects into monsters while storing their original state.[88]

Leet Tinker[89] Has no limits in what he can build, except that creations have chance to misfire respective to how much he's worked on the idea or in that field.[89]

Lookout Tinker[90] Specializes in surveillance and counter-surveillance, and in inconveniently large boxes.[90]

Looksee See: Lookout.[91]

Mannequin Tinker[92]
Tinker type: Combat x Magi[63] Specializes in closed systems.[92]
See also: Sphere.[93]

Masamune Tinker[94]
Tinker type: Resource[63] Specializes in mass-production.[95]

Monstrum Tinker[96]

Mosaic Tinker[96]

Ogun Tinker/Shaker[97]
Tinker type: Chaos[63] Produces devices by passively altering surroundings, without active tinkering.[97]

Particulate Tinker[98]

Tinker type: Hyperspecialist x Binary[63] Specializes in dust and disintegration.[63]

Precipice Blaster, Mover, Tinker, Master[99] Creates fragile prosthetic limbs.[99]

Professor Haywire Tinker[100] Specializes in inter-dimensional technology.[100]

Pyrotechnical Tinker[64] Focuses on flame manipulation, including special effects and guns.[64]

Rattenfänger Tinker[96] A biotinker, with an ability that has something to do with music.[101]

Andrew Richter Tinker[102]

Tinker type: Virus (Resource x Architect)[63] Creates computer programs.[102]

Saint Tinker 0[103] Maintains understanding of Dragon's technology by the way of Teacher.[103]

The Simurgh Thinker >10,[104] Tinker, Trump[105] Can borrow and copy techniques and mental powers from others - including the power of Tinkers.[106]

SphereTinker[92]

Tinker type: Architect[63] See also: Mannequin.[93]

Squealer Tinker 2/Mover 3,[107] Thinker[108]

Tinker type: Hyperspecialist x Architect[63] Specializes in large scale vehicles.[109]

StingerTinker[110]

Tinker type: Hyperspecialist[63] Specializes in propulsion, mainly jetpacks and missiles.[110]

String Theory Tinker[111]

Tinker type: Doomsday (Architect x Mad Scientist)[63] Creates objects with timers built in from the start of the creation process, with catastrophic misfires if interrupted. Favors macro-scale doomsday devices.[111]

Tecton Tinker, Shaker,[112] Thinker[113]

Tinker type: Templar (Combat x Combat)[63] Has a specialization in architecture and seismic technology.[60]

Toy Soldier Tinker[64] A powersuit user with a suit the size of a small building.[64]

Trainwreck Changer,[114][115] Tinker[105]

Tinker type: Combat x Resource[63] Can build with scrap and develop limited, but high quality gear in a short amount of time.[116]

Ulama See: The Simurgh.[84]

Withdrawal Tinker/Mover[117] specializes in creation of physics-breaking nanofluids.

Ziz See: The Simurgh.[84]

Repair Man (by EdroGrimshell)

This tinker specialization allows the user to repair and maintain just about anything, bringing nearly anything up to better than new status in short order. This extends to first aid techniques and exercises to keep the body in peak condition as it works with biotinker tinkertech. Comes with advanced knowledge in several areas.

MacGuyver (by EdroGrimshell)

An unusual tinker specialization as it allows the user to create technology from materials of insufficient quality for most forms of tinkers and have it still work for a time. The tinkertech has a high maintenance requirement to keep in top shape than most forms of tinkertech and breaks down quickly after the first use. Combined with another specialization reduces the need for maintenance while sticking to the other specialization. Combined with Repair Man, the extra need for maintenance is removed entirely.

Synthetics (by EdroGrimshell)

A chemical tinker specialization focused on the creation of synthetic materials, such as various plastics, fibers, and even ceramics. Also includes things such as high quality pepper spray that's completely artificial and various forms of fuel.

Living Armory (by EdroGrimshell)

A biotinker specialization based on granting fast growing plants weapon and armor-like qualities through special fertilizers and the like. Includes things like bomb fruits, dart launcher bamboo stalks, and vine armor as strong as chainmail.

Health Benefits (Inspired by Avernus; SV)

This specialization allows the user to custom tailor special diets, techniques, exercise routines, and equipment to help with said exercises for others. These plans, if followed and updated periodically, will bring the one under their effect to peak human levels of physical, and possibly mental. This also opens options such as autohypnosis, biofeedback, and similar to the user and those they teach the skills to.

Upgrade! (Inspired by TheViolentPacifist; SB)

This specialization allows the user to look at a device and find ways to upgrade it as well as implement the upgrades. Upgrades, however, can sometimes be quite clunky when

implemented. The user can, with enough upgrades on an existing item, make a streamlined version that works just as well but takes up less resources overall.

Toolbox (Inspired by Arbitbit39; SB)

This tinker specialization focuses on making tools that aid in various forms of tinkering, technological, medical, chemical, and others. This includes protective clothing and equipment to keep many tools from harming the user somehow. Many tools made with this specialization can also be used as weapons.

Tier

This Tinker is completely unable to make or design even the most basic thing, instead, they can improve already existing technology, in a tier system, so they'd see a TV and if they took it apart and saw all the components, they'd get a blueprint for a better TV, and because of the tier system every part of the TV has to be upgraded to that level before they can upgrade it to the next level, everything has a max of five tiers, after that it can only be maintained, not improved, does work on other Tinker made technology but only has 1 upgrade tier.

Moving forward.... Moving Backwards

this is a tinker power that creates a lower level tech based on other technologies be it tinker or mundane tech base example from gasoline engine to steam engine, Flat screen TV to that black and white television

Upgrade! (Inspired by TheViolentPacifist)

This specialization allows the user to look at a device and find ways to upgrade it as well as implement the upgrades. Upgrades, however, can sometimes be quite clunky when implemented. The user can, with enough upgrades on an existing item, make a streamlined version that works just as well but takes up less resources overall.

Knock Off: This Tinker specialty allows the user to copy any Tinker tech they encounter but the copies are inferior but can be reproduced quickly. These copies are counted as generation of 100 untis, each generation of copies is significantly worse than the last until they copies can no longer be made.

SFX: Tinker specialty in creating devices that fool the senses hologram projectors, hyper realistic speaker, scent generators, tactile response field generation, taste serums and rays.

Sex shop

Tinker specialty in enhancing or creating sexual release through chemicals and technological devices.

Bronze Age: The user is extremely skilled with any sort of simple, homogeneous material. He is a master stoneworker, carpenter, glassblower, blacksmith, etc. and can use his creations to create elaborate mechanisms similar to those depicted in fictional depictions of ancient ruins - pressure plates that seal and flood rooms, dart/spear traps, slowly-descending ceilings,

crushing walls with extending spikes, scything pendulums, hop on the plates spelling Jehovah to avoid falling, etc. These mechanisms can function without maintenance for centuries or more in the right conditions.

tinker

Operator please patch through

this tinker shard give the user the tech tree of communication from translator to radio signals to emojis in someone cell

tinker

water proofing

this tinker can make anything waterproof and only waterproof as in you can do your PHO underwater of the sea floor

Horsepower: Tinker specialty in maximizing mechanical strength(Hydraulics, Motor output, artificial muscle fibers, ETC), altered denser muscle fibers provide beyond human strength and toughness.

Repair Man - Tinker 1

This tinker specialization allows the user to repair and maintain just about anything, bringing nearly anything up to better than new status in short order. This extends to first aid techniques and exercises to keep the body in peak condition as it works with biotinker tinkertech. Comes with advanced knowledge in several areas.

MacGuyver - Tinker 1

An unusual tinker specialization as it allows the user to create technology from materials of insufficient quality for most forms of tinkers and have it still work for a time. The tinkertech has a high maintenance requirement to keep in top shape than most forms of tinkertech and breaks down quickly after the first use. Combined with another specialization reduces the need for maintenance while sticking to the other specialization. Combined with Repair Man, the extra need for maintenance is removed entirely.

Health Benefits - Tinker 1

This specialization allows the user to custom tailor special diets, techniques, exercise routines, and equipment to help with said exercises for others. These plans, if followed and updated periodically, will bring the one under their effect to peak human levels of physical, and possibly mental, ability. This also opens options such as autohypnosis, biofeedback, and similar to the user and those they teach the skills to.

Synthetics - Tinker 2

A chemical tinker specialization focused on the creation of synthetic materials, such as various plastics, fibers, and even ceramics made from specialized resins.

Toolbox - Tinker 2

This tinker specialization focuses on making tools that aid in various forms of tinkering, technological, medical, chemical, and others. This includes protective clothing and equipment to keep many tools from harming the user somehow. Many tools made with this specialization can also be used as weapons.

SFX Artist - Tinker 2

This specialization allows the user to create devices that fall into the realm of special effects. Most combat applications of this power are fairly minor and limited, but do allow for a great deal of trickery and misdirection.

Chatterbox - Tinker 2

This tinker specialization grants its user the ability to create various communication devices as well as devices to jam other communication devices.

Fueled by Tinkering - Tinker 2

This tinker specialization grants its user the ability to create various forms of fuel or other power sources, including highly efficient or powerful fuel cells and batteries.

Fly on the Wall - Tinker 2

This tinker specialization grants its user the ability to create various surveillance devices as well as devices to jam other surveillance devices.

Remote Control - Tinker 2

The user of this specialization can create sophisticated systems for remotely controlling devices of various sorts and modifying existing technologies to accept the remote control systems they utilize.

Living Armory - Tinker 3

A biotinker specialization based on granting fast growing plants weapon and armor-like qualities through special fertilizers and the like. Includes things like bomb fruits, dart launcher bamboo stalks, and vine armor as strong as chainmail.

Upgrade! - Tinker 3

This specialization allows the user to look at a device and find ways to upgrade it as well as implement the upgrades. Upgrades, however, can sometimes be quite clunky when implemented. The user can, with enough upgrades on an existing item, make a streamlined version that works just as well but takes up less resources overall.

Hack Job - Tinker 3

This specialization focuses on Hacking. Creating viruses, counter hacking, burrowing into a program undetected, making programs to hack for you, and more. This comes with some advanced programming skills as well. Comes with incredible gaming skills on top of the hacking ability.

Trap Master - Tinker 3

This specialization grants the user an innate understanding of traps and the various mechanisms for doing so. This can range from trapping a door to a building to the handle of a sword (think Blade's sword). These traps are often nearly impossible to detect without power assistance and can range anywhere from humiliating to outright lethal. Great for pranks.

Apothecary - Tinker 3

The user of this specialization can create incredibly potent and specialized medicines that can cure near any disease and heal near any wound, accelerating healing, fortifying the immune system, or even rewriting DNA to a degree to remove damaging traits within.

Munitions Depot - Tinker 3

A specialization for projectiles, the user of this specialization can create bullets, arrows, bolts, and other forms of ammunition that have specialized functions and abilities, ranging from technological to chemical in nature. This does not come with the ability to make guns, though it does allow for modification to allow better use of the special bullets used to reduce wear and tear on the gun itself.

Power Pellets - Tinker 4

A form of chemical tinker specialization, this power allows the user to create serums, pills, and other consumed or injected substances that augment or improve on powers temporarily. This can be turned towards weakening and limiting powers as well. The substances created can affect non-parahumans, but have generally weak, unrefined effects that can have minor side effects. Constant use can cause some effects to become permanent.

Suits - Tinker 4

While power armor is far more common, this specialization allows the user to create suits that augment the wearer without mechanical aid. The mechanics behind this are vague, but the effects are quite potent. The issue comes with the fact that if the suit is easier to damage to the point of nonfunction and does not provide much armoring compared to power armor.

Monster Maker - Tinker 4

A form of biotinkering specialized in the creation of creatures with natural advantages. The creatures themselves are limited by actual anatomy and cannot be created with powers, but, the creations themselves, if they possess enough intelligence, are able to trigger.

Fortifications - Tinker 4

A form of tinkering based on defensible positions. It allows the user to create structures designed to hold up to extended fire, protecting those within from outside influence, and providing assistance to those within should attackers make their way in past the outer defenses.

Gadget - Tinker 4

This specialization allows the user to create single use devices with an absolutely vast variety of effects. Once used, such a device will simply cease to work or be destroyed in the process of its use, which can then be salvaged for other devices or to build the device anew.

Human Interface - Tinker 4

A highly specialized tinker power, this specialization is based on allowing a human to upload their consciousness to a computer or to interface with them to improve their natural mental abilities by shunting part of their mind into the computer. This can even be used to mimic technopathy.

Guns 'n' Stuff - Tinker 4

This specialization allows the user to create advanced forms of guns. It does not allow for lasers, but does allow for personal rail guns and gauss weaponry. The user can create powerful compact guns or mounted weaponry and turrets. At its height, this specialization even allows for plasma weaponry.

Blitzkraft - Tinker 4

The user of this specialization has the ability to create tinkertech at very high speeds. The quality may not be the best in most cases, but it allows for the creation of potent technologies on short notice.

Laser Light Show - Tinker 5

This specialization allows for the creation of various beam and laser based weapons, including freeze rays, stun rifles that fire beams that carry an electric charge, and even weird ones like beams that accelerate cellular division to create a healing beam. Additionally, the user gains a secondary focus on light in general as that is what creates a laser.

Cybernetics - Tinker 5

This specialization allows the user to create cybernetic prosthetics as well as ways to apply them to the body with or without full integration. These prosthetics can have in built weapons or be several times stronger than a normal limb, subtle or not. This can be used to generate completely cybernetic bodies as well, for full body replacement. The only part the user cannot do away with is the brain.

Body Modification - Tinker 5

Biotinkering specialized in human augmentation, the user of this specialization is able to create organic replacements for nearly any human body part that functions better than the original to the point of granting minor brute, thinker, and mover powers. Gives an innate understanding of biology in all its forms and the ability to adapt unusual biological mechanisms to more common ones, such as the spring-like power of the pistol shrimp for super powered jumping.

Hardened Light - Tinker 5

This specialization allows the user to create technologies that manipulate Hard Light forcefields for various purposes, including offensive and defensive potential.

Fly Like an Eagle - Tinker 5

The user of this specialization can create various propulsion systems, including anti-gravity, rockets, repulsors, and many other systems. These same forms of propulsion can be turned towards offense as well, though they are not initially meant for that purpose.

Artificial Personalities - Tinker 5

This specialization allows the user to create incredibly sophisticated Artificial Intelligences that are able to act in much the same way as a human is, setting in morals, emotions, and more to the AI from the outset, or allowing the program to grow organically into its personality and moral center.

Symbiotics - Tinker 5

This biotinker specialization is focused on the creation of symbiotic life forms that bind themselves to existing beings (default blueprints are for human biology but can be adapted to others) to grant the host unique benefits. These symbiotes can survive for a period of time detached from a host, but require a host to feed unless designed to be able to gather food on their own.

Redundancy - Tinker 5 (Suggested by OrmusTheZeebra)

A biotinker specialization that allows its user to give creatures redundant biology, secondary hearts, mini lungs in the head that give the brain oxygen flow even detached from the body, musculature to redirect blood flow, and blood filters that can function as pseudo kidneys or livers for a time, all focused on keeping the individual alive long enough to receive medical attention against even extreme injury.

Redundant Systems - Tinker 5 (Suggested by OrmusTheZeebra)

This specialization allows the user to create systems that can function even if normally key components are severed or compromised by having upwards of a dozen different points of failure that would have to fail for the system to shut down.

Cyberspace - Tinker 6

A specialization focused on computers and programming. While this doesn't allow for AI generation, it does allow the user to create and program powerful computers that operate far above even other tinker computers.

Powered Armor - Tinker 6

This specialization allows the user to construct power armor of all sorts. This can range from person sized armor worn directly to giant mecha that move with the user in some way. The armor is designed to give the user enhanced physical abilities, including strength, speed, and durability. Built in weapons are also a feature, but are primarily mundane in nature outside of the link up to the armor.

Variable Technology - Tinker 6

This specialization is based on the idea of technology with multiple modes. From a scythe that can collapse down into a sniper rifle to a drone that can convert into armor plating to a vehicle that can turn into a giant robot, all fall under this specialization. (RWBY Style Weapons)

Droning On - Tinker 6

A specialization designed for creating small, robotic aids. The user of this specialization can create and program fist to head sized, compact robots that have all of their various tools hidden within their main chassis. Drones are designed to function with each other or to be linked with another individual for control purposes and do not possess advanced programming on their own.

With a Shotgun in my Pocket - Tinker 6

This tinker specialization provides its user the ability to create devices with linkages to pocket dimensions or distorted space that makes something larger on the inside than on the outside.

Modular Technologies - Tinker 6

This specialization grants its user the ability to create technologies that can be taken apart, combined, reconfigured, and given a number of functions based on how they're linked together. The devices themselves have single purposes and combine to add to each other and make a greater whole.

Thinking With Portals - Tinker 6

This specialization provides its user the ability to create teleportation devices, whether the device simply moves the user or creates a stable portal between two spaces.

Robotix - Tinker 7

The user of this particular specialization gains an advanced knowledge of robotics and its applications. It allows the user to construct and program robots designed for various purposes and can range in size from smaller than a finger to endbringer sized automatons.

Surgical Master - Tinker 7

A specialization focused on surgical medicine, quite literally cutting into someone to heal what ails them. This includes such things as cosmetic surgery, enhancement surgery, and even the melding of individuals.

Get Your Motor Running - Tinker 7

The user of this specialization has the blueprints to hundreds upon hundreds of different vehicles, ranging from motorcycles, to cars, to planes, to helicopters, to hovercrafts, to spaceships.

Efficiency - Tinker 7

This specialization allows the user to condense technology in a way that makes it better for its size, increasing the power for the size and thus allowing for smaller components for greater effect.

Micromachines - Tinker 8

The user of this specialization is able to create and program nanomachines, or nanites as they're commonly called, and use them to great effect.

Advanced Analysis - Tinker 8

This tinker specialization allows the user to create programs and devices that analyze and draw conclusions, essentially creating thinker powers as devices and programs while bypassing a number of problems thinkers normally possess. This even allows for limited precognitive abilities using incredibly complex analysis programs. Requires extensive data input and processing power to work, however.

Mass Production - Tinker 9

The user of this specialization possesses the ability to create devices that produce tinkertech they have either analyzed or created themselves. The user can also simplify tinkertech to a more approachable standard, allowing them to produce it faster and better, but at the cost of not being as advanced or powerful.

Ultimate Talent (Danganronpa)

Choose a skill or trait. You gain superhuman talent in it, able to progress and improve it at a speed and in ways anyone else simply couldn't.

This bonus is weakened as the talent and its applicability is broadened. Any trait or skill is potentially valid, including ephemeral things like "luck" or "morals".

Inventory

You have access to an infinite pocket dimension, which you may store any item you can pick up in. The items are frozen in time while inside the dimension, and you may summon them to your hands at will.

You have an instinctive sense of what's in your pocket dimension at all times. You may not store anything sentient in the pocket dimension.

Hive Mind

You can split yourself, creating a perfect copy. The copy is completely identical to you, and neither of you may make a new copy while one already exists. You and the copy share a hive mind.

Blackbox Lockbox

Whenever you create something, you may choose whether or not it's blackboxed. Something being blackboxed means that it cannot be fully deciphered or understood, even through examination or study, meaning it can't be duplicated or modified by anyone other than you.

Toggling if something is blackboxed is always a set of simple modifications applied to the thing in question, and may be done to tech you did not create but understand enough to reproduce, as well.

Cyoa

Add another cyoa at raNDOM

(Tinker) Jack of All Trades

You're not a real Tinker, instead you know how to make anything that can be made in a mundane manner.

(Tinker) Detection and Analysis

You can create things that detect, find, or analyze other things.

(Tinker) Sharing

You can create incredibly intuitive Tinker Tech that allows it easier to work with other Tinkers. Your Tinker Tech can merge well with other Tinkers in a collaboration. Even other people have an easier time using your Tinker Tech.

(Tinker) Brotato

You are a Tinker specialized on all potato related things, be them farming, eating, industrial process and more. You can make plastic from potato Starch, poison from green ones, or bake, fry, mash, stuff, dry, just salt it and more. Solve world hunger by potato farming on industrial scale.

(Tinker) Communication

You can create things that can transfer large amounts of data from one place to another extremely quickly or even instantaneously.

(Tinker) Repair

You can repair, maintain, and use any Tinkertech you find. You can also combine Tinkertech into something that combines the functions of the two inventions. Any Tinkertech you repair or maintain will, in the future, last longer.

(Tinker/Thinker) Garment

The user is able to gain a deep understanding of fashion, clothing, and design, as well as the emotions and ideas that can be expressed through them. They are able to design and create clothing and other garments that reflect and amplify their emotions and personality, and to read and understand the intentions and emotions behind the clothing and uniforms worn by others.

(Tinker/Master) Love Potion

You can make potions/chemicals that have a number of weak effects. They can be poisonous, heal small wounds, increase natural regeneration by 100%, act as steroids without the downsides, cause emotions that can be suppressed if the person who drinks the potion has sufficient willpower, or increase senses by a significant margin. You can also make any mundane chemical with ease. Your potions can do a number of other things, but they're all fairly weak.

(Tinker) Scraps/Junk

You specialize in working with subpar materials and tools, allowing you to make quick-and-easy weapons and other equipment from junkyard scraps and assorted household items. This synergizes with basically every other Tinker specialization, ameliorating a lack of proper funding or dedicated workshop. Pairs especially well with (Tinker) Repair and (Tinker) Reproduction.

(Tinker/Striker) Attunement

The longer you spend physically touching an object, the more you can improve it. This means that you do extremely well with a single weapon/outfit that you focus on and improve, and means that you will be extra vulnerable to having your gear being taken or destroyed.

(Tinker) Ruggedization

You possess the ability to bolster base materials, rendering them resistant to corrosion, insulating against extreme temperatures, and impervious to the elements. This power allows you to manipulate the very structure of materials and technology, enhancing their durability. With it, you can fortify structures and enable them to withstand even the harshest environments.

(Tinker) Ergonomics

You specialize in making equipment that works with or enhances what a user is already capable of doing. Ranging from making a taser gun powered by the user's electricity powers to lung augmentations that significantly improve the user's ability to hold their breath. This synergizes with the powers you have, making them better and easier to control with your Tinker Tech. A user will be able to maintain and use Tinker Tech built for them with proper training or manuals.

(Tinker) Swords

You can create sci-fi swords, halberds, spears, and other melee weapons. A sword made by you might be able to truly damage an Endbringer. If used by a Brute, it might even kill one... with a lucky hit.

(Tinker) Lorax

You are a tinker that specializes in trees and their produce, you can make faster-growing acres, fire-proof paper armor, explosive charcoals, healing maple-syrup, wood shields harder than iron and many more!

(Tinker/Trump) Assistant

You can enhance others, granting them weaker versions of your tinker powers. While they cannot design anything by themselves, they can recreate and maintain anything you made. You can take away this boost at any time.

(Tinker) Speed

You specialize in tech involving speed and mobility. You can create jetpacks, suits that give the wearer super speed, and are generally capable of making things move faster.

(Tinker) Weaving

You possess a Tinker Specialty that creates and incorporates Tinker Tech into various forms of silk or silk-like materials. You can create anything related to clothing, such as color-changing cloaks, self-regenerating weaves, sticky webs, and so on. This power works best when paired with other Tinker powers, as you can convert and compress them into clothing.

(Tinker) Memory Fabrication

Your Tinker power enables you to manipulate and fabricate memories. You can create devices that alter or implant memories in individuals, allowing for memory modification, erasure, or fabrication. These inventions can have profound implications in fields such as therapy, intelligence gathering, or even manipulation of adversaries.

(Tinker) Shields

You have the ability to create shields, whether they are mobile, fixed, or personal. These shields can vary from those inspired by ancient civilizations (Romans, Greeks, etc.) to advanced forcefields or skintight variants. When connected to a potent energy source, they might even have the potential to withstand an attack from an Endbringer.

(Tinker) Sound/Vibration

Your tinker-tech specializes in the phenomena of acoustics and vibrations, capable of constructing sonar radars able to picture cities, and acoustic cannons with both concussive and disorienting effects. Anything relating to sound and vibrational frequencies can be replicated through this.

(Tinker) Redundancy

With your Tinker power, you excel at creating fault-tolerant Tinkertech devices that can withstand extensive damage or component loss, ensuring they continue to operate optimally in the face of adversity. Through innovative design principles and meticulous engineering, your inventions demonstrate remarkable durability, adaptability, and reliability, making them highly resistant to failures and providing a significant advantage in critical missions and challenging environments.

(Tinker) Traps

The user has gained a Tinker specialization focused on traps, with the ability to create complex and destructive devices with anomalous effects, such as landmines that erases everything within its radius. The user also has a minor specialization in hiding technology in plain sight and has developed a minor Thinker power focused on strategic positioning. These powers enable the user to strategically place their traps, keeping adversaries off balance and increasing their chances of success in battles.

(Tinker) Hyperspecialized

You have the power to improve one aspect of tinkertech, whether it be the durability, functionality, or utility, to an incredible degree, but this will come at a price, with every other aspect of the piece degrading to almost unusable levels. With this power, you can create hyper-specialized technology, able to do one thing to a level of mastery, but falling short when

trying to perform any other function. Whether it's building a machine that can lift a hundred tons but breaks at a gust of wind, or building a computer that can process a million times more data per second than the current supercomputers but has no memory to store the data, you have the ability to create machines that can exceed anything ever created before, with one caveat: they have to excel at only one thing at the cost of failing at everything else.

(Tinker) Emotions

You create technology that interacts with emotions. This can manifest in two different ways. The first is technology that detects and manipulates emotions. The second is technology that is powered by emotions. For the latter, the type of emotions used to power the device can effect its effectiveness. An offensive weapon may be better powered by negative emotions while a healing device may be better powered by positive emotions. Artificial Emotions gained from direct power use or tinkertech has a reduced or zero effects when powering your devices. Indirect methods such as illusions doesn't have such restrictions.

(Tinker) Software

Your expertise lies in the realm of software and programming. You possess unparalleled skills in designing and developing complex software systems, hacking tools, and programs. With the right materials, you can create powerful software applications that can analyze vast amounts of data, infiltrate secure networks, or control robotic systems. Your creations can range from sophisticated cybersecurity algorithms, artificial data generation, and advanced virtual reality simulations. This power synergizes well with other Tinker abilities, allowing you to integrate software seamlessly into Tinkertech.

(Tinker) Quantum Computing

You specialize in quantum computers and other forms of highly advanced calculations. You can create Tinker Tech that can simulate the past and future and connect the dots to create detailed informative guesses. The better and more accurate information you feed into them, the better you can simulate various kinds of things. This pairs especially well with (Tinker) Software and (Tinker) Code.

(Tinker/Thinker) Encryption

With this power, you possess the remarkable ability to safeguard information, unravel cyphers, and more, while also granting you the capacity to black box any device, rendering it impervious to reverse engineering and preserving its inner workings as an impenetrable enigma to others.

(Tinker) Illusion

You specialize in Illusion-based technology, where you excel at utilizing holograms, sound systems, and even manipulating the senses to create a vast array of illusions. Your abilities allow you to craft incredibly convincing and immersive displays that can have a profound impact on your audience. Whether through sound, visuals, or a combination of both, your illusions are sure to leave a lasting impression on those who witness them.

(Tinker) Camouflage

You can disguise your Tinker Tech in a wide variety of ways that obscure itself to various forms of detection. It can pretend to be something harmless when it's actually something dangerous. Even when disassembled it can not only still work, it can fool other Tinkers and Thinkers.

(Tinker) Counter-Tech

You are a tinker that specializes in countering other tinkers. You can create devices that locate and modify tinkertech, disguise as other tinkertech, and even bypass tinkertech safeguards. You also gain a minor specialization which changes to be the optimal counter to any tinker specialization of your choosing. It takes an hour to change your minor specialization.

(Tinker) Add-On Augmentation

Your Tinker power allows you to create specialized add-ons and enhancements for existing Tinkertech devices, seamlessly integrating them to optimize functionality, push the boundaries of technology, and become a valuable asset in any tinker collaboration by expanding the group's technological arsenal.

(Tinker) Chemistry

You are a wizard in the lab. You have the skills to create new materials, from super-alloys to acids to explosives to superconductors and beyond. This power works best when paired with other Tinker powers.

(Tinker) Manton Limits

You can create Tinker Tech that has Manton Limits. Preventing powers from directly influencing your Tinker Tech. With greater research into your specialty, you can even create things that block out powerful technopathy, anti-machine powers or devices.

(Tinker) Electronics

A techie's best friend, your skills with electronics are unparalleled. With the right materials you could make a supercomputer the size of a smartphone. This power works best when paired with other Tinker powers, especially Mechanics.

(Tinker) Guns

You can create advanced guns, though nothing that can't be transported on a non-brute person. If you have a Sniper Rifle you made enough time to charge, say about 10 minutes, you could probably damage an Endbringer's core. Unfortunately, that means you'd have to charge your Sniper Rifle before the Endbringer battle and you'd only have one shot. You'd also have to know where the core was, and the Endbringer might be able to dodge it even if you aimed correctly.

(Tinker) Huge Scale

You specialize in designing and creating massive machines that can withstand harsh conditions. Your Tinker Tech can be easily scaled upwards and solve the difficulties of making your projects much larger. You can create all kinds of colossal structures from giant mechas to floating fortresses, large factories, and so on.

(Tinker) Mechanics

You have the skills of a master mechanic. You can design and make effectively any mechanical device, from precision timepieces to clockwork soldiers to pneumatic rifles to hydraulic battering rams. Anything that relies on purely mechanical power, you can build. This power works best when paired with other Tinker powers.

(Tinker) Gravity

You specialize in tech involving various forms of gravity and weight. You can create devices that are heavier or lighter than they should be, beams that change the gravity of whoever is hit, and fly.

(Tinker) Nautical

You have a Tinker Specialty working with Water. You can create all kinds of hydrokinetic machines and devices powered by water. Or even anti-water machines. This can range from containers that store more liquids than it normally can to devices that repel all water in a large radius. This can even trump Leviathan's control over water.

(Tinker) Aero

You possess a Tinker Specialty working with various kinds of gases and air. You can create air canons, air-based jetpacks, windmills, and other things that utilize air. This includes gas-based chemical weapons and other things that spread through the air.

(Tinker) Thermal

You possess a Tinker Specialty that works with and controls thermal energy. You can create devices that can flash freeze entire areas, flamethrowers that set even concrete on fire, and jetpacks. Essentially you can create anything that involves the increase or decrease of various temperatures or anything that involves generating heat or cold.

(Tinker) Heterodyning

You tinker far faster than should be physically possible. You also require fewer tools and equipment to do so, materials and components seemingly altering themselves to suit your design.

(Tinker) Armor

You can create advanced armor of various kinds. A set of power armor made by you might be able to shrug off a hit from an Endbringer.

(Tinker) Style

When it comes to tinkering, it's not all about functionality - aesthetics can play a critical role in the effectiveness of your devices. With your power, you can improve the performance of your tinkertech by making it more visually appealing. This pairs well with other tinker powers.

(Tinker) Robots

You are a Tinker specializing in robotics. Unless you put in a significant amount of work, your robots won't have more than a simple AI (relative to something like Dragon), but they're perfectly capable in the role they were designed for. You are capable of programming your robots to function autonomously for some time.

(Tinker) Bloody Tinker

A tinker specialization in which the user is able to alter the composition and properties of real blood, allowing it to perform a variety of anomalous actions. This can include enhancing physical capabilities, increasing healing power, or even granting limited telepathic abilities. The user can also create tinkertech made out of blood to create or enhance objects.

(Tinker) Absurdity

You don't create cars that drive on wheels or float, or even drive at all. Your cars are able to spin their way to any destination, at blazing speeds.

What about a gun? Well, this gun doesn't even shoot. Instead, it calls upon a strike of lightning! Regardless, your 'specialization' is utterly absurd. Your inventions do completely ridiculous things instead of what they're meant to do.

A tank that uses its barrel to fly into the air? Why not. A sword that can spin, the rotational force causing it to fire 9mm parabellum? Sure. How about a generator that reduces power instead? Okay. It's all there.

(Tinker) $E=MC^2$

You specialize in creating Tinker Tech that transforms Energy into Mass and vice versa. You can create highly condensed energy batteries that can construct and deconstruct blueprints on the fly. This Tinker Specialty is heavily Energy-dependent, but so long as it has Energy it can constantly repair and reconstruct itself. This Tinker Specialty pairs well with other Tinker powers, but especially (Tinker) Energy.

(Tinker) Crystals!

You are a tinker specializing in all things crystals a few examples of what you can accomplish are things like crystal super computer cores, and crystal lenses that make making laser weapons easy. Beyond various kinds of technology you can also make crystals that have special properties like among other things, elemental crystals that can be used to manipulate classical fantasy elements with the proper setup.

(Tinker) Bio-Mimicry

The user specializes in creating machines that resemble biological creatures. These machines can be programmed with custom-designed programming to perform specific tasks and are in no way inferior to their biological counterparts. You can program these creatures with semi advanced AI, enabling them to make simple decisions and execute tasks with the precision and accuracy of a machine.

(Tinker) Living Machine

The user specializes in creating machines made out of biological material. These creatures can be programmed with custom-designed programming to perform specific tasks and are in no way inferior to their mechanical counterparts. You program these creatures by messing with their brain chemistry, and they are able to make complex decisions and execute tasks with the precision and accuracy of a machine.

(Tinker) Preservation

You specialise in the creation of preservation based technology. With this technology, you can preserve objects and life forms, allowing them to ignore the effects of time. Using it on food stuff would make it that the food will never expire. On living creatures it can keep them alive. On objects it can keep them from breaking down. With time, recreation of Alexandria's stasis effect is possible. In a more crueler method, it is possible to keep people alive in a similar state to Mannequin.

(Tinker) Symbiote

You specialise in creating non-intelligent biological creatures that specialise in augmenting other biological creatures. Examples include a living mech suit that acts as power armor or a virus that grants those it infects with boosted physical capabilities.

(Tinker) Modes

You specialize in creating machines with various modes. These machines are capable of changing modes on the fly. You could create a car that turns into a robot, or a sniper that turns into a scythe.

(Tinker) Kinetics

You possess a Tinker Specialty that works with and controls kinetic energy. You can create devices that absorb kinetic attacks to machines that output more kinetic force than something its size could reasonably do.

(Tinker) Cybernetics

You can create cybernetic augmentations, such as a prosthetic arm that gives super strength, or eyes that have heat vision. You don't necessarily need to replace your body parts to use your creations.

(Tinker) Refinement

You possess a Tinker Specialty that allows improving existing Tinker Tech. This can improve the foundation and material of something without replacing the device in question, allowing it to

inherit any unique properties such as Enhancement charges. You can greater improve the power and flexibility of Tinker Devices.

(Tinker) Geneticist

You can alter the genome of living beings to add or remove traits. Building upon genes to give alterations to the body for various abilities. This can range from poisonous blood to night vision. You can work with the DNA of other species to add to a different one.

(Tinker) Energy

The most necessary ingredient of any technology. With your new skills you could make a battery that would last for years, or a power source that could run a spaceship. Be warned, as such inventions will draw heavy attention.

(Tinker/Striker) Taking The Stage

You are able to create magical-themed personal gear, including clothing, concealed weapons, armour, and accessories. You also possess a minor ability to Mark equipment and items with a symbol that allows you to keep track of them no matter the distance between you and the marked item, and finally, you possess the ability to gain greater insight into arguments and plans, allowing you to figure out weaknesses in arguments and plans.

(Tinker) Information Hazard

You specialize in memetic hazards. Creating anything that can transfer data through a medium that can influence minds. Ranging from paintings that harm the minds of whomever you look at to objects that can pretend to be what it is not. You can rewire an entire human mind to do your bidding. However, you are not capable of creating memetic constructs that can spread across a large distance. Information Hazard is much stronger with (Tinker) Meme.

You can create devices that can block and protect the mind from outside influences and even reverse Simurgh Bombs.

(Tinker/Trump) Gourmet

You gain a newfound specialty to create incredibly delicious food from ordinary ingredients, your culinary prowess reaches extraordinary heights. Through your mastery of flavors and techniques, you can transform mundane materials into delectable dishes that tantalize the taste buds. Every meal you prepare becomes a sensory delight, enchanting those who partake in your creations. But your talent extends beyond just exquisite flavors, enough to even make anyone fall to bliss—by incorporating exotic ingredients, you have the power to craft food that bestows temporary effects upon those who consume it. From heightened senses to enhanced abilities, your culinary creations offer more than just a feast for the palate. With each dish you prepare, you bring a taste of enchantment and wonder to the table, leaving a lasting impression on all who indulge in your culinary artistry.

(Tinker) Hard Light Manipulation

You can create devices that generate and control hard light constructs. These solid and durable projections can be shaped into various forms and structures, including barriers, weapons, and armor. Your inventions have versatile applications in defense and offense.

(Tinker) Armored Warfare

You specialize in armored fighting vehicles of various kinds. This includes tanks, self-propelled artillery, and so on.

(Tinker) Poison

You are a tinker specializing in poison. You also gain a specialty in applying said poison. Poison from you might be able to kill Alexandria.

(Tinker) Medicine

You are a tinker specializing in medicine. You also gain a specialty in applying said medicine. Medicine from you might be able to cure case 53's.

(Tinker) Rocketman

The user gains a Tinker specialising in Missiles and Rockets of any kind. These missiles and rockets can have anomalous effects, such as a missile that explodes, freezing everything within its radius. The user also gains a minor specialization in launchers, and is able to outfit a launcher onto anything.

(Tinker) Meme

You can detect, identify, counter and destroy memetic and antimemetic beings, creatures, objects and phenomena. You can also create memetic constructs that exist in the form of aggressive ideas. They spread rapidly and cannot easily be contained. These ideas may be able to actively seek out and destroy/overtake certain other ideas and replacing them in entirety.

(Tinker/Thinker) Safety

You can create technology that can keep people safe from all sorts of harm. Your inventions are able to provide a variety of defense mechanisms, including force fields, bunkers, and more. This not only allows you to protect people from physical threats but also to keep them safe from the dangers of the environment.

Moreover, you have the potential to enhance tinkertech, making it safer to use. You can create devices that are less prone to malfunctions. Additionally, you can also scale down certain technology to keep it from causing damage to its user.

As you explore different areas, you gain the ability to sense the safety of your surroundings. You can immediately detect any potential hazards and identify how safe or dangerous an area is. This comes with a wealth of knowledge of various safety techniques, allowing you to recognize common safety hazards and how to avoid them. For example, you can spot a defective power plug and know how to safely deactivate it to prevent electrocution. Similarly, if you come across

a construction site, you can quickly identify any violations of safety regulations and advise the workers to fix any issues before continuing.

(Tinker) Construction

You specialize in construction, toolkits, workshops, and building in general. Your expertise lies in creating machines designed to manufacture other machines and components. From 2D printing devices to 3D printers capable of producing objects and structures with a precision surpassing what could be achieved by hand or mundane equipment. You can also craft specialized toolkit that, in the hands of those with the necessary knowledge, outperform ordinary tools. With a keen eye for design and structural analysis, you can assess the quality of objects at a glance. Additionally, you excel at constructing workshops tailored to the specific needs of other Tinkers, whether they require bio labs for wet tinkering or high-end computer labs with powerful servers for programming, elevating their capabilities from mediocrity to a level that gives villains second thoughts about confronting them. The only limit is your Tinker ingenuity.

(Tinker) Material

You specialize in the creation of various forms of matter. They can have a wide variety of effects and abilities, even creating forms of matter that defy the Laws of Physics. From heavy metal that can float to a lightweight unknown material that can absorb and negate flames.

(Tinker) Techie

You have the ability to build tinkertech that imitate your non-tinker powers. Additionally, you are able to study and analyze the abilities of others to create items that replicate their abilities to some degree, though it is impossible to fully recreate them perfectly.

(Tinker) Remote Control

You are a tinker specializing in remote controlled technology such as drones. The average Drone built with average resources when starting out is initially very limited, maybe comparable to rats but can swarm in numbers limited only by computer management and communication technology. Drones can be improved with research and development. They can be given specialized roles and technologies for different purposes but that is initially limited to things like say a taser drone or a flame lighter drone. Other facets of this speciality besides drones and the associated support technology is various bits and pieces of that allow advanced communication between technology, advanced computers, advanced programming (not capable of making advanced ai by itself not without years of development), and computer-brain interface technology.

(Tinker) Fortifications and Artillery

Your specialty is the making of anything that cannot be easily moved. If you had a couple of good shots, you could probably kill an Endbringer with one of your guns.

(Tinker) Escalation

You can create Tinker Tech that slowly enhances itself in combat. Growing stronger, better, and more versatile as time passes in combat. The more conflicts you get, the more you learn from

them and adapt. Features that your tech gains 30 minutes after combat can be added later on to be there immediately in combat.

(Tinker) Reconfiguration

You specialize in creating Adaptive Tinker Tech that can reconfigure itself based on threats it comes across. The better information is fed and analyzed, the better the adaptations it creates. It can grow adaptations during combat and outside of it, although it is much faster while in conflict. Your Tinker Tech is very costly, and if it runs out of fed materials it will stop adapting.

(Tinker/Trump) Glory

Your Tinker Specialty is based on the public perception of you. It can be anything people think your Tinker Specialty is and the more famous you are the better those Specialties you may have is. You gain special Tinker Specialties based on powerful threats you overcame, those threats are decided by how infamous or famous the threat you defeated were.

(Tinker) Interdimensional

You can create technology that accesses other dimensions. You could make bullets that go through obstacles by sinking into another dimension, or goggles that let you see every dimension.

(Tinker) Reproduction

You can reproduce the technology of any other Tinker. You can only reproduce technology you've analyzed. Any Tinkertech you've analyzed will be easier to convert to real tech, but only mildly so.

(Tinker) Self-Alteration

You are a Bio-Tinker/Protestician Hybrid that is focused on self-improvement. While similar to Bonesaw's power, both of you would be able to learn a lot from each other, though both of you would probably find it easy to understand what each other's powers did and how they did them. This could be easily combined with any other T1 Tinker power except Bakuda's, and maybe some of the ones of higher tiers.

(Tinker/Master) Nanobots

You can create robots as well as a headset to mentally control them. Your robots can make robots as well. There is no maximum or minimum size to your robots... well, they can't go subatomic, but that's the only real limit. You cannot program these robots without (Tinker) Code, and if you have (Tinker) Code you can overwrite the AI with your headset. You have unlimited multitasking.

(Tinker/Master) Machine World

You can transform into and manifest materials to create machines you understand or tinkertech specialties that you have out of your own body. While this harms you, you also have a minor regeneration power to keep you alive.

You will have a link that enables you to control any machine that is made from you within 1 km, although you can make relays to extend this range as well as fuse with them as long as they are in touching range. This doesn't come with multitasking abilities.

This synergizes well with other tinker powers. Note that without some kind of regeneration power, this can be extremely risky.

Examples of uses for this power are making metal spikes extrude from your skin for combat or vomiting molten metal to forge. More advanced uses include creating entire machines, such as robots (either from understanding their materials, systems, and mechanics or from a tinker specialty), directly rather than just creating the materials, but doing this is harder, riskier, and even more painful.

(Tinker) Nuclear

You specialize in the manipulation of nuclear physics. The obvious use is to create nuclear reactors and bombs, but you can do much more than that. You can create machines that transmute elements, advanced diagnostic imaging machines such as X-ray or MRI machines.

(Tinker) Space

Your tinker power specializes in the manipulation of space, creating things such as teleportation pads, or a small device which allows small scale teleportation would be child's play to you. But you can do so much more than that, bend space much like vista with specialized devices, notably without the manton limits of regular powers, so do be careful. You could create things which are bigger or smaller on the inside. Your imagination is the limit when it comes to creating technology which has to do with space.

(Tinker) Destruction

You specialize in destruction, your Tinker Tech is made to be as dangerous as possible. You can create bullets that delete matter on contact, bombs that consume concrete like the plague, napalm that can last thousands of years, and so on. You can destroy and defeat Endbringers as well, but the price for it is what most would be considered not worth it.

(Tinker) Lasers!

This power is to Legend's shard what Hero's is to Stilling. You have the capacity to make devices that produce lasers with various effects limited by your creativity and the research you do.

Examples include lasers that can turn corners, fork into multiple lasers, pass through walls, freeze, ignite targets, cutting, disintegration, impact, heat, focused, staccato bursts, fat lasers, and invisible lasers. These are just examples though you could develop lasers with capabilities other than those examples and combine effects. Your power also isn't limited to just these forms of esoteric energy manipulation and support technology the true purpose for this power is space travel so beyond dealing with harmful space energies, a form of ftl technology might not be out of reach especially if this power is whiteboxed.

(Tinker) Code

You are a genius when it comes to Code. You could make AI that would revolutionize the world... if they didn't destroy it. Be careful with this power... if only there was a benevolent AI that could help... Warning: The Dragonslayers WILL try to kill you out of fear of AI.

(Tinker) Terraforming

You are a tinker specializing in environmental technology with dual approaches to that specialty. One approach focuses on surviving hostile environments in various ways from specialized genemods, cybernetics, armor/clothing, vehicles, or shelters. The other focuses on changing the environment to suit your needs like purifying water on a large scale, changing the composition of the gasses in the air, manipulating the materials composing the ground, dealing with radiation, dealing with heat or a lack of heat, and changing the weather. These approaches are not incompatible if you work at it you might be able to make cybernetics or armor that can shoot bolts of electricity or manipulate the environment in various ways. While this specialty is very versatile it does not surpass specialties like thermal or cybernetics in their field it merely offers a specialized approach. Has great synergy with specialties related to either of it's approaches.

(Tinker/Trump) Amplifiers and Dampeners

You can create pieces of technology that can either amplify or dampen power. The limits on how much you can suppress or boost powers depend on the size of the tinker tech and how experienced you are, and the smaller your tech is, the smaller the range to the point where ring or necklace-sized pieces of technology require physical contact to work, but in exchange for this limitation, the smaller the piece of technology, the more powerful the boost or dampener is, and the maximum limit of your boosting is 1000% of the original power. At first, you will barely be able to create pieces of Tinker Tech that are able to boost or dampen parahuman powers by 10% and are roughly the same size as a portable gas generator.

And if you have negentropy, then your tech becomes capable of recharging and supercharging shards. Along with this, the boost your technology gives can reach over 1000%.

(Tinker) I Wanna Be The Very Best!

You are biotinker similar to Blasto, you are able to make hybridized creatures. But instead of being limited to plants, they can be a plethora of elements. To shadow human-tigers to crystal reptile birds, to even flame breathing dragons.

(Tinker) Time Dilation

Your Tinker power allows you to manipulate time on a localized scale. You can create devices that alter the flow of time, either speeding it up or slowing it down within a specific area or for specific objects. This power can be utilized for a variety of purposes, including time-based weaponry, time-limited force fields, or time-accelerated manufacturing processes. However, manipulating time comes with its own risks and challenges, as it requires precise control and understanding of temporal mechanics.

Negentropy

It somehow went unnoticed by the entities that your Shard had the ability they sought for eons: it defies entropy. Somehow your power allows you to defy entropy and uses this itself to keep it charged. You will never run out of energy. This is more or less useless unless you're either immortal or think you're capable of convincing the entity to leave behind all his other Shards, including Sting, and therefore not kill all humans in exchange for your Shard. A Shard without this perk may still have the ability to defy entropy, but you need to find it yourself because the Shard doesn't already know.

(Tinker) Infection

You're a Tinker specializing in biological plagues and horrors. You can build all sorts of weapons that can wreak havoc on the population. From zombie viruses to fungus that infects anything alive, you can even create creatures that overtake sewers and create earthquakes. Your zombies are even able to use their knowledge, skills, and powers in life to best infect others. You can make yourself or others immune to any form of pathogen or infection even if you didn't create them. Your zombies won't target you or your work either even if you're a perfect meal.

(Tinker/Thinker) Solarpunk

You specialize in conceptual form of tinkering focus on the idea of Solarpunk, a movement that focuses and envisions a potential sustainable future where both nature and technology are one. You have specialties in renewable energy, arcology design, climate tech, alternative materials, drones, medicine, horticulture/agriculture, prosthetics(complete replacement limbs), terraforming, biological enhancements/genetics, information storage. But that's not only thing you are also able to redesign technology to accommodate the solarpunk way. Turn a gas guzzler into an EV that gets power from integrated solar panels on the roof. Or maybe redesign that phone in your pocket to use safer materials and can last up to several decades. You also get a minor power to convert plant material into usable components for tinkering as well as enhanced memory concerning green technology and positive social engineering. They become just as similar to any inorganic version but also have the properties of a plant. They could even be replanted to grow more and they become resistant to supernatural manipulation; other chlorakinetics won't be able to alter them. Reject the doom and praise the Sun!

(Tinker) Cyber Dystopia

You specialize in a conceptual form of tinkering that goes against the principles of Solarpunk, envisioning a potential future that diverges from the sustainable ideals of harmonizing nature and technology. Your expertise lies in areas that deviate from renewable energy and environmentally conscious practices. Instead, you focus on fields such as fossil fuel extraction, heavy industry, resource exploitation, advanced weaponry, surveillance technology, genetic manipulation for profit-driven purposes, and disruptive technologies with little regard for ecological balance.

With your knowledge, you excel in redesigning technologies to maximize efficiency, profit, and power, often at the expense of environmental well-being. You have an enhanced memory for these exploitative practices and possess the ability to manipulate and corrupt plant material for industrial purposes, devoid of their natural properties. These modified components resist

supernatural manipulation, making them impervious to chlorakinetics or any other form of natural influence. Embrace a dystopian vision and prioritize the pursuit of power and profit over environmental sustainability.

(Tinker/Trump) Mind is Matter and It'll Make the Whole World Go Round

You specialize in psychics and psionic technology. The way the mind expands to the nervous system that connects it to an organisms body, are your plaything. From tractor beam like devices that use telekinesis to scanning tech that uses psychometry, to Brain-to-machine interfaces that can easily grants people technopathy like power. You even now the wet work version of this tech and can induce psionic powers to people or even animals through careful experimentation. Finally you can create psychic stabilizers and augmentation devices to give boost to these powers.

(Tinker) The Factory Must Grow

You gain the technological knowledge specializing in mega factory, mass production, and industrialization. With expertise in building massive industrial complexes, optimizing production lines, and managing vast logistical networks, you become a master of this advanced field. Your abilities encompass constructing colossal factories, automating processes on an unprecedented scale, and streamlining the mass production of goods. Armed with this knowledge, you revolutionize industrialization, reshape economies, and propel civilizations into a new era of productivity and abundance.

With your combined expertise in mega factory, mass production, and industrialization, you become a visionary leader, driving the rapid expansion and transformation of industrial landscapes. You harness cutting-edge technologies, employ advanced robotics and artificial intelligence, and optimize resource utilization to fuel unprecedented levels of output. The world becomes your canvas as you create towering manufacturing complexes, interconnected networks of production facilities, and vast supply chains spanning entire continents. Your mastery of mega factory technology propels you to the forefront of innovation and economic prosperity, forever shaping the destiny of civilizations.

(Tinker) Upcoming Century

You acquire the unparalleled skill and knowledge to invent anything that is theoretically possible within a century. With a deep understanding of scientific principles, engineering concepts, and innovative thinking, you possess the ability to bring forth groundbreaking creations and technological advancements.

Armed with this expertise, you can conceive and develop revolutionary inventions, pushing the boundaries of what is achievable in various fields. From advanced robotics and artificial intelligence to renewable energy solutions and space exploration technologies, your creative potential knows no bounds. With your visionary mind and mastery of scientific principles, you become a catalyst for progress, shaping the future with inventions that were once only dreams.

(Tinker) Dyson Sphere Program

You gain the technological knowledge specializing in mega structure and stellar engineering. With expertise in harnessing star energy, constructing colossal structures, and optimizing

production on a massive scale, you become a master of this advanced field. Your abilities encompass building Dyson spheres, creating interstellar factories, and designing intricate supply chains. Armed with this knowledge, you reshape celestial bodies, unlock untold potential, and become a visionary architect of a grand technological civilization in the cosmos.

(Master/Tinker) Master of Green

You have the power to manipulate plants in various ways. You can make them grow faster, stronger, and larger than normal, or alter their shape and properties to suit your needs. You can also create new types of plants by combining different species or adding your own modifications. You also will be able to control them with your mind, making them move and act as you wish.

(Tinker) Research And Development

You are an Omni-Tinker with access to every technology tree, however, your access is initially limited, but as you create Tinkertech, your access to these trees expands. Initially, your inventions closely resemble conventional technology. Yet, by crafting Tinkertech, you unlock greater access to every technology tree involved in its creation. Furthermore, studying Parahumans and other Tinkers' technology grants partial access to their respective trees. With extensive analysis, you can eventually gain full access to any capability possessed by those Tinkers, and even create Tinkertech that replicates or is based on any power you have sufficiently analyzed.

(Tinker) Techno-Organic

From Flesh to Metals. To veins and wires. From brains housing debatable definitions of sapience to powerful AI cores to blood and coolant; there are a long list of different specialties that can focus on either wetware or hardware. Sometimes merging in limited ways but all the same a difference between them. Biology is able to grow and evolve but can be slow when it comes to strong change. Technology is the aspect of progression and adaption; able to be improved on countless times; but it is static if nothing advances it, it will stagnate and rust. But you? You my good friend are the singularity in both fields. You specialize in techno-organic or Bio-mechatronics, deleting the boundaries between hard and wetware to create something better than the sum of its parts. From a set of power armor that can fused and stored within one's body granting increased protection to access to advanced weapons and digital systems. Creating modules that absorb other unclaimed tech and adapting to a system. Devices that can regenerate or even T.O.-nanites that can think and make quick adjustments faster than an average nanite could. Produce advanced T.O.-ware that can grant someone advanced nano-netics with nothing but a simple pill or shot maybe even a way to transfer one's consciousness perfectly with no error after enough study. Beasts of all shapes and sizes can be made, all outfitted with technology weaponry integrated in them so deeply their descendants will have their modifications. The sky is the limit and nothing can hold you back.

(Tinker) Supervillain

Unleash your inner Bonds Villain, and turn any object into a reality-warping device, whether it be a gun, car or even toaster, granting it phenomenal power. Convert your weapon into a

devastating space-shattering super beam, transform your car into a space-time manipulation device or even turn your toaster into a device that can heat the entire world and launch it off its orbit. However, these devices will come with a high price, requiring vast amounts of resources and manpower. Specific rare elements serve as the cornerstones of the devices, elements that cannot be fabricated in a lab or purchased commercially but are found in locations that may be dangerous and inaccessible. Obtaining these resources can consist of a trip to a challenging location, such as a deep sea trench for heavy water, a core sample from an unstable glacier, geodes from the Earth's mantle or mineral deposits from the dark side of the moon. Other resources may require materials from someone's possession or even regarded as a national treasure, such as the Hope Diamond, to work. The actual diamond itself is needed, not a similar stone or even an atomically perfect replica, as there is always a crucial component that facilitates the enormous power of these superweapons. Your arsenal of super devices grows with your familiarity with technology and your ability to apply those specialties to new weaponry, such as robotic giant robots that grow as they eat metal or mutagenic spores that can mutate the planet

.(Tinker/Thinker) Gaia's Hand

You gain an extensive understanding of planetary formation, evolution, taxonomy to build tinker structures that artificially restructure worlds to contain sustainable habitations for sentient/sapient life with sufficient time and resources (as well as pre-existing conditions). You also gain a comprehensive understanding of sociobiology (stuff like behavioral simulation, population biology and game theory) as well as models on altruism and evolutionary strategies through intuitive socio-metrics tailored to pinpoint precisely how to expedite the growth of complex and sapient life through evolutionary pressures.

(Tinker/Thinker) Hades Protocol

The opposite of [Gaia's Hand], you know how to construct tinker structures that methodically reduce a planet's capacity to sustain and grow life. Build massive structures that poison a planetary biosphere, or leverage your intuitive socio-biological understanding to gradually undermine the natural selection of a few planet's species in order to introduce fatal flaws in their biological makeup. This would obstruct progressive acclimatization to environmental changes, starting a domino effect that would eventually lead to ecological collapse.

(Tinker/Trump) Tinker of Chance

You gain three slots to put tinker specialties that you can hold for up to three weeks each or change after at least one. They are random, usually single-word things, like 'flames', 'robots', or even 'frogs'. While what you can build is vast in your specialties, they must fall within their topic: you wouldn't be able to create a cloning machine with 'robots', but could build an amphibian tank with 'frogs'. You can mix the specialties for better results, and things once built can be built again even after the specialty change, and can even be incorporated in new ones. You can maintain any tinker tech as well, regardless of your specialty. You don't have to change all specialties at once, but can't hold the same one for longer than three weeks.

(Tinker/Trump) Embrace the Punk, Become PUNK Choose a Punk specialization (Atom-Punk, Diesel-Punk, Bio-Punk, Arcane-Punk, Clock-Punk, Nano-Punk, Etc.) and gain beginner-level knowledge of it. At level 0, you acquire basic knowledge of personal gadgets, equipment, and tools to Tinker. As you progress and reach an arbitrary level of production/infrastructure, you have the option to either level up within the same specialization or choose another one. A level-up is qualitative, allowing you to comprehend and produce more complex and far-reaching technologies, such as vehicles, bases, and troupe equipment.

At level 5, you become proficient in building all non-space-specific Tech of that specialization, giving you the ability to create entire continental structures and make world modifications. This includes societal, mechanical, auto-catalytic, or mental constructions, such as designing governmental structures or ideologies for the masses.

All level 2 specializations synergize in a positive feedback loop, allowing you to produce increasingly advanced Tech and push the boundaries of what's possible within each specialization, capable of merging multiple punk styles seamlessly so they're not separated.

(Tinker/Trump) Power Tinker

You are a genuine power tinker, meaning you create devices that interact with powers in general including your own. This power has a lot of leeway in how you go about it. Maybe you give a mundane individual the potential for a power via a simulated trigger event. Giving them an appropriate ability based on the shard they connect with and the parameters of the simulated trigger. Or instead, you force a second trigger on an already powered individual. You are also able to make devices that empower and refuel shards, make it easier for their users to control their abilities or use them for longer periods overall, or make temporary or permanent alterations to their powers. Though there is a drawback, the creation of these devices is especially costly and complicated at first. This power is unable to interact with itself.

(Tinker) Cause And Effects

You possess a unique ability to harness the laws of cause and effect, allowing you to create technology that can bend and manipulate reality in incredible ways. Your creations are capable of achieving seemingly impossible feats. such as the creation of a spear that's able to strike a lethal blow through the heart regardless of the circumstances, or the creation of a machine that can simulate the effects of a cause, giving you a prediction of the future. However, you must acknowledge that this power is not without flaws, as some effects are simply impossible to achieve, such as trying to strike a lethal blow through the heart when the target has no heart. Your technology is extremely costly to create, and it is considered a blindspot due to its effects.

(Breaker/Tinker) Might Make Real Tinkers Mad

You have four breaker states, each one affecting a single section of your body: both Arms, both Legs, Torso, and Head. The affected area will gain a metallic gray color. All of them give the body part they are in durability equivalent to Glory Girl strength as long as the breaker state is active.

They all produce tinker tech, each one having a different speciality, you can for example have arms focused on melee tech, legs focused on mobility tech, torso focused on defensive tech and head focused on sensory tech. This tinker tech is not produced through traditional means

and instead quickly grows out of the body parts under one of the listed breaker effects. alongside making the tech you can also alter the affected body part with tinker tech, for example: if your arm is focused on explosives, you could change it to a grenade launcher. The user does not know how to produce the tech manually instead having a mental catalog/search engine for any technology they desire that their power provides and updates.

This technology is powered by your breaker state. The produced tinker tech disappears if: it's broken, the user is not in a breaker state that this power provides, if taken more than a hundred feet from the user. The tinker tech produced is actual technology in design but is less diverse or effective than any decent tinker power specializing in those types of technology. If you have other tinker powers, you can use them though any of your breaker states, with both specialties mixing.

(Note: if you transform a body part with tech from this power it will not stay when you switch your breaker state)

(Tinker) Revolution

You have access to every Tinker technology tree as well as understood technology dating back to the dawn of civilization(s). The closer to understood technology your inventions are the less black-boxed they are. This limit can be raised if you study and analyze your own technology or if a technology you created is reverse engineered and understood by scientists.

You can have 3 method specializations (modular, efficiency, etc), 5 broad specializations (lasers, waves, code, vehicles, etc.), and 9 narrow specializations (clockwork automata, personal equipment, prosthetics, surveillance, etc.) at once. It takes a minute to switch between specializations.

Note: Even if you build a replicator the created items will still be black-boxed and need maintenance.

Note: Technology levels, your base technology level is based at least on 2010 technology and cannot be lower if you are in a world with a more primitive understanding.

(Tinker/Trump) Shards

A Tinker specializing in the manipulation of shards, this power allows for personal Shard editing and Data gain from nearby Shards. Data gathering takes active combat with a Shard bearer to copy data, this will allow your shard to gain these powers or off shoots. You can cannibalize different data to strengthen or weaken different powers, making changes with the Raw Data and Energy. You gain both a passive Raw Data acclimation, which accelerates depending on how much data you have in your shard. (You can edit more and more, much larger changes and ability addition, faster depending on how much data you have copied from other shards) and a passive Energy gain which will increase your shards life span if left unused. This shard can be overtaxed until it breaks in terms of raw energy, though you will be warned beforehand. (Will be negated with Negentropy) If giving direct access to unused shards (I.E. The Garden of Eden) you will be able to freely manipulate these shards with a touch, and with significant energy use you can discover how to make shards and make powers from/for them. (This analysis will take direct contact for 72 hours, unboosted) The creation of new shards and powers will cost incredible amounts of Raw Data and Energy, enough that each use will cause a serious risk of immediate shard death. (Drawback will be negated with Negentropy.) The Raw Data needed is

about a year of moderate generation (20 fully copied shards worth of generations for a full year with no additional use) for Shard creation but Raw Data needed for power is variable.

Mass Tinkerer

Required: (Tinker) Sharing

You are able to trigger a tinker fugue among yourself and others tinkers, having your shards temporarily connect to one another. You and the other affected tinkers will begin to work together to create something. This also loosens the restrictions on the affected tinkers ability while they are in the fugue.

Singularity

Required: (Tinker/Master) Machine World

All of your machines grow and adapt, assimilating new technologies and improve themselves. All upgrades are recorded and sent through the link, allowing the other machines to gain these upgrades as well as you knowing what and how these upgrades work, allowing you to create upgraded machines.

Archmage

Required, (Trump/Tinker) Artificer, (Trump/Tinker) Alchemist, , Artificer, and Alchemist are upgraded to the next level.

You access to more magic systems as well as the ability to design your own. Your energy pool and recharge rate are multiplied by 10. Your spells are no longer limited in strength. Your Kineticist abilities are affected in a similar way.

Your enchantment cap is raised to five and you generate 6 more charges per day. Your enchantments are no longer limited in strength.

You can create potions that can have permanent effect on the drinker. Your potion can now grand powers on par with a high tier cape. You can transmute metamaterials that are more easily enchanted, or that can conduct, store, or enhance spells, as well as various power-like effects. The transmutation time is now proportional to the circle's area instead of the volume. With this, you could potentially destroy an Entity if you put your mind to it.

(This doesn't give you additional abilities, only upgrade what you already have)

Cache

Required: (Tinker) Revolution

You become a master at technology, you can quickly grasp the principles and applications of any Tinker Specialty you possess.

You also gain the Tinker equivalent of any powers you purchase, as well as the ability to imbue, channel, and create tinkertech items with your abilities, such as powerful mechas you can control with incredible precision that is specifically tailored to and can utilize your powers. (If you possess Glory Girl's power you can create a mecha that has her force fields and aura, and if you have Eidolon's power then you can make an automaton that can gain any 3 powers at a time, etc..) Additionally, your Tinker Specialty can obtain permanent slots for your Tinker Powers at a reduced price. You only need to spend one-third of the normal SP cost for T1 Tinker Powers and half of the normal SP cost for T2 Tinker Powers.

Safety First

Required: (Tinker/Thinker) Safety

As long as the group follows your safety protocols, you can grant them various boosts and have an increased affinity for your tech. They can gain an extremely weakened version of your (Tinker/Thinker) Safety, allowing them to sense the safety of their surroundings as well as how to improve the safety

.The Man Of Tomorrow

Required: (Tinker) Upcoming Century

Your unparalleled skill and knowledge in invention expand even further. You now possess the ability to invent anything that is theoretically possible within a 300-year timeframe. Furthermore, your deep understanding of scientific principles and engineering concepts has been greatly enhanced, allowing you to further expand any field of technology you're working on.

With your newfound capabilities, you can push the boundaries of innovation and create advancements that can even surpass the initial 300-year projection. As time goes on, your creations become increasingly advanced, revolutionizing technology in ways previously unimaginable.

(Master) Manton

Required:Siberian

You can create a projection that is a hole in reality, only selectively affected by physical forces and it can extend this effect to anyone and anything it's touching with the exception of yourself. The projection can be in any shape and form you wish.

Siberian

Required: (Master) Manton

You've become an unstoppable force and an immovable object. When moving you can choose to make your body an unstoppable force, capable of punching aside and piercing through any non-absolute defense. You also now have the ability to selectively choose what forces apply to you and to what parts of your body, rendering you immune to non-absolute attacks. As you have no master to project you, you can freely flicker in and out of reality allowing you to effectively teleport short distances and reconstitute yourself in the event your defenses are somehow overcome. You can selectively share these properties for a few minutes at your choice with anything and anyone you touch.

Wet-Tinker

Required: Blasto,(Tinker) Geneticist ,

You are a wet-works specialist. You have the talent to create anything from advanced medicines to bio-implants to clones to super soldiers and even new species.

Nano-Fab

Required: (Tinker/Master)

Nanobots Your specialization extends to application of physics, engineering, and chemistry to built objects on extremely small scales (Nano, or pushing it, a little smaller).

Sound Engineer

Required: (Tinker) Sound/Vibration

Not only you can fashion contraptions using sound or vibrational frequencies, but you can also use sounds and vibrations themselves in the form of music. It can range from record production to audio engineering surpassing conventional limitations, such as implanting subtle or overt Master effects within your work.

Tinker of Fiction

You gain the ability to build technology from fictional worlds. Worlds where the technology requires a specific energy source or materials will give you knowledge on how to make that material using what you have, or produce that energy with specially designed equipment. You fully understand the mechanics behind the technology and can iterate or build upon it as you feel like.

Technology trees are split into up to ten tiers depending on how much depth they offer. World with multiple distinct technology trees need to be purchased individually (Endless Space would have a tree for each faction for example).

Each week (or 168 earth hours), you gain one charge which can be used to either purchase a new random technology tree at first tier or raise the tier of an existing one. You can only have on tree active at once, you can choose which tree you will have active for the next day but cannot change during the day, the change happens at midnight.

We are live in 1, 2, 3.

You are a streamer baby. you gain the ability to broadcast your POV whether it be in first or third person directly not only to the internet or any equivalent there is in the current world you are in but also to the wider interdimensional internet which allows you to broadcast from one universe to the next without any problem your broadcast can not be blocked digitally nor can anyone prevent other digital device from accessing your broadcast.

When people felt entertained or engaged with your content you gain a stream point which could be exchanged 1 for 1 with USD or any currency with equal value, You could also use stream points to purchase items and abilities or upgrade what you already have at a rate of 10000 points per 1 SP. You could also receive donations from your viewer gaining 1 stream point for every dollar they give.

Hopefully, you got a colorful personality and are fun to watch. Oh, and make sure to not let all of that overinflate your ego.

Wifi

Your brain is now fully connected to a high speed wifi that you can toggle on/off, enabling you to browse the internet and the infinite amount of data it contains as much as you like.

Social media, Google, YouTube,,etc you will be able to access everything in the online cyber space in your mind, and this connection can never be broken even if you are in different universes or dimensions.

Since this connection to the internet is an arbitrary link in your mind, it can never be traced, hacked, or tampered with in any detrimental way.

Idol (Oshi No Ko)

Sing! Dance! You are an Idol now! Your appearance is boosted by 2 levels. If you are already at the top level, then you look divinely attractive. Your singing voice is perfect, you can Dance, and you have a mild hypnotic power that makes people like you! And that's not all, you gain strength from Parasocial relationships. The more your audience love you, the more power you gain. Oh and we are not responsible if you get stalkers and stabbed in the gut.

Archive

For every power that you pick up now, you are granted a complete and incredibly extensive mental archive filled with information, techniques, exercises, blueprints and so on that can considerably speed up your progress with it. If you focus you can actually enter an internal world where this archive manifests in a manner of your choice, whether it be a library, a lab, or whatever else you need. If you possess a power that grants you a personal or internal world/domain of your own, your archive can also physically manifest there as well. The archive will grow the more of it you learn, seeming to never reach an end

Chakra (Naruto)

Chakra is the life energy that is produced by every individual to some degree, composed of physical and spiritual energy. Physical energy is collected from every cell of the body and can be increased through training, stimulants, and exercise. Spiritual energy is derived from the mind's consciousness and can be increased through studying, meditation, and experience. Chakra is normally not visible unless it is highly concentrated or manifested in large amounts. You've become capable to use Chakra on the same level as an Academy Graduate, with the knowledge of basic Ninjutsu, Genjutsu, and Taijutsu.

You can use Chakra to reinforce yourself to become stronger, faster and more resistant. You gain an Elemental Affinity of your choice with a C-rank technique in that elemental affinity, and knowledge in how Jutsu is made through experience in Chakra Molding and familiarity with Chakra theory. With study and experience, you can use all 5 elemental affinities.

Haki (One Piece)

You gain the power of Haki from One Piece, in all of its variations.

Armament Haki covers all or part of your body in a black coating, enhancing your strength and durability, and allowing you to injure beings whose powers would usually make them immune, such as those who are intangible or have a body of living fire.

Observer's Haki is a sensory power, which gives its user the ability to sense the aura and emotions of others in range, and with practice confers a type of combat precognition.

Conqueror's Haki creates a sort of 'pressure' that can knock out the weak willed, or temporarily force fear or compliance on those who fail to resist. In extremes it can damage physical objects. Unlike most powers, Haki relies heavily on the determination and willpower of its user, and falters when they do

Total Concentration Breathing (Demon Slayer)

You may select any existing breathing style or make your own, you start at the level of post Demon Mountain Tanjiro with whichever style you pick, you gain a powerful sense equal to Tanjiro's sense of smell or Zenitsu's hearing. You can select multiple styles, though keep in mind that unless boosted physically by other powers stronger breathing styles such as Stone, Moon, Sun etc. will be more stamina intensive. You can eventually train to be at the level of a Hashira with extreme diligence and effort for extended periods. It also comes with a Sunburst Steel weapon of your choosing. This blade works with upgrades that effect Objects of Power.

Cursed Energy Manipulation (Jujutsu Kaisen)

This is a profound practice, that involves harnessing and controlling the primordial energy known as cursed energy, which is intrinsically linked to the existence of curses—negative and malevolent spirits that inflict harm and misfortune upon humans.

The process of manipulating this energy involves gathering it from the environment or within oneself and then directing it towards a specific objective. This process necessitates a resolute will, unwavering focus, and a deep understanding of the foundational principles that govern cursed energy manipulation. By tapping into its reserves, you gain the ability to employ it for a multitude of purposes, encompassing both offensive and defensive techniques. Which includes exorcism, erecting protective barriers, and augmenting your physical attributes to transcend the boundaries of the natural world, and much more.

However cursed energy manipulation is not without its risks. Improper handling or excessive use of it can have detrimental effects on you, potentially leading to physical and mental deterioration. Picking this would imprint the foundations and intricacies of cursed energy manipulation in your mind, you gain a comprehensive understanding of this energy and its practice. However, the journey to mastery extends beyond the imparted knowledge. The responsibility for further exploration and refinement rests solely upon you.

The Six Eyes (Jujutsu Kaisen)

The Eyes represent a rare ocular jujutsu that endows you with extraordinary perception and enables the fullest utilization of any cursed techniques in your arsenal.

These eyes serve as the key to unlocking the maximum potential for Limitless, propelling your mastery over it to unprecedented heights. They provide vast perception and immense brain processing power, allowing you to precisely manipulate the sophisticated powers of the Limitless down to an atomic level. Additionally, they facilitate highly efficient processing of cursed energy, ensuring a near-impossibility of depletion.

The mental prowess of the Six Eyes distorts time, expanding a single moment in reality into a considerable span within your mind. This ability synergizes with enhanced sight, enabling instant analysis and calculation of positions within your entire field of view. You possess the capacity to discern distinct figures within a vast range of several kilometers. You can also see and sense energies in extreme detail.

However, the heightened ability of these eyes to perceive intricate details imposes significant strain and fatigue on the brain. It is highly recommended to wear a blindfold to mitigate these drawbacks. Even with a blindfold, the eyes continue to function akin to a high-resolution camera.

Sendo (JJBA)

You are proficient in the ancient Tibetan martial art of Sendo, essentially a form of mixed martial arts based around Hamon, with talent and potential in Hamon on par with Jonathan Joestar, capable of creating new techniques mid-combat. On top of that, you will naturally gain a mighty physique, whether this translates to a bulky body like Jonathan's or a slimmer but still muscular body like Straizo, Joseph Joestar, or Caesar Zeppeli is up to you. As a bonus, perhaps thanks to your expertise in Sendo aiding in your balance and poise, you can pose with the best of them.

The Spin (JJBA)

You know how to use the Spin, able to follow the Golden Rectangle to use a simple object like a marble or corkscrew as a potent projectile or to harden your body to the extent of making you bulletproof. Eventually, you may unlock a Stand through mastering the Spin, and if you're lucky, you may get a Stand that would allow you to bypass Scion's dimensional barrier, however the rest of his defenses are a concern you'd need other powers to work around (Even with Sting, you wouldn't be putting out enough damage to kill Scion in a reasonable time frame) and while it is deceptively easy to learn the basics of the Spin, it is extremely difficult to master.

Stand (JJBA)

It seems like you were shot with a strange Arrow, because you have gained a Stand, a manifestation of your life energy as a visualization of your psyche! It's one that fits you and will likely integrate and hold similar mechanics to other powers you may have, but be warned, if you're weak willed, this very well could kill you. Of course, your descendants will also have a Stand and the same dangers apply to them, plus the fated attraction of Stand Users. Generally speaking, it's said that only a Stand can beat other Stands since the only thing known to affect Stands would be other Stands, but in truth, that's not entirely the case. High-level powers like Scion's Stilling and Sting are actually able to affect Stands despite their ghost-like nature due to their own esoteric nature.

Spiral Power (Gurren Lagann)

You have in your very genetics the power of the universe and the future, the infinite potential. Spiral Power. You can accomplish, and do, practically anything, so long as you have confidence in yourself and the fact that you can do so. Your hotheadedness and determination determine your power, with enough heart and spirit nothing is impossible for you. You also have a much tougher body, and can come back from most injuries with little time. You can also naturally live for thousands of years.

Aura (RWBY)

You have the power of Aura from RWBY. You can gift the power of Aura to others if you can figure out how. Aura will absorb most damage done by any physical or elemental attack you're aware of, give you a bit of a sixth sense, and will enhance your strength, speed, durability, stamina, senses, and reflexes. Aura depletes upon taking damage or as you fatigue – and takes a period of time to recharge once it's gone.

Eventually, you'll discover your Semblance - an expression of your soul's true form, fueled by Aura.

You Like Em Bad? Cause I'm Bad To The Bone (Undertale)

You've been blessed by greatest pun loving skeleton known to man, this grants you a unique powerset that allows you to manipulate gravity, control bone-based attacks, summon formidable weapons known as Gaster Blasters, and unleash Karmic Retribution upon evildoers.

Firstly, you possess the ability to control gravity, granting you the power to manipulate the weight of objects and manipulate them in the air. You can make objects heavier, allowing you to throw them with great force or disrupt their movements at will.

Secondly, your mastery over bones manifests in a wide range of attacks. You can shoot bones towards your foes or create barriers to protect yourself. These bone-based attacks are imbued with a special energy akin to magic, making them exceptionally strong and formidable.

As an extension of your bone manipulation, you have the ability to summon Gaster Blasters. These powerful weapons take the form of floating dragon skulls and unleash devastating energy beams upon your enemies. Their destructive force is unparalleled and can turn the tide of battle in your favor.

Lastly, your most crucial ability is Karmic Retribution. This power serves as a means to punish evildoers. It amplifies the damage you inflict based on the target's level of "evil" and the extent of harm they have caused to others. Against heroic individuals, this ability holds little effect, but when facing monsters or those of wicked intentions, the damage you can unleash becomes magnified exponentially.

DETERMINATION (Undertale)

You have gained the ability to SAVE, LOAD, and RESET. You can set a SAVE point in time and space which you will automatically return to if you die, and you will only truly die if you wish to. When you create a new SAVE point it will permanently erase the old one, but you can choose to RESET at any time you wish and it will send you back to when you first gained this power, and you will be able to jump through time at your leisure. There are a few drawbacks however, strong willed individuals might have feelings of deja vu after timeline alternations, and those with determination significantly higher than yours can cause your powers to fail.

With enough willpower, you will be able to circumvent those drawbacks via a TRUE RESET and refuse death entirely, staying alive long past when you should have perished through sheer DETERMINATION alone. This power also acts as a general willpower boost.

To Stand In The Shoulder Of Giants (Petals of Reincarnation)

Choose a historical or legendary figure from the annals of history, and you shall become their direct descendant and reincarnation. Through this newfound lineage, you inherit the awe-inspiring powers and abilities of your ancestor, embodying their epic tale and reenacting their remarkable deeds.

As a Descendant of a historical figure, you possess the ability to manifest the powers, appearance, and memories of your ancestor. With a mere act of will, you tap into the full potential of your ancestor's legacy, channeling their greatness and legend through your very being.

What sets you apart from other Reincarnators is that you possess the complete powers of your ancestor right from the start. Your transformation is permanent, granting you immediate access to their extraordinary capabilities. This advantage allows you to fully embrace the essence of your ancestor's legend, transcending the limitations faced by other Reincarnators.

Furthermore, you are not burdened by the uncontrollable urges typically associated with this lineage. Regardless of whether your ancestor was revered for great achievements or infamous for terrible acts, these urges do not sway your actions. Your own identity remains intact, granting you the freedom to choose your own path and forge your own destiny, unencumbered by the personality traits or desires of your ancestor.

It should also be noted that, as a Returner, you possess naturally superhuman physical abilities. Your agility rivals that of an Olympic sprinter, and your strength allows you to effortlessly shatter stone and trees with your bare fists.

A Dance of Souls (Soul Eater)

You are either a Weapon Meister or a Demon Weapon, and have a partner of whichever type you aren't. The Demon Weapon can be of any type seen in the series besides a Death Scythe, or of a type of your creation of roughly equivalent power. Your soul resonance is very compatible with each other to start, and you both have experience similar to that of Maka and Soul at the beginning of Soul Eater in both the specialized abilities of Meisters and Weapons as well as in the use of the fighting styles associated with the type of Weapon you chose.

Weapon Meisters specialize in manipulating their soul wavelengths to produce various techniques. With training, the Meister of your pairing may learn to use this to sense souls, to strike with their own soul and to adjust their wavelengths on the fly to negate soul-based forms of offense, among other more specialized techniques.

Demon Weapons are humans with the ability to transform partially or fully into a specific weapon, though certain types may have multiple weapon forms. They also can eat souls and act as a conduit to amplify the soul wavelengths of a Meister. At the start, the Weapon of your pairing may only do broad changes to their body such as transforming a limb into the blade of their weapon form or popping their torso out of the blade when otherwise fully transformed, but with training they may perform more delicate changes.

The more synchronized the two of you are, the more your abilities are augmented when the Meister is wielding the Weapon, and through this you have access to a powerful combo ability, such as Witch Hunt Slash or Death Cannon, which if used well can potentially kill even immortal beings, but this ability is draining and hard to use.

If one of you dies, the other can house the soul within them; if a new body is constructed for the dead, they may inhabit it.

The Tinker Toolbox

You now possess the same Striker/Shaker effects all Shard Tinkers have. You are capable of modifying reality to make super tech with common materials. This includes the ability to cut glass with your fingernails, lead to a 95% yield in chemical solutions, using copper as a room temperature superconductor, making plastic from potatoes, and slotting modern components by hand into a board. The only compromise is the need to perform maintenance in all components that defy the laws of physics.

As a bonus, you can enter a fugue-like state for faster build speed and a deeper reality modification, leading to more throughput with the common materials, like making a 3-D printer extrude carbon nano-tubes.

Magitech

You have the remarkable ability to merge magic with technology, creating things that would astound scientists and wizards alike. This could be easily combined with any other Tinker power, and is severely hampered without some form of magical ability

Inspired Inventor (Worm CYOA V1)

You are the world's first Tinker-12. Each day you have ten charges, which can be spent to improve your Tinker abilities within a specific specialization or theme. A single charge would make you a good tinker within an area and would be equal to around 4 SP worth of points. Each additional charge put into a power would double your abilities (around an increase of 2 SP per charge), with no limits to how many times you can spend a charge in a certain area or specialization. Spend a couple of charges on augmentation and start crafting cybernetics out of scrap. Spend some on medicine and cure cancer in an hour. Should your different themes overlap, they will stack, building off of each other and integrating perfectly. All technological fields of knowledge such as engineering, chemistry, etc are viable for this.

104 Days (Phineas and Ferb)

"Aren't you a little young to be.....? Yes, yes I am." Children have the most creative and imaginative minds, able to turn a simple backyard into a vast world of wonders and adventures. Their minds conjure dreams so vivid and incredible that they continue to influence and shape their lives long after they grow into adulthood. It's a shame that most lose this imagination as they get older, but you? No not you, for you were a precocious little thing and your mind would not let the dreams of yesterday fade, you make them into reality. Your mind is so great that whatever you imagine, you can create. From a rollercoaster that safely flings about the entire city all the way into the stratosphere to back down to your backyards not even connected to a rail half the time, making a cheese themed theme park, to a spacecraft to visit another star that your parents bought you, somehow creating a concert that reunites the band that sings your parents favorite song, to even just creating a song and breaking out into dance number on the spot. And just like a child any adventure that you partake in could be completed in the same span as a single summer afternoon. The materials needed somehow always appear when you need them to and the building taking as long as it takes a child to imagine the adventure he needs them for, so as to enjoy the afternoon as much as possible. And most importantly, it's not as fun without friends is it? Those around, those you consider your friends and allies find their child wonder awaken in them in your presence, and the scope of your power here extends to them as long as they partake in your adventures.

The Celestial Workshop

Within your mind resides the perfect workshop, a realm of limitless creativity where you bring your envisioned designs to life. This celestial sanctuary empowers you with three extraordinary abilities.

Firstly, your creativity surpasses that of even the greatest artists, granting you unparalleled brilliance. Ideas flow effortlessly as you unlock the depths of your imagination, manifesting awe-inspiring designs.

Secondly, as you conceive your creations, tools and materials materialize within the workshop. These resources are precisely tailored to suit each specific design, providing everything needed for your visions to take form. Whether it's sculptures, inventions, or musical compositions, the workshop offers the perfect means for your endeavors.

Thirdly, the workshop bestows upon you temporary knowledge of magic and advanced scientific principles. Through this knowledge, you can enchant, curse, or bless your creations with mystical properties. Infusing magical energies enhances their capabilities, granting extraordinary qualities. Alternatively, your understanding of futuristic scientific concepts allows you to create technology far beyond modern advancements.

Furthermore, you possess the ability to manifest your conceived items into reality. By channeling a semi-sentient blur of energy, flawless constructs materialize, reflecting the exact details envisioned within the workshop. Weapons forged in this manner possess unlimited ammunition, ready for unleashing their full potential.

It's important to note that the energy used for manifestation draws upon your stamina. While the possibilities are boundless, the complexity and magnitude of your creations may require rest and recovery to replenish your vitality.

Cyberpunk 2077 (Cyberpunk)

You gain the knowledge of how to create any technology that is either shown, referenced, or hinted at in Pondsmit's Cyberpunk series. This includes both the tabletop RPG & the video game adaptation, making you able to create neuralware, Braindances, Cyberdecks, software & programs, AI, cyberlimbs, robotics, The Soullkiller Program, hovertanks, powered armor, and so much more.

As a bonus, your cybernetic augmentations will never cause Cyberpsychosis in anyone. You also become a skilled Netrunner, able to run circles around modern hackers, exploring the internet in ways few could ever hope to match, with AGIs being one of the only exception

SCIENCE! (Fallout)

You gain the technological knowledge from the year 2077 Fallout, a world that has been engulfed in nuclear fallout; from advanced laser and plasma weaponry to robotics and clean fusion energy, advanced medicines, deadly viruses, space age alloys, cybernetic implants, teleportation, and much much more. You know everything that has to do with technology seen in Fallout or in any of the canon material. You can also use things from mod content within a certain threshold of lore friendliness (for example, Project Nevada cybernetics would be acceptable, as would official cut content, or things from Van Buren, while a minigun that fires Fat Boy warheads would not.)

As a bonus, you also become a skilled survivor, being able to build things from scraps that you find much easier than a normal person would find, and scavenging for supplies becomes easier for you. Your technology also lasts longer than others surviving even after 100 years and nuclear fallout.

Science Team (Portal/Half Life)

With your newfound knowledge of the science of Aperture Science and Black Mesa, you possess the ability to create anything the humans have shown, referenced, or hinted at being able to build in the Portal and Half-Life franchises. This includes, but is not limited to: quantum tunneling devices, long-fall boots, robotics, AI, turrets, interdimensional tech, gravity guns, HEV suits, advanced medical solutions, and much more.

As a bonus, you gain the ability to think with portals, an innate understanding of how the forces of gravity and kinetic energy will act on your body and held possessions in any given scenario. You excel at thinking outside the box, approaching problems, and finding solutions that are innovative and unconventional.

YoRHa (Nier/Nier Automata)

You gain the combined technological and magical knowledge from Nier and Nier: Automata, immersing yourself in a world of captivating technology and mystical forces. This encompasses a deep understanding of advanced androids, futuristic weaponry, and the enigmatic powers of the magical arts. With this knowledge, you become a formidable warrior, capable of wielding powerful swords, guns, and devastating magic spells.

Capsule Corp (Dragon Ball)

You gain the knowledge to create the technology in the Dragon Ball universe. Such technology encompasses advanced spaceships capable of interstellar travel. These spaceships possess advanced propulsion systems, defensive capabilities, and the ability to generate artificial gravity. Gravity chambers that simulate intense gravity levels, resulting in accelerated physical strength and endurance gains after training. Time manipulation is achieved through objects like the Hyperbolic Time Chamber and Time Rings, allowing the manipulate time for training purposes or to travel to different points in time. Additionally, cybernetic enhancements that can augment the physical abilities of individuals. Such as Android 18 with her cybernetic components providing superhuman strength and speed. Energy detection devices like scouters or energy-sensing abilities enable characters to detect and measure the power levels of others, providing real-time data for assessing opponents' abilities.

Hail Science! (Futurama)

You gain the knowledge and capabilities to build the wondrous technologies from the 31st century, along with supernatural skills in inventing and crafting futuristic tech. With this power, you become a living embodiment of scientific prowess and innovation.

You can effortlessly invent and create mind-boggling technologies that defy logic. For example, you'll understand and master advanced transportation systems of the future, easily travel through space, and design cutting-edge vehicles. You'll have an intuitive understanding of artificial intelligence, allowing you to manipulate and reprogram robots like a pro. You can even transfer and control consciousness, freeze yourself in time to wake up in the future, and invent mind-bending gadgets that go beyond what's considered normal. Your expertise extends to genetic engineering, enabling you to create one-of-a-kind and whimsical creatures, explore advanced medical technologies, and heal and improve life in ways that seem impossible. On top

of it all, you have the supernatural ability to synthesize any unique material found in the far flung future. With your newfound brilliance, you'll quickly amass a collection of world-ending gadgets.

Pokétech (Pokémon)

You gain all the technological knowledge of the world of Pokémon, a society that has thrived on capturing monsters and keeping them in Pokéballs. You gain the ability to make your own Pokémon through genetic engineering and the various other technologies seen in the Pokémon world, like cloning, Pokéballs (devices that can be used to store massive amounts of data), computers that can turn physical mass into computer code, devices to restore fossils, teleportation, holographic display, giant mechs, forced evolution and so much more. As a bonus, you become great at training Pokémon and other animals as well as a great tactician, able to think slightly faster in the moment.

Galactic (Treasure Planet)

You gain the knowledge on how to create all the tech shown in the movie of Treasure Planet, this includes an array of knowledge in cybernetics, robotics, massive planet-builds, holographic devices, laser-weaponry, portal creation, solar arrays and literal space-ships. You also know a great deal in astrophysics and sailing.

Kaiba Corp (Yu-Gi-Oh!)

You gain the knowledge of the ancient magic and futuristic technology from the manga and anime of Yu-Gi-Oh. Everything from the machines that made the cards, to duel disks, to duel runners so you can duel at 180 miles an hour, a time machine so you may duel the pharaohs, a device capable of entering the afterlife so you can duel the dead, dimensional travel to duel other versions of yourself, a space station so you can look down on those third rate duelists with fourth rate decks, and whatever hair gel the protagonist is using. You also know the rituals to make the millennium items.

Due to your knowledge of dueling energy and the ancient magics of Egypt you gain the ability to materialize real Duel Monsters using cards, becoming a psychic duelist. Damage to Life Points inflicted to the opponent becomes real damage and pain, even outside of a duel you may materialize cards and their effects.

Chemical X-Pertise (Powerpuff Girls)

You gain Professor Utonium's knowledge in the creations and usage of Chemical X and its siblings such as Antidote X, and Chemical W a more powerful though more difficult to stabilize version of Chemical X. Chemical X is a mysterious black chemical able to grant superpowers or cause unpredictable mutations, and create sentient creatures. In its raw form its effects are temporary though with additives it is possible to control its effects and make them permanent. After purchasing this power you gain a single vial of Chemical which is prepared to grant a single being permanent powers similar to the PowerPuff Girls or to create a single PowerPuff Girl/Boy.

Aincrad (SAO)

Kayaba Akihiko may have been the one behind Nerve Gear, but even his genius is left in the dust by yours. You've now gained the ability to easily create and expand upon any and all technology shown, hinted at, or referenced in the Sword Art Online series, from advanced A.I., to Nerve Gear, to World Seeds, to even the Soul Translators. Your ability with creating virtual worlds and the infrastructure to support them is in particular incredibly exceptional, allowing you to effortlessly create worlds that enraptures people and that feel, and are, as alive as the real world.

You will, as a bonus, start off with the virtual worlds Aincrad, Alfheim, Serene Garden, Asuka Empire, and Gun Gale already created and filled with characters that are just as real as you stored on a small digital server you get for free alongside a nerve gear headset.

You may optionally choose for the Nerve Gear and any of the virtual worlds to already be widespread and with a massive fanbase and online community and presence.

Rapture Science (BioShock)

You gain knowledge of how to create any technology that is shown, referenced, or hinted at within the setting of BioShock, BioShock II, or Infinite. This gives you the knowledge necessary for the creation of Plasmids, ADAM, and EVE even without the presence of sea slugs or little sisters for the harvest and creation necessary for the creation of Plasmids, ADAM, and EVE.

You are also well versed in other projects, such as the Thinker being able to create AI on a similar level or any technology seen in the series.

As a bonus, you become skilled enough as a biologist that you could create similar products to Plasmids, ADAM, and EVE, a skilled psychologist able to create brainwashed soldiers similar to Atlas or Sofia Lamb, and you become skilled at creating brand new, never-before-seen plasmids that have abilities that have not appeared in the games.

Automail (FMA)

You gain the knowledge of how to fabricate and install Automails from Amestris. Directly connected to the user's nerves, these mechanical prothesis move just like regular limbs. They range from civilian use models to military ones that can host weapons in their mechanisms, like chainsaws, cannons, and machine guns. Be careful not to make them too heavy or you may stunt someone's growth, giving them a height complex.

There's A Zombie On Your Lawn (Plants Vs Zombies)

You are a Morticultralist from the Plants Vs Zombies universe, having access to every single plant in the Plants vs Zombies mobile series. While incredibly weak offensively and requiring a large amount of preparation to use, every single plant is incredibly powerful on defence, even the weakest peashooter is powerful enough to blast regular humans apart with ease.

You start with 3 seed packets for any 3 Plants of your choosing, alongside five free Sunflowers, and for each 4 foes you defeat you unlock a different plant at random.

With enough time and effort, you could make a truly impenetrable fortress.

Twilight of Light and Darkness (Megaman)

Doctor Thomas Light was the greatest recognized genius his world had ever seen at the time; he pioneered and advanced many fields of science most notably robotics with his only true rival

being the villainous Doctor Albert Wily. Your mind receives a copy of both Doctor Thomas Light's and Doctor Albert Wily's memories and skills from the end of their lives when they were dying of old age and had already created their greatest inventions.

This includes but is not limited to the capability to construct human sized and shaped mechanical lifeforms capable of physical evolution, human equivalent sentience, sapience, free will, highly resistant if not immune to reprogramming by conventional means, innate physical capabilities like mid-tier brute strength and durability along with mid-tier mover speed and agility, complex multitasking, managing/administrating less capable mechaniloids and systems, controlling the elements, moving faster than light in short bursts without affecting matter, manipulating the fabric of space and time on a small scale locally for a variety of purposes, and scanning and replicating the functionality of similarly advanced technology to a limited degree. You can also set up systems for teleporting across the planet, small scale solar powered reactors, plasma weaponry, and create artificial dimensions with alternate rules of physics connected to

Gate of Babylon

Required: (Trump/Tinker) Enchantment

You have access to every mythical treasure thought up by man before the year 1900 and can open portals to your pocket dimension. Items can be launched from your pocket dimension at the speed of sound. No weapon stronger than a continent-destroyer can be found in your pocket dimension.

OSHA Inspector

Required: (Tinker/Thinker) Safety

As long as the group knowingly doesn't follow your safety protocols, you can ruin their business and no one but the business itself will blame you.

OSHA Inspector v2

Required: OSHA Inspector

If the employees and workers in the group/business are physically and mentally unfit to continue work, yet continue to do so, you can ruin the business as well as those causing problems and no one but the business itself will blame you.

Soldier of the Future

Required: (Tinker) Revolution, (Tinker) Reproduction,

You can use Miss Militia's power with any Tinkertech weapon you've touched

The Phantom Magus Combino Deck

A deck of 78 blank faced tarot cards is bound to your very soul.

These cards have the magical ability to seal and unseal anything into themselves, though this is not the true power of the cards. No, their true power lies in the ability to combine the things you've sealed in them. For example, if you take a "Gun" card and combine it with a "Lighter" card, you create a gun that shoots fireballs instead of bullets.

The cards also give you the ability of a professional magician: acrobatics, sleight of hand, mentalism skills and so on. There are some unfortunate side effects though. You get urges of kleptomania and theatrics

The Emperor's Regalia (Air Gear)

To possess a Regalia is to be acknowledged as a king, but you are no mere king, for you are the Emperor. You have been granted a personal Regalia that embodies the composite essence of all Regalia's. It harnesses the collective abilities of the 28 Regalia's, granting you access to a vast array of powers and techniques from each one, including the revered tricks from the 8 Main Roads. This Regalia stands above all others, seamlessly blending the unmatched potential of the Sky Regalia, the elemental prowess of the Flame, Thunder, Wind, and Fang Regalia, the paralyzing vibrations of the Gem Regalia, and more.

Crafted with unparalleled craftsmanship, The Emperor's Regalia possesses an unbreakable nature. Furthermore, this Regalia operates without the need for any external energy source, defying the limitations of conventional ATs.

Upon wearing The Emperor's Regalia, you are bestowed with supernatural agility and dexterity, your movements becoming a fluid symphony of grace. The Regalia molds into your body as if an extension of your very being. With innate mastery over this divine Regalia, you seamlessly maneuver and ride the Regalia with the prowess of a true king, effortlessly performing any tricks and traversing any terrain or environment.

Teigu (Akame ga Kill)

You gain a Teigu of your choice made to be compatible with you which also unlocks and enhances your spiritual power, granting you General-level potential. If you choose Demon's Extract, you'll need to drink it yourself, but you'll be guaranteed to be able to push through its insanity inducement thanks to your compatibility so long as you can focus on doing so for a while after drinking it. Teigu have capabilities unshown in canon, as all of them can grow alongside their user and some of their capabilities were subtle, like Wave's Grand Chariot enhancing his development speed like Incursio's evolution enhanced Tatsumi to the point he survived wielding two Teigu at once. The one thing this is guaranteed to be unable to do is bring back the dead. Additionally, if you get into a battle with another Teigu user, and both of you hold killing intent, one is certain to die.

Trick Armoury (Bloodborne)

Left to you by hunters of old, an armory of every trick weapon and Hunters tool, including those taken from enemy and ally factions in history including even legendary weapons like the Holy Moonlight Greatsword, the mighty Burial Blade, and even the swift and elegant Rakuyo. The armory also comes with Hunters Tools like the Old Hunters Bone, Executioner's Blade, Empty Phantasm Shell, A Call Beyond, etc. Finally the Armory comes with its most powerful item sets, a horde of bloodgems and bloodshards of every variety and every known Caryl Rune. To make sure whomever has this armory can make the most use of it, the armory also comes with a portable workshop filled with every tool needed to repair weapons, add bloodgems, give yourself rune enhancements, etc.

Exotic Arsenal (Destiny)

The Guardians of the Last City are known for their wholehearted embrace of dangerous and unusual weapons and armor. With each purchase, you may acquire one exotic or legendary piece of armor or weapon of your choice. No matter what you choose, you are guaranteed to be immune to any harmful or corruptive effects possessed by these items.

Firing anything from miniature black holes to exploding worm larvae, the weapons on offer are as varied as they are effective. While some of their more unusual effects may not function in the hands of an ordinary person, all of them are expertly made weapons that can channel their wielder's paracausal power to enhance their damage.

Beyond simply providing excellent protection on the battlefield, many of the armors offered here can have additional useful effects on their wearer. As with the weapons, many of these items are designed explicitly with Lightbearers in mind—being powered entirely by the Light of their wearer. Even so, they may still prove useful to those seeking high tech protection.

Senzu Bean Bag (Dragon Ball Z)

You get a bag with two dozen Senzu Beans. Mystical beans that, when eaten restore a person's physical condition near-instantly to its physical peak, healing any kind of injury, including missing limbs. Fatigue disappears, and stamina and all your energy reserves are fully restored. While they can heal poisoning, they cannot heal people of sickness or diseases. Eating a Senzu Bean can keep a regular person fed for 10 days.

Dragon Balls (Dragon Ball)

Dragon Balls are large, crystalline spheres that feature five-pointed stars (ranging from one to seven) inside of themselves (akin to glass art). Individually, they are powerless but when the seven balls are united, they have the ability to call forth their associated Eternal Dragon who can grant wish(es).

Once your wish is granted, the Dragon Balls will spread across the planet to once again be found after a year.

Magic Key (Indian in the Cupboard)

You have a key that if used to lock a container will allow any fake things stored inside it to become real after 24 hours. The key works on any lock and anything made expressly for storage purposes. Sure you can put a toy in there and bring it to life, or toy guns to real guns, fake money to real money, uh, a mannequin to a real person? A dragon statue? Any fake representation of a thing will become real. Just don't get eaten.

Tessaiga (Inuyasha)

Tessaiga is a legendary sword forged from the fang of the Inu no Taisho, said to "kill a hundred demons in a single stroke". The Tessaiga has the ability to strike Wind Scars, releasing an energy wave strong enough to kill 100 Yokai in a single swing or destroy a mountain. It can also produce barriers to protect you and can absorb the primary abilities/attacks of those destroyed by its blade and assimilate it. It possesses a mind of its own and will sometimes guide you through wanting to be drawn and giving advice in certain situations. In its regular form, it looks

like a regular, if battered, katana, but when wielded properly transforms into a giant sword somewhat resembling a falchion.

Super Crown (Mario)

The Super Crown is a mystical power-up item of incredible power and ability. It will transform the recipient into a female princess of unparalleled beauty resembling a certain Princess Peach of the Mushroom Kingdom. You radiate an unparalleled charm, and even a crass attitude will look attractive on you. You are able to use all your powers in this form. A crown fit for royalty.

Neuralyzer (MIB)

A Neuralyzer is a top secret device used by the Men in Black to wipe the mind of anyone who sees its flash, with dials that set the amount of memory to be erased, one for hours, one for days, one for months, and one for years, after which they are in a trance you can use to supply memories to them through simple explanation. Paired together with this you also get a snazzy pair of sunglasses which deflect the light created by the Neuralyzer to avoid being harmed by the effects.

Ninja Gear (Randy Cunningham 9th Grade Ninja)

You gain your own Ninja Mask and NinjaNomicon, when worn, the mask will turn into a ninja suit that gives you superhuman physicality, a hammerspace that stores items like weapons and smoke bombs, Resistance to magic as well as enabling the use of magic ninja skills.

Your NinjaNomicon is an ancient book that puts you into a trance and takes your mind inside the book to grant you wisdom and/or skills depending on your needs, the skills are both mundane and of magic abilities of the ninja, the book is precognitive in nature so it knows what to teach every time it's opened but you can choose to go to a specific lesson if you're determined enough.

If you have good enough character then you will not go mad if you don't mind-wipe yourself using the ultimate lesson for more than 4 years but you can still choose to do it, removing your memories, wisdom and skills as a ninja, integrating them into the Nomicon and making the enhanced abilities pass into a new suitable ninja.

Jack's Sword (Samurai Jack)

You gain the nameless sword of the nameless samurai warrior known as Jack. It is a holy katana that was forged by the three gods Odin, Ra, and Rama for the sole purpose of destroying the evil Aku.

It is unbreakable and will never lose its edge, it is extremely adept at destroying evil and will not harm the innocent or pure hearted.

You are a master of all forms of combat. From swordfighting to archery to staff fighting, horse riding and everything in-between.

You are also now frozen at the age of 25, never able to age past that. (If you are younger you won't be frozen until you reach 25, if you are older you are de aged)

Golden Tiger Claws (Xiaolin Showdown)

Created by Master Dashi as one of the incredibly powerful Shen Gon Wu, the Golden Tiger Claws in particular are a coveted item. With this claw, you are able to rip a hole in space-time to any other point in space-time that you can jump through to instantly transport yourself and others. You can choose if and when the rip closes at any time.

Increased Frequency (Inspired Inventor)

Required: Inspired Inventor (Worm CYOA V1)

Increases the frequency of charges. Each purchase halves the time between charges generated (every 12 hours, 6h, 3h...).

Increased Charges (Inspired Inventor)

Required: Inspired Inventor (Worm CYOA V1)

You generate 10 additional charges per cycle.

Increased Frequency (Tinker of Fiction)

Required: Tinker of Fiction

Increases the frequency of charges. Each purchase halves the time between charges generated (every 3.5 days, 1.75 days, 21h).

Increased Charges (Tinker of Fiction)

Required: Tinker of Fiction

You generate 1 additional charge per cycle.

Multiple Choice (Tinker of Fiction)

Required: Tinker of Fiction

You can now choose tech trees. You can still optionally select for random tech trees but if you have a specific tree in mind it won't be up to RNG.

Multidisciplinary (Tinker of Fiction)

Required: Tinker of Fiction

You're now no longer restricted to using one tech tree at a time, allowing you to mix and match tech. You can integrate the Crysis Nanosuit into your MJOLNIR power armor, mount Alpha Centauri Singularity Weapons on the Normandy, install Star Wars holoprojectors in your Pipboy, and generally ignore the boundaries between tech trees.

Manoeuvre

Tinker, Thinker

Manoeuvre builds stuff by folding paper into various configurations. He does not cut or tear paper in any way. All of his projects are either made from one sheet of paper, or from multiple sheets modularly slotted together.

He has an intuitive understanding of higher-dimensional mathematics, graph theory and non-euclidean geometry from his power.

Because he cannot work with electronics, circuitry, metals etc he spends a lot of time coming up with unconventional, convoluted workarounds so that he can approximate stuff that other tinkers can do.

He can work with any kind of paper, but he finds that he is most effective when he makes his own paper (with wood, bleach, limestone etc.). He can treat his paper with chemicals, tranquilisers and so on, but given enough time and materials to ramp up with, he can cook up large volumes of fireproof, waterproof, unnaturally durable paper.

The folds he makes defy the laws of physics allowing him to compress huge reams of paper into small, easily carried trinkets. These trinkets expand when thrown, becoming caltrops, barriers, traps etc, or even as a distraction (a folded-up tetrahedron, which when thrown blows up into a shower of complex ribbon/fractal-shaped confetti that flutter everywhere and obscure line of sight), and even thrown weapons (like darts, shuriken which somehow fly faster and more accurately than they are supposed to). They do not have to be all combat oriented though. For example, one of his trinkets expands into interlacing struts which can be used to prop up rubble for disaster relief.

Later, he is able to expand, creating semi-autonomous minions out of folded sheets of paper, using a programming language inspired by Protein and DNA folds. He encodes commands in folds, twists and crumples of the paper. Because of the space breaking aspect of his power, he can make these folds really small, and because paper can be folded in so many different ways, he manages to jury rig a strange kind of non-binary computer language, with surprisingly high possible amounts of data storage and processing capabilities.

This means some of his equipment has combat-precog capabilities. A bracelet registers galvanic skin response, body temperature, sweat, heart rate, posture, body tensing etc to anticipate possible combat and expands at just the right time into a protective cocoon.

The space breaking aspect of his power lets his automatons violate physics too. For example, a fluttering paper butterfly-shaped automaton is able to stay in the air for far longer than it ought to.

He can also build a modular "power" armour out of hardened paper, with hooks and folds holding it together as well as "clappers" which double up both as non-lethal concussive sonics and echolocation sonar. He can also build an almost monomolecular edged blade out of folding the paper multiple times.

Late game, he is able to leverage his physics-breaking capabilities to create quantum-entangled equipment, which he uses to control his minions and communicate with his allies in real time. (The vibrations of his voice into a paper "microphone" recreated in a paper speaker) allowing instantaneous, infinite range communications.

His biggest limitation is that he has to build everything from scratch. The folding process is time consuming. He manages a partial workaround by having most of his gadgets as reconfigurable arrangements of different modules, sacrificing strength and effectiveness for versatility and more options in the field.

Mountain Man

would fall under the Chaos/Field Tinker category under Wildbow classifications.

His power is to figure out food, shelter and weaponry from his immediate surroundings, so he lives in a hut in the mountains built from rocks, whose mortar cooked up from volcanic ash and

quicklime, and reinforced by a woven lattice of wooden strips that is daubed with a sticky material made of some combination of wet soil, clay, sand, animal dung and straw.

His general appearance is gaunt, shaggy, unshaven, but not stinky (since he renders soap from animal fat that he hunts, toothpaste and water filters from bone charcoal etc)

He has an affinity for deadfalls, mantraps, rope traps, bows with strings made from animal sinews, melee weapons from wood and bone, gunpowder refined from gathered bat guano, charcoal and elemental sulfur, and at the upper end, he can mine magnetic ores and somehow assemble them into a wooden housing to make a primitive rail gun.

So I see his shard, the way it expresses itself in his particular scenario, as a self-sufficiency/improvisation specialty. But perhaps his trigger made him more reclusive and anti-social, maybe rarely, if ever venturing from his little hut in the woods. But he's extremely hardy. It takes a lot to kill him, and he can survive through super-cold winters, droughts, etc.

Endgame

as a tinker with a specialty around Hunter-Killer technology - in that his tech is separated into two broad branches - one that's geared towards finding targets and another that focuses on attacking them. He can't mix and match branches. All of his inventions HAVE to belong to one of these. One piece of tech finds a target, broadcasts its location, distracts it, bogs it down to buy time for the other to arrive and finish it off.

Any additions that do not contribute to the core function of an invention are discouraged. If he somehow manages to shoehorn them in, he will find that some critical functionality is compromised, and he also faces an increased chance of misfiring proportionate to how "out-of-place" his shard perceives his additions to be.

So for example, if he tries to add a laser module to a surveillance/reconnaissance quadcopter design, he'll first have a hell of a time finding a free slot to place it in, and then when he moves around some micro-controllers and circuit boards to create space, he'll find that his drone is now prone to overheating, and when he adds the module, he'll realise that the now uneven weight distribution of the main chassis has now means the drone flies more slowly and is more unstable, and then he'll find it hard to reconcile the code of the laser's targeting system with the surveillance drones' onboard IFF system, and the code he mashes together will be buggy and might just freak out an inopportune moment and target an ally, or worse, him!

But successful builds end up looking something like this:

Examples of early builds:

A motion sensor that blares loudly when it detects an intruder which then triggers a dumb flechette launcher that fires in the direction of the intruder

Cheap and weak ["Ornithopter"](#) type of drones whose primary aim is to bog down, harass and delay enemies by flying in their eyes, flashing them with repurposed laser-pointers, getting between their feet and tripping them, long enough for a Dalek-looking kinda guy (who's slower but more durable) to roll around and bludgeon/tase them

Unlockable builds:

A reaper drone type that flies high above, scans and maps the battlefield, painting targets with infrared which are then blown up by missiles launched from a stationary emplacement at a distance

[Monolithic Bee](#) type dumb micro-drones which swarm an area in the thousands/tens of thousands, and can cut/blow up/burrow inside enemies - all co-ordinated by a weak AI-type of system in a big ass server farm kind of setup. Our man saw the one and only Weaver in action and got "inspired

Flicker is a Tinker with a Stranger and a Thinker sub-rating who specialises in concealment and evasion. He primarily uses light-bending devices and meta-materials to create cloaks which renders the wearer invisible to the EM spectrum. His Thinker sub-rating gives him a vague awareness of others' awareness, essentially granting him an intuitive understanding of which areas to hide in, or which route to take to evade detection.

Durian's specialty is olfactory tech. He starts off with glorified smelling salts that provide a temporary boost to alertness and strength, moves on to skunk bombs for long-term area denial (and can make allies immune to the smell), and finally pheromones keyed to him for a high master sub-rating.

Rattlesnake is a Tinker/Thinker who makes traps. The effects of the traps vary widely, from a tripwire that spring-launches bear traps on chains to a complex laser grid that goes from ordinary harmless lasers to Tinker death lasers when triggered. They can make a few simple, quick-placed traps (proximity mines they can arm and toss down, etc), but their power works best when planning in the long term. Unlike most Tinkers, their tech isn't high-maintenance, allowing them to make a trap and let it sit for years before activating. Their Thinker power lets them find places their traps won't be seen, although (through shard fuckery) they often end up missing just one tiny little clue.

Fortress is a Tinker. The things he builds fall into two categories - massive and completely immovable emplacements (such as a generator that can broadcast power wirelessly for miles but requires heavy maintenance and a geothermal rod rammed into the Earth), and things that rely on those emplacements (such as combat drones that draw power from the aforementioned broadcast generator). He tends to build up a base full of powerful tools and precision equipment, then build tools or weapons to guard that base, then (potentially) expand that base in a difficult-to-break cycle.

Gizmo is a Thinker/Tinker, with a Stranger classification as a result of his Tinker power. As a Tinker, his largest limitation is that nothing he builds can be large-scale or dramatic - no power armor, no human-sized (or even dog-size) killer robots, no nothing. However, he can effectively miniaturize what he builds. He has been known to build a tiny spy drone that fits into a watch face, a silenced dart pistol loaded with knockout drugs, a pair of sunglasses equipped with tiny screens to let him see through security cameras, a laser pointer that produces a high-grade cutting laser, and - rarely - compact explosive charges. These gadgets cannot be produced rapidly or stored effectively, as their small size makes them fragile, and they tend to be single-use and disposable. However, they are very easy for him to produce from common parts, allowing him a constant supply of useful tricks. His Thinker power points out weak points to apply his tools to - a chink in a suit of body armor that his dart pistol can enter, a fault in a security system his sunglasses can access, a blind spot on a camera that his drone can cross, and more. This Thinker power could make him incredibly dangerous, if not for the fact that his Tinker power causes him to become highly uncomfortable when using the Tinkertech of others, and the fact that his own Tinkertech is so weak; nevertheless,

even comparatively weak gear is usually entirely unexpected in form and function, and when applied to just the right point can do some serious damage.

Pack Rat is a Tinker/Shaker. His specialty is in ammunition of various kinds, and to a significantly lesser extent the weapons required to fire them. As an example, he could build an automatic grenade launcher specialized to fire grenades he built, but outside of not interfering with the special properties of his grenades it wouldn't be any better than a standard launcher. He can integrate his ammunition into other tinkertech weapons, such as a set of special super-pointy bullets for use in another Tinker's robo-sentry gun, but he couldn't build a robo-sentry gun himself. His secondary Shaker power lets him store the vast quantities of ammo he builds and carries with him in a pocket dimension; this dimension can only be used to store his ammunition, and Pack Rat can place portals to it in enclosed spaces, thus giving him effectively bottomless magazines. Unlike, say, Bakuda, he can replicate the grenades he builds, and can even produce them large-scale if he acquires the pieces. His projectiles can have a wide range of effects, from power-nullifying darts to metal-tentacle grenades, but all have some component of countering other powers.

Kludge is a Tinker who basically makes Ork tech. His devices are constructed from rubble and junk, from broken radios to wooden beams, and whatever he's making requires items with the properties he desires (or at least items he perceives as having those properties). For example, he could make a railgun out of a pogo stick, a horseshoe magnet, and a hand-cranked radio; the pogo stick is a "socket" with a long metal shaft and a coil around it, the magnet is (of course) magnetic, and the hand-cranked radio is manually powered (so he doesn't need to plug the railgun in). Or he could construct a forcefield using a piece of rebar-reinforced concrete (conducts the energy and reinforces), a knot of wire (to "form the field"), and a TV aerial (to recollect excess energy). These devices don't follow any sort of logical pattern, even the usual tinker BS; however, they look dirty but functional (once Kludge has wired LEDs all over them), and so long as Kludge is nearby and making them work they will function. Note the key phrase "as long as Kludge is nearby." Kludge's creations only work so long as he is nearby, and only while he focuses his attention on them; a device can last for at best an hour or two out of his presence before a wire pops loose and the whole thing immediately stops functioning (even if the wire is reconnected). Kludge can restore his devices to functionality and reset the countdown, but usually he won't bother, preferring to construct a new device.

Buckets. "Hallucinogen Tinker" with the Wards, triggered at a very young age and has the associated breadth and depth that characterizes other terrifying child tinkers like Bonesaw and Looksee. Makes chemicals that interface with the human brain and modify its perceptions. His power has offensive applications - weaponized Stranger-type chemicals that can be sprayed at enemies to make them unaware of your position, make them believe that a nonexistent threat is present, or simply knock them unconscious. It's actually much more useful, though, for support - giving teammates "consumable HUDs" that give them valuable information about the battlefield. His greatest ambition is to "synthesize Heaven" - IE, to use a specialized chemical to immerse people in a shared simulated world, and to create a utopian community there.

Stick Shift. "Hijack Tinker" who founded a small Protectorate team. Builds devices that latch onto preexisting technology, assuming control of them and subverting any intended security mechanisms. Can make turrets that will accept any gun as input, for example, or a receiver that attaches to a car and allows it to be remote-controlled, or a power cord that can just plug into a utility pole. Power has a Trump element as many Tinkers do - he can build devices to subvert other Tinkers' technology, although he must individually study that Tinker's work ahead of time to do so. Subverted Tinkertech will eventually fall apart, as he can't quite maintain it, but he might be able to get a useful piece or two out of it.

Cinderella. "Inflatable Tinker" and corporate cape sponsored by Disney. Tech is all temporary, starting out as deflated forms; the tech becomes useful when inflated, but gradually returns to its deflated state, spent; this process is accelerated by the inflated tech suffering from external damage. Tech often benefits from engulfing some other object, often one related to its function - for example, if she made an inflatable Tinkertech boat, it would be much cheaper and/or last much longer if there were a conventional boat inside it - but, of course, when it does run out and deflate again, you're going to need to deal with the remains of the Tinkertech boat covering the conventional boat.

Starscrap. Tinker with a secondary speedster power; villain who was part of a large cult that began and ended in the early days of parahumans. General combat Tinker with a focus on effective improvised weaponry and equipment; he's not winning any "best Tinkertech of the year" awards but he can always look at an arbitrary pile of garbage and figure out how to make something useful out of it; he can certainly make basic laser weapons and jetpacks if he gets reasonably lucky with what parts are present. His speedster power is explicitly designed to be less useful as a Mover power and more useful for helping him Tinker in frantic combat situations; it's very fast but it turns off and takes a while to refresh if he moves more than a few feet from the point where he activated it. His whole gimmicky deal is "making a table full of random parts into useful objects on short notice, appearing fast-forwarded as he does so". You do not want to engage him in CQC, because he's not the Velocity type of speedster who hits with less force when he's in speedster-mode; you'd have to be an idiot to walk up to him and try to stop him while he's building something.

The Usonian. Extremely powerful Shaker/Tinker with Labyrinth-esque issues; triggered very young and is a great example of young triggers having stronger powers and deeper psychological issues. Architecture Tinker and one of the most powerful telekinetics in the world; uses her power to map out buildings' layouts and construct/deconstruct them. Her big problem, which prevents her from being top-tier, is that as she leans into her Shaker power to use it, she enters a trance where her Tinker senses overwrite her psychology, mostly temporarily, though the longer-lasting effects build up over time. In her Tinker-influenced psychology, she cares very little about humans, but anthropomorphizes buildings and empathizes deeply with them, being viscerally disgusted by poor design, which she perceives as a sickness or disfiguration. She will absolutely refuse to abide by leaving buildings in a worse condition than she found them in (though she is perfectly happy to temporarily destroy them to accomplish her team's objectives), and can even become distracted and go on a spree making improvements to numerous buildings nearby. It's very difficult to snap her out of it, and often the easiest thing to do is to just wait for the trance to end on its own.

No-Go. "Power Nullification Tinker" and independent villain. Works with radio-like waves that deactivate the corona pollentia. Tech is extremely variable both in how it's used and how intense its effect is; it includes electronic walls that simply prevent powers from being used nearby, bulky shotgun-like weapons that prevent parahumans who are hit from using their powers for a few minutes, and torture devices that cause serious damage to powers and prevent them from being used for weeks, months, or more. He's not immune to his own power - indeed, early experiments had a lot of false starts as he'd create something, turn it on, and immediately lose his understanding of how it worked. However, he quickly figures out how to create an insulator that can be used as a shield against his power, which he works into his own helmet and also lends to villains who are working with him.

Technobabble. Free Tinker (IE, no specialty, like Leet) with technically extreme power and versatility, but severe psychological weakness: she does not believe that her tech "should" work, and is angered that it does, as she refuses to accept it. She continually builds more things out of some incoherent desire to prove her shard wrong, or to show other people "how bullshit [her] power is". Her shard is responsible for calibrating other Tinker shards' relationships with their hosts; almost all Tinker shards are supposed to give their hosts less self-awareness so that it isn't obvious to them that they have a giant alien hooked up to their brain, but Technobabble is a test case who's given an excess of self-awareness for the sake of generating conflict. She's basically locked into a battle with her shard, albeit a battle that her shard considers extremely productive and worthwhile because in her confusion she tests a lot of tech and produces a lot of conflict. An extremely dangerous and unstable villainess.

LairLair is a very broadly-focused tinker whose power is defined by a gimmicky limitation, in the vein of Leet. Specifically, Lair is a "location-locked" tinker; what this means practically is that shortly after triggering, he selected a place to start his work (his power directed him to an ideal spot in a system of underground caves). As he expands his workshop (or "domain"), his abilities improve; theoretically he could abandon his domain and restart it in a different location, but this would practically send him back to square one powerwise, so his shard heavily discourages it, and it's only likely to happen if enemy action destroys his domain. In any case, he can pointedly not have a domain in more than one location, though there's no theoretical limit on the size of his domain.

From Lair's perspective, the world is like a construction/management simulator game. He comes up with ideas for technology to expand/improve his domain, and he spends credit he's earned with his shard to implement them. His shard will feed him its own ideas for expanding and improving his domain, and he earns credit with his shard by assenting to those ideas. Generally, the shard's ideas are less practical than his own and more focused on making his domain dangerous to outsiders who are unfamiliar with it. So he might build some acid pits and an inane crusher trap and a totally purpose-free spinning laser to earn the "credit" to build a control center for robots or a chamber for mutating animals into giant monsters.

Lair is better at building some things than others. As a general rule, Lair never builds technology that can be fully operated and maintained outside of his domain; he builds things that work outside of his domain but are controlled from inside his domain and/or need to return to his domain for maintenance. Mass production is difficult relative to other things Lair can build, but he is one of the few tinkers who can do it, though he doesn't really hold a candle to Dragon. His mass-produced

tinkertech is still tinkertech, with the impossibility-for-mundane-repair and possibility-for-unpredictable-meltdowns that implies, but he can make them durable enough that they are worth selling because they just don't break down often enough to counterbalance their utility.

Shardwise, Lair is heavily disinclined to take the traditional tinker hero approach, because he's really not in his element flying around, wearing power armor and attacking bad guys. Instead, he's inclined to fortify, completely dominating a territory and gradually expanding outwards. His shard would like to see him running a country, like a more lucid Nilbog, but he's instead chosen to be a rogue, working alone in secret to make and sell products for a profit. His shard doesn't despise him - he certainly could have screwed up using his power worse - but it is pretty anxious about the situation. Ultimately he dies in a stupid random accident set up by the Simurgh.

Sleep: Makes things like dream-reading scanners, sleeping gas, nightmare projectors, sleep deprivation-inducing poison, and so on.

Flesh: Makes things like a spray that causes flesh it affects to fuse together, a gun that causes heavy, painful growths to form on whoever it shoots, grenades that explode into walls of undifferentiated meat, and so on.

Cosset is a Tinker with a specialty and limitation in the form of the use of soft materials. Everything they make includes only minimal rigid materials, and actually works better the less there is. Self-inflating "bouncy castle" forts, giant teddy-drone minions, war balloon flying machines and a variety of highly sought-after supermaterials are common products of Cosset's designs. They can make materials that are highly resistant to many forms of damage but always have severe weaknesses to others - most of Cosset's super-fabrics are highly impact-resistant, but they can also have slash or puncture proofing, be flame retardant, electrically insulating, sound-dampening, acid-resistant and other immunities, but usually no more than three or four, with other forms of damage shredding them as easily as any other cloth. "Stuffings" that replicate the effects of complex electronic and mechanical components are also possible. When they initially started prepping as a cape, they tried building a suit of power armour using a muscle-enhancing padded undersuit covered in segmented solid trauma plates, but the plates pinched the undersuit, frayed and released the synth-muscle padding, resulting in a bulky and uncomfortable mess that was almost impossible to move in. Cosset's subsequent "power armour" designs were more like bomb suits with designs reminiscent of sports mascots - a variety of colourful, cartoon animals, each with different integrated functions; past examples include a beaver in workman's dungaree's and plaid that can deploy expanding foam "logs" to form barriers that dam off roads and build fortifications, a rabbit in a shirt and tails that can leap multiple storeys in a single bound and a barrel-chested cockerel with a devastating sonic cannon crow.

Heatsink is a binary x limit tinker. His focuses (foci?) are cooling systems and low-efficiency systems. So he can make a computer that runs way too hot and shorts out after a little bit but is really advanced, but he can make a cooling system for it that keeps it running for longer. He has munchkinned this a little to create tech that overheats and blows up, etc

Vulture is a master (tinker) who assembles a minion out of dead flesh. His power heals and knits parts together to form a living breathing beast that he sort of controls psychically. It's somewhat of a tinker power because his power allows him to assemble the parts in such a way that they work. Not only work, excel at what they do.

Improvement/Mimicry: the Tinker can create things that are improvements of a device or a recreation of a device they know of. This specialty's weakness is the versatility of their tools × the current available technology ÷ the materials the shard must make up for the lack of.

Alloy/Materials/Exotic Radiation: the Tinker is able to create materials/metals with Exotic effects. This specialty's weakness is that it requires a large set up time without a striker/shaker effect but has near maintenance free equipment if simple.

An accessory / add on tinker, that can only build tech that enhances or improves the tech of other tinkers.

A software tinker that designs programs that run on any medium computers, plants, brains.

An extradimensional space tinker that builds things that appear small but operate primarily in other dimensions. Like a handheld club that hits with the strength of a wrecking ball because the momentum is transferred from the rest of the mechanism in another dimension into the swing of the club in this one. Or a handgun that fires mortar shells that are launched from the Canon in the other space triggered by the firing mechanism that exists in this space.

A translator tinker that builds interfaces to allow communication / interaction between disparate hardware / lifeforms.

Improvisation - the tinker specialises in very quickly jury-rigging equipment out of whatever they can find nearby, but once it's put together their tech doesn't last. As they get more in tune with their shard, this expands into making large scale rube-goldberg devices out of their environment and gets them a thinker/shaker rating.

Media

You have a copy of all of your home dimension's media, except Worm and Ward. This includes everything from Shakespeare to Eminem, Mozart to Breakin' 2: Electric Boogaloo. This is all stored on your Smartphone, Laptop, or Desktop, and somehow takes up none of your device's memory. It is organized in a convenient manner.

Tinker

When you're coming up with blueprints, your mental gaps will be filled by your unconscious mind as long as you have the prerequisite knowledge to come to the conclusion yourself given enough time. Also makes it easier to learn to engineer or program.

(Tinker) Repair

You can repair, maintain, and use any Tinkertech you find. You can also combine Tinkertech into something that combines the functions of the two inventions. Any Tinkertech you repair or maintain will, in the future, last longer.

(Tinker) Speed

You specialize in tech involving speed and mobility. You can create jetpacks, suits that give the wearer super speed, and are generally capable of making things move faster

Tinker (Handyman)

When you're coming up with blueprints, your mental gaps will be filled by your unconscious mind as long as you have the prerequisite knowledge to come to the conclusion yourself given enough time. Also makes it easier to learn to engineer or program.

True Tinker

Required:(Tinker) Jack of All Trades

You're a prodigy in the tinkering process. Your ability to design and visualize is far smoother, your innate talent immediately accounting for any flaws or holes that you may have otherwise overlooked. Ideas come far more readily and easily, and you've gained an innate understanding and talent that allows you to creatively apply and develop your knowledge base, particularly in the practice of invention of new technologies.

Your tinker cycle can also be shortened, allowing you to choose to create minor white-boxed tinker tools to rapidly speed up the process.

Tinker/Changer (Cosmetic Artist)

You are a Tinker 1 specializing in makeup, hygiene and grooming, hair styling, and general cosmetic products.

Tinker/Stranger (Faker)

You specialize in making fakes. This includes creating fake weapons, bodies, and other objects. Your imitation items are convincing to most, but thinkers and tinkertech users can detect their true nature. Your creations, no matter how perfect, will still be a fake. If you make a fake gun, it won't fire, and a fake shield wouldn't be able to protect you.

Tinker/Thinker (Public Relations)

You specialize in creating various kinds of outfits, equipment, drawings, and so on that can strike the hearts of people. This grants you parahuman levels of fashion and design and can be used to make a lasting first impression. This Tinker Specialty works well with other Tinker Powers.

PR's Dream

Required:(Tinker/Thinker) Garment

Your expertise allows you to imbue your creations with emotional resonance, allowing them to influence the emotions and perceptions of those who see or wear them. This allows the wearer of your creations to convey confidence, calmness, or inspiration as needed. Additionally, your designs

can subtly affect the wearer's emotions, allowing them to embody the persona their attire represents. For example, a warrior's armor might instill courage and determination, a diplomat's suit could enhance charisma and eloquence, and an artist's outfit might boost creativity and imagination. This emotional alignment helps the wearer act the part they dress for.

Tinker (Medieval)

You are knowledgeable in the techniques used to create Medieval technology, such as Iron Blades, Catapults, Forts and more. You have a strong understanding of the materials, tools, and techniques used in forging and are skilled in the creation of medieval technologies using these methods.

Exotic Forgemaster

When Tinkering you can selectively treat anything you touch as if it had the properties of iron or steel, with these properties selectively staying present in the final result. This allows you to do things such as forge futuristic alloys into plate armor using medieval methods, or even create swords of ice with the durability of steel. With time you can work light itself into armor and arm yourself and others with blades forged from fire and lightning.

(Tinker) Thrown

You excel at creating advanced throwing weapons; a few examples of which include throwing knives that drill into struck targets, homing throwing spears, and even exploding ninja stars.

This specialty includes advanced aerodynamic engineering knowledge to better allow you to create accurate projectiles.

(Tinker) Self-Repair

You excel at creating advanced technology that both repairs and maintains itself. Like for example a sword that self sharpens getting rid of nicks acquired in combat, or power armor that repairs cracks in its frame.

This comes paired with a minor generalized tinker tech tree slightly beyond the innate knowledge most tinkers have on technology not related to their specialty.

(Tinker/Thinker) One Man's Trash Is Another Man's Treasure

You can create advanced technology from the discarded remnants of society. What others see as trash, you see as the raw materials for innovation. From broken appliances, rusted metal, shattered glass, and forgotten scraps, you can craft advanced tinker tech from.

The more unwanted and neglected the materials, the more potent the technology you can create. A crumpled soda can becomes the casing for a powerful energy core, while a pile of twisted wires can be reassembled into a neural interface that surpasses cutting-edge designs. Your ability's main focus lies in this inversion of value—the deeper the rejection and abandonment of the materials, the more powerful and advanced your creations become. This doesn't necessarily mean the material has to be low quality, just that it has been "thrown away". This specialty allows you to boost any other tinker power you have as long as you use trash to build.

You can sense just how unwanted an item is, when you encounter a discarded object, you instinctively know how much it's been overlooked, forgotten, or discarded, and this perception fuels your creativity. Rummaging through trash and sifting through the most disgusting refuse poses no

problem for you; in fact, you see it as a treasure hunt. Where others see filth and decay, you see potential and untapped energy, and you're unfazed by the dirt and grime. The more unwanted an object, the more your excitement grows.

(Tinker) Clockwork Precision

Your Tinker specialisation lies in Synchronicity: technology that works best when used/activated in concert with the occurrence of a predefined event. i.e a shield that blocks attacks better if you've just provoked your attacker to speak; a set of mortars that work best when fired in sync or canon with each other to increase the spread of the destruction or maximise damage to the bombarded area; a crossbow that pierces through solid slabs of concrete when it's knocked and fired to an inbuilt beat, but is little better than a BB gun if operated too far off beat.

The efficacy of the tinkertech inversely scales to the controllability and commonality of the event it's synchronised to; becoming better the harder it is to time the use of the tinkertech to the event it's built for.

On its own this Tinker specialisation doesn't work well with electricity, instead being clockwork themed.

(Tinker) Redundancy

With your Tinker power, you excel at creating fault-tolerant Tinkertech devices that can withstand extensive damage or component loss, ensuring they continue to operate optimally in the face of adversity. Through innovative design principles and meticulous engineering, your inventions demonstrate remarkable durability, adaptability, and reliability, making them highly resistant to failures and providing a significant advantage in critical missions and challenging environments.

(Tinker) Hyperspecialized

You have the power to improve one aspect of tinkertech, whether it be the durability, functionality, or utility, to an incredible degree, but this will come at a price, with every other aspect of the piece degrading to almost unusable levels. With this power, you can create hyper-specialized technology, able to do one thing to a level of mastery, but falling short when trying to perform any other function. Whether it's building a machine that can lift a hundred tons but breaks at a gust of wind, or building a computer that can process a million times more data per second than the current supercomputers but has no memory to store the data, you have the ability to create machines that can exceed anything ever created before, with one caveat: they have to excel at only one thing at the cost of failing at everything else.

(Tinker) Imprisonment

You are a tinker specialized in detainment, compliance, and, most of all, punishment. Capable of creating "housing" structures that caged any type of prisoner, elaborate tailor-made cells for a particular type of parahuman or paranatural entity, you also fashion any paraphernalia or bondage to keep anyone compliant or simply docile enough to obey orders or assignments. Suppose this compliance isn't sufficient for the poor schmuck. In that case, you can build any device, contingency, or feature in your project to dish out a penalty or punishment against disobedience or rebellion. Amidst all the unpleasant implications, it mostly depends on how you apply this specialty, for all that it entails.

(Tinker) Toyman

You are specialised in the creation of tinker tech centred around the concept of 'toys'. You can construct a wide range of tinker tech orientated around this theme; miniature action figures that can move and fight, weaponised bladed yo-yos, huge toy robots able to fight brutes, toy guns with lethal effects, explosive marble grenades, remote-controlled toy drones, decryption devices in the style of a Rubik's Cube and more.

From implementing existing technology into toys to improving toy designs to be unbelievably efficient and effective, there are few limits to what you can build under this theme. This pairs very well with (Tinker) Electronics and (Tinker) Mechanics.

(Tinker) Bonsai

You have a tinker specialisation in the creation and manipulation of “technological seeds”. These seeds do nothing initially, but they will mutate over time to become various pieces of technology, gaining random modifiers to its existing functions or even entirely new features (their very first mutation will always be gaining some kind of feature, which will influence the chances of all future mutations).

Your tinker specialisation gives you the tools to manipulate the growth of your seeds, including speeding up the rate of mutation; encouraging and discouraging them to/from certain types of mutations; and pruning away any unwanted mutations that have occurred (although you cannot choose to keep only part of a mutation, so if a mutation manifested as a positive & a negative, you would be removing the positive alongside the negative if you chose to remove it).

With sufficient time, resources, and the right string of mutations, you could hypothetically grow tinkertech from any tinkers tech tree as effective as the tinker themselves.

This synergizes well with other tinker powers, as they will give you the ability to heavily influence the mutations in the direction of your other specialisations, allowing you to produce tech for those trees cheaper than building them directly, although at the cost of potentially having to spend a long time pruning mutations in order to get the fine details you may desire.

(Tinker) Preservation

You specialise in the creation of preservation based technology. With this technology, you can preserve objects and life forms, allowing them to ignore the effects of time. Using it on food stuff would make it that the food will never expire. On living creatures it can keep them alive. On objects it can keep them from breaking down. With time, recreation of Alexandria's stasis effect is possible. In a more crueler method, it is possible to keep people alive in a similar state to Mannequin.

(Tinker/Striker) Taking The Stage

You are able to create magical-themed personal gear, including clothing, concealed weapons, armour, and accessories. You also possess a minor ability to Mark equipment and items with a symbol that allows you to keep track of them no matter the distance between you and the marked item, and finally, you possess the ability to gain greater insight into arguments and plans, allowing you to figure out weaknesses in arguments and plans.

(Tinker) Basic Tinker

This power grants access to an expansive if somewhat generalized and basic Tinker-tech base to build with. Basically any sci-fi technological or biological phenomena you can think of you can build as long they are on the low end of sci-fi strength.

So while versatile you're never going to be able to overcome the average Tinker in their own specialty. You can however match the average Tinker's casual efforts in their specialty.

To put this in perspective, a power armor Tinker might be able to build power armor that can withstand blows from an Endbringer while you'll struggle just to make power armor that has defensive capabilities similar to a modern tank. Another example could be a laser Tinker being able to build a handheld laser weapon that can pierce through over a dozen meters of steel, while your handheld laser weapons might take a few shots to destroy a tank.

It's not all bad though, you are able to stack multiple different types of technology in your favor to compensate for their individual weaknesses. Like using a combination of power armor, force fields, cybernetics, and bio enhancements to provide you a respectable level of defense.

(Tinker/Thinker) Suppress, Conjecture, Predict

You are a tinker with a very focused and narrow function: to contain, isolate, and maintain any entity, phenomenon, or anomaly for study. You can design facilities where each block and every cell is a containment zone, capable of stopping or at least slowing down what is inside. Naturally, the entire facility itself acts as a containment zone as well.

You can design esoteric methods of containment, such as time-stopped cells, multi-dimensional closed spaces, and the use of non-Euclidean matter-energy. You also ensure that these containment methods keep occupants functional, alive, and isolated from the environment, while still allowing them to be studied by others.

You have an innate understanding of potential for any escape methods, allowing you to create custom-designed cells that are escape-proof for their intended occupants. However, these cells are less efficient if used to contain anything other than what they were specifically designed for.

(Tinker) Rube Goldberg Machines

You are a tinker capable of touching most specialties and tech trees to one degree or another specializing in the construction of Rube Goldberg Machines, or rather chain reactions designed to perform tasks in an indirect and overly complicated way. On average this often manifests as making dozens of small scale devices that individually have limited capabilities but interact and activate in a chain reaction to perform tasks of significance.

The longer a chain the more potent the end result as the devices amplify and modify the chain reaction. For example, an air gun part of a dozen-device-long chain could send a grown Lung flying miles. Chain reactions can be interrupted which produces less impressive but chaotic unpredictable results scaled from how far along the chain reaction was.

It usually helps performance if there is distance between all devices when they activate.

After a few dozen devices are added to a chain you start getting diminishing returns on the amplification of the chain reaction, and by a hundred the only thing further devices add is a method of transporting the end result of the chain reaction, though you could probably blow a hole through an Endbringer if you land a solid hit with such a chain.

This power perfectly synergizes with any other tinker power so long as it's theme is followed.

(Tinker) Techie

You have the ability to build tinkertech that imitate your non-tinker powers. Additionally, you are able to study and analyze the abilities of others to create items that replicate their abilities to some degree, though it is impossible to fully recreate them perfectly.

(Tinker) Domain

You are a Tinker specialised in the creation of custom pocket dimensions of varying properties. The more the physics of a pocket dimension differs from the real world, the more expensive creating and maintaining the pocket dimension will be.

An ever-shifting escherian labyrinth within which to trap your enemies; a subspace through which you can thread the bulk of your other technology in order to make it impossibly small; or even an arena with physics favourable to your powers that you can temporarily kidnap people into; all are within the realm of possibility for you.

Extraterritorial Enforcement

Required: (Tinker) Interdimensional, or (Tinker) Space

The line between reality and the dimensions you craft have blurred. You can now design your pocket dimensions to be capable of overlapping or intersecting with the real world at will, imposing your custom physics upon the world directly.

(Tinker) Destruction

You specialize in destruction, your Tinker Tech is made to be as dangerous as possible. You can create bullets that delete matter on contact, bombs that consume concrete like the plague, napalm that can last thousands of years, and so on. You can destroy and defeat Endbringers as well, but the price for it is what most would be considered not worth it.

(Tinker/Trump) Amplifiers and Dampeners

You can create pieces of technology that can either amplify or dampen power. The limits on how much you can suppress or boost powers depend on the size of the tinker tech and how experienced you are, and the smaller your tech is, the smaller the range to the point where ring or necklace-sized pieces of technology require physical contact to work, but in exchange for this limitation, the smaller the piece of technology, the more powerful the boost or dampener is, and the maximum limit of your boosting is 1000% of the original power. At first, you will barely be able to create pieces of Tinker Tech that are able to boost or dampen parahuman powers by 10% and are roughly the same size as a portable gas generator.

And if you have negentropy, then your tech becomes capable of recharging and supercharging shards. Along with this, the boost your technology gives can reach over 1000%.

(Trump/Tinker) Artificer

You can enchant objects with non-Tinker powers by touching them, with a maximum of three enchantments on a single object. You can choose whether the object grants the wielder use of the power, or has a variant of the power itself. This power does not allow creating Variable Trump powers like Eidolon, picking from a fixed set is possible like Othala's power. At their highest, your enchantments will be on the same level as what Eidolon could do in his prime.

To enchant an object you need a pattern and enough charges to empower the object. Patterns can be researched by tasking your Shard to research a power, this usually takes 6-8 hours per power. You can have up to 3 (5 with negentropy) concurrent research. You gain 12 charges (18 with Negentropy) every day at midnight. Charges do not expire.

The strength of the power is proportional to the number of charges invested, with the minimum being 3 charges. The efficiency of charges drops by 20% for every 36 charges invested into a single power up to a maximum of 216. It takes 30 seconds to empower an object regardless of the number of charges used.

(Trump/Tinker) Alchemist

You can create potions from formulas which will have power-like effects when consumed and the ability to create transmutation circles to change materials into others.

You have intuitive knowledge of how to develop new formulas. Natural ingredients as well as brewing equipment are required to create the potions. Consuming too many potions in a short amount of time creates Toxicity and can have adverse health effects on the user. The effect of your potions will fade once it's purged from the drinker's blood. Those potions are limited to powers that can be expressed physically such as regeneration, super strength, enhanced senses, invisibility, etc. At their most powerful they will be as strong as a mid-tier cape.

You have intuitive knowledge of how to create transmutation circles. To perform a transmutation, you need to inscribe the circle on a surface and place the required ingredients inside then touch the circle to activate it. You cannot create materials with power-like properties unless you can study them, this applies to Tinker materials (like alloys). You are not limited in size however the objects must fit within the transmutation circle, at big enough sizes this means taking into account the Earth's curvature. The time to transmute is proportional to the volume.

Enchanting Alchemy

Required:(Trump/Tinker) Artificer

You've gained the ability to enchant your ingredients, equipment, and/or potions to greatly empower what you can create. The more enchantments, the greater the effects.

You may use charges to bypass the traditional requirements for the potions you make. A single charge can be used remove the need for a transmutation circle and can transmute the ingredients for you. Two can be used to create the potions immediately upon having all the necessary ingredients.

Potions are no longer limited solely to physically expressed powers.

Toxic Love

Required:(Tinker/Master) Love Potion

Your mastery of alchemical brews allows you and others to better handle the buildup of Toxicity from potion consumption. When consuming potions of weaker potency, the body absorbs them with minimal to no Toxicity buildup, enabling frequent use without consequence. However, higher-potency potions still create Toxicity at the normal rate. This refined control allows you to experiment and blend weaker potions without risking rapid Toxicity buildup, even during extended use.

Additionally, you can now create special Detoxifying Elixirs that can actively purge Toxicity from your system when ingested. When used in moderation, they effectively reduce Toxicity buildup, allowing

for a reset to potion use. However, over-reliance on these elixirs may cause the body to destabilize, rapidly increasing Toxicity instead, potentially pushing the drinker into dangerous levels without warning.

(Master/Trump) Doll Master

You can summon and control dolls. You can create an arbitrary amount of dolls but only have up to 10 active dolls at once. You can see, hear, and feel (but not smell and taste) through your dolls. Your maximum control range is 1000 meters, if a doll goes outside that range it will deactivate. Your capacity to multitask matches the amount of dolls you have active. You cannot summon your dolls further than at arm's length (~60cm or 2ft).

By default the dolls you create have the same strength, speed, and resistance as your own body but no other powers. When created they will not have any clothes. The size of your dolls can range from 10cm to 80cm and must have a human form.

(Tinker/Trump) Tinker of Chance

You gain three slots to put tinker specialties that you can hold for up to three weeks each or change after at least one. They are random, usually single-word things, like 'flames', 'robots', or even 'frogs'. While what you can build is vast in your specialties, they must fall within their topic: you wouldn't be able to create a cloning machine with 'robots', but could build an amphibian tank with 'frogs'. You can mix the specialties for better results, and things once built can be built again even after the specialty change, and can even be incorporated in new ones. You can maintain any tinker tech as well, regardless of your specialty. You don't have to change all specialties at once, but can't hold the same one for longer than three weeks.

(Blaster/Shaker) Musketeer

Your shard enables you to summon single-use muskets around you, which turn into mist and disappear after use. These muskets are extremely durable, capable of withstanding multiple hits from mid to high-tier brutes before breaking. Additionally, they have virtually zero bullet drop when fired. You can choose how powerful each musket is when summoning it. Once fired, the musket ball can be strong enough to pierce titanium and even cause high-tier brutes to have second thoughts. You can summon as many muskets as you want, but you are only limited to having 200 active muskets around you at a time.

Your shard also grants you the power of telekinesis when summoning your muskets, along with excellent marksmanship. This telekinesis allows you to manipulate and control the muskets as if they were another limb, knowing their exact positions and where they are aiming at all times. The telekinesis also extends to controlling the musket ball once fired, making it easier for you to hit your targets accurately.

Although you have perfect control over the muskets when they are close to you, your telekinetic control weakens with distance, reducing both accuracy and control.

The American Way

Required: meet Miss Militia/(Blaster/Shaker) Musketeer

Your muskets can now be any mundane, modern firearm. They will appear fully loaded. The firearm automatically disappears after it has used up all its ammunition.

The 2° Amendment

Required:(Tinker) Guns/(Blaster/Shaker) Musketeer

You can create musket variants of any gun you have made before. If you have The American Way then you can summon full fledge versions of any gun you have made, although it will be under the same restrictions, making it disappear after it has used up its ammo.

(Tinker/Trump) Tactical Cape

You have the ability to create Tinkertech that mimics or emulates superpowers. You can design gloves that grant Tactile Telekinesis or cryokinesis, helmets that allow you to control others or provide extra information based on inference, guns that shoots fireballs or other energy blasts, armors that can rewind time at intervals or make you difficult to perceive. The more exotic or powerful a power is, the more expensive and rare the required materials.

You have Two slots to assign a PRT classifications to your Tinkertech, which are rotated each week. These slots allow you to create powers based on one of the twelve power classifications. The first slot is for method specializations, determining how the tech will function overall. The second slot is for broad specializations, specifying how the tech will achieve its effect. After choosing a classification, you will need to rotate that slot a specified number of times before it can be selected again. You will always be able to service, repair and rebuild as exact as before any Tinkertech completed before the change.

A more in depth example would be a bracelet with automatic "luck" manipulation based on Micro Telekinesis within a radius around you. The method specialisation would be Shaker because it interacts with the environment and the broad specialisation would be Thinker because it will scan, calculate and send instructions to what to do.

Imitation is the sincerest form of flattery

Required:(Tinker) Techie/(Tinker/Trump) Tactical Cape

When you have the opportunity to study a cape's power in person, you can incorporate it as a third pseudo-slot for a Narrow specialization. This allows you to integrate that exact power or a similar expression of it into the tech you create or update. This specialization excels in building tech that heavily utilizes the studied power but offers limited customization. For instance, you could develop super-evolving tech using Crawler's power or improved time-reset devices with Alabaster's power. If the studied power belongs to a Tinker, you gain broader customization abilities, though you won't exceed that cape's expertise.

Once a power is sufficiently analyzed, it can be integrated into any Tinkertech you build, regardless of the need for in-person study. Power synergy allows combining multiple studied powers to create unique, hybrid abilities in your tech.

(Tinker/Breaker) My Many Masks

You can create special masks that allow the wearer to transform into different forms, with each form tied to a specific set of powers.

Each mask has a unique design that reflects the powers it holds. You could for example make a mask with dark, charred material, with glowing cracks of orange and red that resemble molten lava. The eyes of the mask could shine with an intense, fiery glow, while the surface would feel rough, like

scales hardened by heat. When worn, this mask would transform the user into a salamander-like creature with the ability to breathe fire.

By improving on the design of the mask, you can cause these forms to unlock additional sub-abilities that complement the main power. For the earlier example, this might involve gaining resistance to extreme temperatures, the ability to absorb fire to increase strength, or even the power to combust their own body. If you have other tinker abilities, then integrating them into the mask may result in non tinker variants of them appearing in the form.

These masks are not limited to their creator. Once made, anyone can wear them and gain access to their abilities.

(Tinker) Clarketech

Your Shard held a very important purpose, that being collecting and storing data on technology and tinkertech that has broken previous cycles and could break future cycles. This was obviously never meant to be distributed in a cycle without heavy restrictions. Oops. As a result, you hold a Tinker specialty unlike any other, the incredibly broad and potent specialty of Clarketech, technology so advanced that it is indistinguishable from magic.

Machines hidden away in pocket dimensions creating holographic interfaces in the air serving as the equivalent to smartphones, zero-point energy-powered flying broomsticks, nanotech-based healing potions, and multidimensional structures are just the tip of the iceberg as you begin making technology that blurs the line between the possible and impossible.

Negentropy enables you to make use of negentropy in your own Clarketech.

Doll Powers Strength

Your dolls are now four times as strong

.

Doll Powers Speed

Your dolls are now four times as fast, this includes ground speed, flight speed, and reaction time.

Doll Powers Resistance

Your dolls are now four times as durable.

Doll PowersRegeneration

Your dolls can now regenerate from any damage done to them . The regeneration being 1,6L of volume per minute.

Doll Powers Levitation

Your dolls can now levitate. Their flight speed is half their ground speed unless they're less than 10 meters away from you, at this distance they will stay anchored to your position instead and be able to match your speed and follow you through teleportation.

Doll Powers Weapons and Equipment

You can equip your dolls with clothes, armor, weapons and accessories when creating them.

(limited to non-tinker designs and materials unless you are a Tinker, then you will need to build the object once before it can be used)

Doll Powers Internals

Incompatible:Builder

You can summon Tinkertech dolls build with the available specializations. It takes significantly more time to design a pattern than for a normal doll. At their core, the dolls have a component that allows you to control them with your power, if it is destroyed the doll will stop working. You can repair a Tinker doll while it's inactive.

Doll Powers Conduit

You are able to focus some of your powers through your dolls. For example, you can fire Blaster powers, use Striker powers, project a force-field, use empathic vision, etc. However, the dolls themselves do not have the power so Brute, Changer, or Breaker powers that are self-targeted like Deadpool, Phase, and Bowser will not work.

Doll Powers Recipient

Required: (Trump/Tinker) Enchantment, or (Trump/Tinker) Artificer

Your enchantment power can be used on your dolls to grant them powers.

Doll Powers Builder

Incompatible:Internals

Instead of summoning dolls you have to build them. This gives you the knowledge of how to build dolls out of mundane materials. If you pick multiple doll tinker specialties they will synergize together.

You are no longer limited in size. Beware of the square-cube law.

Doll Powers Artifice

Required:(Trump/Tinker) Artificerchoice

Your Artificer power can be used in the construction of the dolls to improve the body or give them special abilities.

Doll Powers Core

Required: Recipient, or Prototype Slotschoice

You dolls need a core to for Recipient or Prototype to work.

DollPowers I

You can grant your dolls up to 6 SP worth of powers.

DollPowers II

You can grant your dolls up to 8 SP worth of powers.

DollPowers III

You can grant your dolls up to 10 SP worth of powers.

DollPowers IV

You can grant your dolls up to 12 SP worth of powers.

DollPowers V

You can grant your dolls up to 15 SP worth of powers. Dolls with a Tier 2 power will count as two

.

Doll Powers X

You can grant your dolls up to 30 SP worth of powers. Dolls with a Tier 3 power will count as four.

DollPowersSmall Dolls

Incompatible:Large Dolls

Incompatible:Builder

Your dolls can only range from 10cm to 40cm in height.

DollPowersLarge Dolls

Incompatible:Small Dolls

Incompatible:Builder

Your dolls can now be up to 250cm in height.

DollPowersHuge Dolls

Incompatible:Small Dolls

Incompatible:Builder

Your dolls can now be up to 600cm in height.

DollPowersExpanded Forms

Your dolls can now have non-humanoid forms. You are still limited by what can be constructed from rigid materials.

Automata

Required: Builder, or Internals

Instead of building mundane dolls you have a secondary Tinker power to build clockwork automata dolls. If you selected Weapons and Equipment your specialty includes those as well.

Androids

Required: Builder, or Internals

Instead of building mundane dolls you have a secondary Tinker power to build android dolls. If you selected Weapons and Equipment your specialty includes those as well.

Quality

You can control only 5 dolls

Quantity

You can control 20 dolls

Techno Medieval

Required:Tinker (Medieval)

Your medieval technology can now compete with modern equivalents. Crossbows now rival firearms in range and power, armor can absorb impacts like Kevlar, and chariots are capable of moving as fast as motorised vehicles.

Additionally, this effect applies to any modern technology you create, making it equivalent to futuristic versions. If you possess other tinker abilities, they are also affected by this boost.

This boost isn't a tinker effect, instead it's simply empowering them similar to Dauntless.

Tinker Shard Support

Your shard's influence over your tinkering now extends to the tinker tech you create. Your shard will constantly support the performance of any tinker tech you make instead of just aiding your tinkering process. This includes providing limited automatic maintenance for your tinker tech, such as repair and cleaning, as well as partially supplying some of the basic necessary energy and materials for its continued functionality.

Your shard can provide up to 50% of any required fuel and matter for your tinker tech's sustained operation. Your shard's ability to repair your tinker tech extends to being able to restore up to 10% of the mass of any of your tinker constructs if they are damaged. As such, your tinker tech still requires sufficient traditional energy and material input to continue functioning, along with your assistance in the event of major damage or equipment failure.

A consequence of this effect is that anything capable of blocking your shard will also impact your tinker tech, returning it to operating as normal. This can be negated by Trumped the Trump.

Excessively vast material and energy demands can potentially result in your Shard running out of energy although Negentropy or Shardless negates this

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Tinker's Extended Warranty

Required:Shard Spark

The loosening of your shard's restrictions on its capacity to manipulate the laws of physics while you construct Tinker tech has consequently also significantly boosted the level to which it can distort reality to maintain your Tinker tech.

Instead of its previous 50%, your shard can now meet up to 100% of your Tinker tech's basic fuel, energy and matter consumption demands to ensure it continues working. Furthermore, your Shard's ability to automatically repair your damaged Tinker tech has also improved. It is now capable of restoring and repairing any damage present, up to a total of 30% of your Tinker tech's mass, regardless of which components are missing or impaired.

Shard Spark

Your shard's manipulation of reality while you build Tinkertech has become even more blatant. Not only are components altered to suit your design, but you now unconsciously manifest small amounts of materials and energy out of seemingly nothing. Even space and time are subtly warped while you're in the midst of your tinker fugue, enabling you to tinker impossibly fast.

You can freely adjust how much your shard warps reality when tinkering. At a minimum, you're the same as a normal tinker

Tab 4

