-X BRILLIANT SCIENTIST SKILL TREE

Level 2	*Requires Tinker Tinker I* Manufact I During a short rest, you can spend 3 components to create a construct. You can currently create a small construct that has the following stats: **Robot** *Small Construct* **Armor Class -** 5 + Your Intelligence Modifier **Hit Points -** PBd4s + Your Intelligence Modifier **Speed -** 15 ft _____ **STR**: 10 (+0) **DEX**: 10 (+0) **CON**: 10 (+0) _____ **Available Default Actions:** Dodge, Dash, Disengage, Hide, Help The construct does not have a mind of its own, it must be commanded by you as an action.	*Requires Tinker Tinker I* Secret Writing I During a short rest, you can spend a component to program a function into a small construct you've created. It must fit according to the following parameters: Function Die: 1d4 Range Of Function: 15ft Function Time: Action (EX: You could program your construct to have a better walking speed or give them an attack or a function that automatically heals you or something)
Level 4	Borgdroid During a short rest, you can spend 10 components to give a creature with cyberware resistance to exhaustion levels.	*Requires Secret Writing I* Broadcast I You can command a construct as a bonus action.
Level 5	*Requires Manufact I* Manufact II During a short rest, you can spend 6 components to create a construct. You can currently create a medium construct that has the following stats: **Robot** *Medium Construct* **Armor Class -** 10 + PBd4s + Your Intelligence Modifier + Construct's Dexterity Modifier **Hit Points -** PBd8s + Your Intelligence Modifier + Construct's Constitution Modifier **Speed -** 30 ft _____ Choose one of the following stats to be 16, the rest will become 12s. **Strength** **Dexterity** **Constitution** _____ **Available Default Actions:** Dodge, Dash, Disengage, Hide, Help The construct does not have a mind of its own, it must be commanded by you as an action.	*Requires Secret Writing I* Secret Writing II During a short rest, you can spend a component to program a function into a small or medium construct you've created. It must fit according to the following parameters: Function Die: 1d8 Range Of Function: 30ft Function Time: Action or Bonus Action (EX: You could program your construct to have a better walking speed or give them an attack or a function that automatically heals you or something)

Level 6	 **Aerotinker I** You can spend component charges on a vehicle of your choice (such as a wagon or a keelboat) and fasten aerospace nodes that will make that simple vehicle space worthy. **Oxygen Tank – 10 Charges** gives vehicle oxygen tank that lasts a week, must speed a full day on a world with oxygen to refill **Airtight Carapace– 5 Charge** makes vehicle airtight, no oxygen escape, bonus action to open up doors **Outer Weapon – 10 Charges** you can attach one of your own weapons, melee or ranged, to the outside. Roll a piloting check to attack with them. **Launcher – 15 Charges** makes vehicle able to launch off a planet, must make piloting check of at least 10 (might be higher depending on planet) **Shuttle Wings – 20 Charges** Lets you have advantage on piloting checks when it comes to quick turns **Rocket Thrusters – 20 Charges** Lets the **Landing gear – 5 Charge** Allows vehicle to land on a planet, if landing on difficult terrain must roll a piloting check **Option – 1 Charge** Among us **Option – 1 Charge** Among us **Option – 1 Charge** Among us **Option – 1 Charge** Among us **Option – 1 Charge** Among us Refer to the additional rules on how many nodes can be put on an object in the original Free Flowing Sourcebook.	**Pilot Prodigy** You gain proficiency with a new skill called Piloting. It uses intelligence and you can add your proficiency bonus to the roll.
Level 9		 **Broadcast II** You can command your constructs as a no action.

Level 10	 Manufact III During a short rest, you can spend 9 components to create a large construct. You can currently create a large construct that has the following stats: **Robot** *Large Construct* **Armor Class -** 15 + Your Intelligence Modifier + Constructs Dexterity Modifier **Hit Points -** PBd12s + Intelligence Modifier **Speed -** 60ft ――――――――――――――――――― Choose one of the following stats to be 20, the rest will become 16s. **Strength** **Dexterity** **Constitution** ――――――――――――――――――― **Available Default Actions:** Dodge, Dash, Disengage, Hide, Help The construct does not have a mind of its own, it must be commanded by you as an action.	 Secret Writing III During a short rest, you can spend a component to program a function into a small construct you've created. It must fit according to the following parameters: Function Die: 1d12 Range Of Function: 60ft Function Time: Action, Bonus Action, Reaction (EX: You could program your construct to have a better walking speed or give them an attack or a function that automatically heals you or something)
Level 12	 Aerotinker II Write it later Option – 1 Charge Option – 1 Charge Among us Among us Option – 1 Charge Option – 1 Charge Among us Among us Option – 1 Charge Option – 1 Charge Among us Among us Option – 1 Charge Option – 1 Charge Among us Among us Option – 1 Charge Option – 1 Charge Among us Among us Option – 1 Charge Option – 1 Charge Among us Among us	