

zoomlens
for 1 eye
with infra
red lighth
for aiming.

Dragonpaws
protected by
metal gloves.

THE INVENTOR

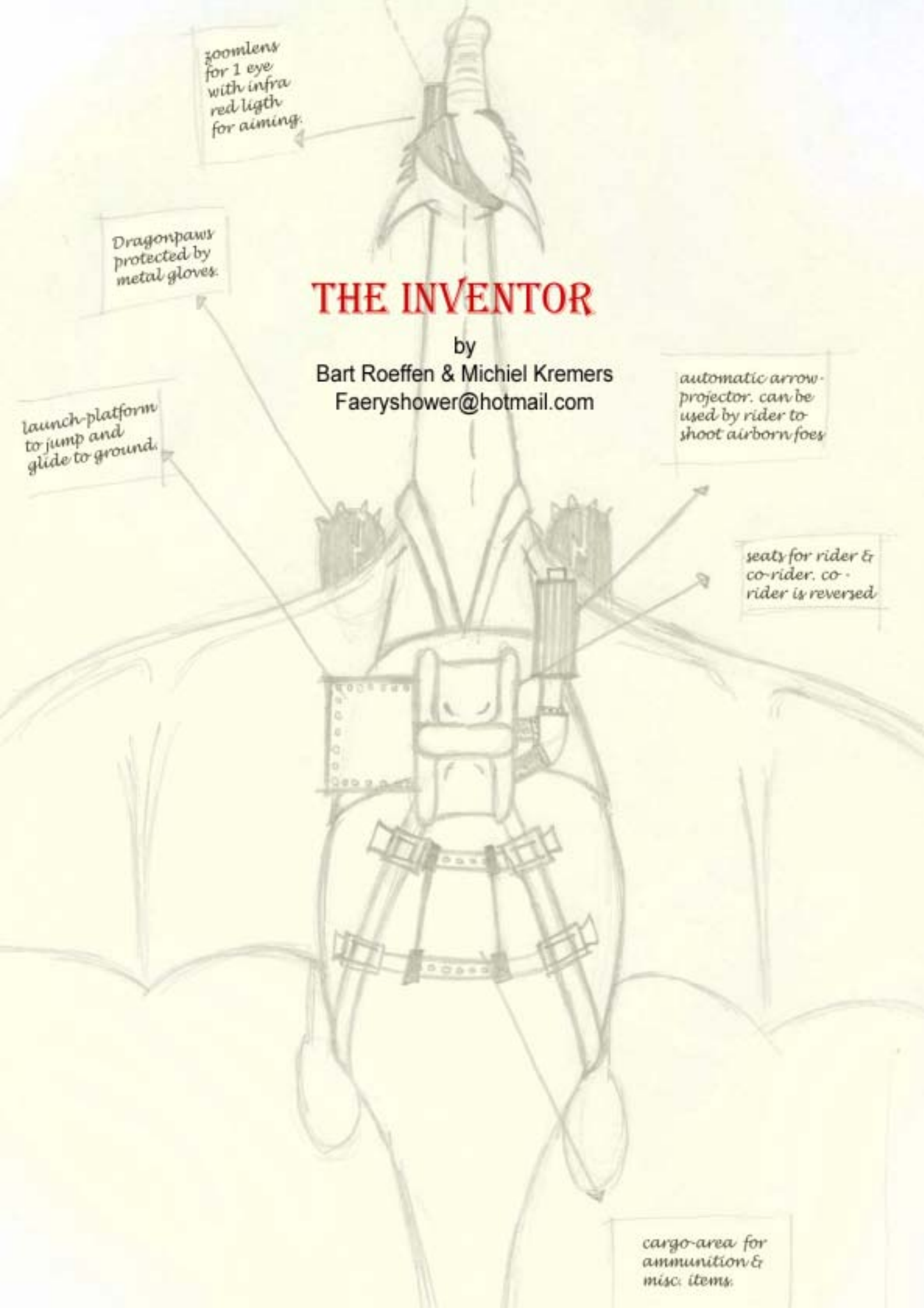
by
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automatic arrow-
projector. can be
used by rider to
shoot airborne foes

launch-platform
to jump and
glide to ground.

seats for rider &
co-rider. co-
rider is reversed

cargo-area for
ammunition &
misc. items.



INTRODUCTION

All the noise in the inn died when the old warrior entered. He passed several travelers while striding towards the fireplace. They all gathered around him as soon as he sat down on his chair by the fire.

"Please, old Fareus, tell us about the travels you've made. Tell us about all the things you've seen," they begged. Old Fareus sat back, lighting his pipe. He smiled, for their faces expressed such eagerness.

"Well," he began, "I've met some strange people during the adventures me and my group encountered on the way. But I will never forget the day that we met the Inventor."

"An inventor? What might that be, some sort of monster?" It was the innkeeper, who had gathered with them. He stood up and wiped his hands on his apron. He looked at the warrior with an expression of disbelief on his face. He went back to the bar and started cleaning the glasses.

"No," said Fareus, turning towards the innkeeper, "the inventor was a man like me and you. We met him at the Yafirwoods."

His face was colored yellow and red as he looked into the fire. No one made a sound.

"He addressed us and we went further together. In his right hand he carried a little black suitcase and strange devices were attached to his body. He was mumbling to himself all the way, counting and calculating. We didn't understand a thing of what he was doing, but we didn't mind his presence. After a few miles an enormous giant came jumping out of the woods. He swung a huge club and shouted loud. We were paralyzed by its sudden appearance. Then we heard a clicking sound from the right. The inventor had opened his suitcase. 'Finally, I get to test this thing,' he muttered, drawing forth a little blindfolded creature. He put the thing down, and only then we saw that something was tied down the creature's back... with a fuse sticking out of it. The inventor placed the shrieking thing on the ground and let it go. Feeling free, it ran blind in the direction of the Giant. The latter bended forward picking up the creature and examined it closely. I don't think he saw very much because the thing exploded right in his face. He was blown backwards and didn't move any more. When we finally realized what had happened the inventor was gone. He had taken his suitcase and left."

Not a single sound was heard in the inn. Even the innkeeper had stopped cleaning his glasses. They all looked dismayed at the old warrior. Suddenly, an enormous explosion was audible. The sound came from outside the inn and everybody rushed at the door, leaving only the old warrior, grinning to himself by the fire.

THE INVENTOR

The inventor is a person who wants to create items that will make his life, and mostly combat, easier. He can be a fearsome opponent in battle although he will never be in the front. He rather remains at a distance firing his inventions into the enemy ranks. Normal melee weapons are hard to handle for him. He can become proficient in melee weapons but will still suffer a penalty of -2 to attack and +2 to initiative.

Although many of his inventions have the same effect as magic, they work in an entirely different way. They are mostly artificial and handmade. In fact, most inventors detest magic and refuse to use, or even come close to it. Their goal is to create items that will make magic needless. They are technically very advanced and intelligent. Inventors always have new ideas for new inventions, many of them impossible to create because of the lack of suitable material. The inventor's path of life leads from invention to invention with a lot of explosions in between. An inventor needs a laboratory at 1st level. This laboratory won't take up as much space as a wizard's lab. An adventuring inventor, who has to travel a lot, can do with a movable lab; building it in a covered wagon. Playing an inventor can be a lot of fun when the DM is cooperative. He must make sure that inventing is not too easy and not too hard and he could come up with very funny incidents (misfires, sudden explosions). A lot of things can happen if the inventor mixes the wrong ingredients. Players' own initiatives on new inventions should be encouraged from 1st level on.

An inventor cannot be lawful good. Although his intentions are mostly good, some of his inventions will not mix with lawful alignment. The implosives for instance or the research needed on dead animals (they have to die first). Players can be lawful good, but in this case they will have to behave accordingly. Some inventions will be out of reach for these characters. The inventor can not multiclass.

Besides a backpack the inventor usually carries a little black suitcase to store several inventions. In battle he has his bombs and stuff by hand. The suitcase is drawn further on.

Inventor

Ability Requirements: Dexterity 13
Intelligence 15
Constitution 10

Prime Requisite: Intelligence

Allowed Races: Human, Gnome, Elf and Half-elf

Table I

level	Experience points	Hit Dice (d6)
1	0	1
2	2,100	2
3	4,200	3
4	8,500	4
5	17,000	5
6	34,000	6
7	68,000	7
8	135,000	8
9	270,000	9
10	550,000	10
11	850,000	10+2
12	1,100,000	10+4
13	1,350,000	10+6
14	1,650,000	10+8
15	1,900,000	10+10
16	2,150,000	10+12
17	2,400,000	10+14
18	2,750,000	10+16
19	3,000,000	10+18

Building an Inventor with Character Points

An inventor receives **90 CP's** to spend on abilities. A standard inventor chooses automatic weapon proficiency 10, construction 10, bonus proficiencies 5, followers 5, increased movement 5, inventing proficiency 10, knowledges 35, operate war machines 5, supervisor 5, throwing 5.

Automatic weapon proficiency (10) With this ability the inventor can actually use the weapons he created. If he has invented the Greek Fire Projector than he knows how to handle it, because of all the tests he's done with it.

Bonus proficiencies (5) When this ability is chosen the inventor gains the Engineering Proficiency and the Carpentry Proficiency, as these are both related to the work the inventor does. Both proficiencies are improved by +1 for every 3 levels the inventor rises. So a 7th level inventor has a +2.

Combat bonus (15) The inventor uses the priests' thaco instead of the inventors.

Construction (10) Construction allows the inventor to invent and construct war machines. This ability doesn't give the proficiency to use them in a fight or siege.

Followers (5) The inventor can gain followers. He doesn't need a stronghold or so. He finds his followers by chance, just like a ranger, or he invents them himself. Followers are described further in this article.

Hit point bonus (10) The inventor with this ability rolls 1d8 for hitpoints rather than 1d6.

Increased movement (5) The inventor gains a +3 to his base movement.

Inventing proficiency (10) This proficiency is needed to realize the ideas the inventor has. With this proficiency the character is able to make plans, draw schemes, use technical terms to describe the power of an invention (such as Volt and Hertz) and know the ingredients and materials needed for his creation (gunpowder for instance). Without this proficiency the inventor will have a hard time inventing.

Inventing bonus (5) This ability grants the inventor a 4% bonus to the chance of success when inventing a new item. This system is described below.

Knowledge (35): The inventor needs certain information to create his inventions. He must have the knowledge about natural laws so that he can use them. There are three kinds of knowledge that can be chosen separately.

-**Physics (15)**, The knowledge needed to create inventions based on physical rules like gravity, electricity, steam propulsion etc.

-**Alchemical (10)**, Knowledge needed to create inventions which combine several materials in such a way that the desired reaction occurs. This combining results in explosive and other aggressive reactions which the inventor can use to attack.

-**Anatomic (10)**, The knowledge needed to make inventions that are based on anatomic sciences. The inventor examines other creatures and how their bodies function. With this information he can create new tools.

Operate war machines (5) Much like the fighter ability. The knowledge to operate heavy war machines and siege engines such as ballistae, catapults, rams, bores and siege towers the character invented. If the inventor didn't design the machine he must make a check to see if he can operate the construction. In this case his chance of success is 75%.

Supervisor (5) The authority to supervise the construction of large inventions such as repeating bolt throwers, flying machines etc. Or to supervise the creation of large numbers of relatively simple invented items.

Thieving abilities (10) For 10 CP's the inventor can choose one of the following thieving abilities: open locks, find and remove traps, move silently, hide in shadows and tunneling. The percentage is equal to a standard thief; racial and dexterity adjustments apply.

Throwing bonus (5) By purchasing this ability the inventor makes himself able to throw bombs and eggshells he invented with an additional +2 to hit. Further, this ability works the same as the throwing proficiency.

Weapon specialization (10) At 5th level the inventor can specialize in a weapon he invented. To specialize the character must spend 6 CPs. No specialization in a melee weapon can be gained.

Optional restrictions

An inventor can receive extra CPs by purchasing the following restrictions:

Melee restrictions (10): When an inventor fights with any melee weapon he didn't invent himself, he will suffer a -4 penalty to attack and a +4 to initiative (instead of -2 and +2).

Limited magical item use (5+): In skills and powers a list is given for magical item restrictions. An inventor with this ability is convinced he can create his own powerful items with the same effect without using magic. He refuses to use the items from a specific category. For each barred category the character gains 5 CPs. Categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous magical items; weapons; armor.

Combat restriction (5/10): The inventor uses the thieves' thaco, or the wizards' thaco, instead of his own. He gains 5 points for the thieves' thaco and 10 CPs for using the wizards'.

PROFICIENCIES

The inventor can choose inventions from the following Groups:

General, Priest, Rogue and Warrior.

Inventors gain 8 additional Character Points at first level to purchase nonweapon proficiencies. In choosing weapon proficiencies the inventor is treated like a rogue. Thus, he gains 6 CP to purchase weapon proficiencies. Such proficiencies cost 3 CPs. Note the penalties for melee weapons.

KNOWLEDGE AND INVENTING

Each knowledge is related to several inventions. Of course player characters can create their own inventions, just like wizards can create their own spells. The player should consultate with the DM if the invention is appropriate and of which level it will be. For each invention, listed here or not, a lot of research must be done before it can actually be built. A number of weeks equal to the invention level (see table IV) must be spend to find out everything the inventor needs to know about the subject. After that period, a check is made by the DM (1d100). The chance of success depends on intelligence, level and the difficulty of the invention, as follows:

Chance of success = 2% per point of intelligence +5% per level - Success modifier

The success-modifier is inventionlevel-related. This means that a highlevel character who wants to create a 1st level invention has a 10% modifier.

If the check fails the inventor could spend additional weeks researching. At the end of each additional week a new check is made. Every additional week also implies a 5% chance of sustaining flaws rolled by the DM after each missed success roll. When the check is rolled beneath this number it means that there's a flaw in the design. When the invention has actually been built the flaw is discovered (perhaps by a massive explosion, by malfunctions or constant misfires, this is up to the DM)

Note that after researching the invention the character only knows how to make it. He just made a building-scheme; he did not create the item. Inventing won't cost much money (only some ink, pencils, paper and the inventor will need a quiet place and as usual: food)

For example: Spinner, a Gnomish inventor wants to invent the Aiming Device. He is a 4th level inventor with an intelligence of 18. He has to spend two weeks inventing the thing. His chance of success is

$36(\text{int})+20(\text{lv1})-25(\text{modifier})= 41$. The DM rolls a 32 and tells Spinner that after his hard work he knows how to make the Aiming Device.

Note that the inventor can't invent things above his level.

Table II

Inventor's level	Invention level	Success Modifier	Examples & Guidelines
1-3	1	10%	blunderbuss
4-6	2	25%	impplosives, electricity
7-9	3	40%	X-ray goggles
10-12	4	55%	Acid projector, steam propulsion
13-15	5	70%	Balloon
16-18	6	85%	Submarine, flying-machine
19-19+	7	100%	Crazy Stuff like teleporters, planecraft

The costs for inventing should be decided by the DM. Materials do not always cost the same, and the amount of money for services isn't the same in every country. Therefore the DM should consider the price paid by the Inventor. Some of the materials are not for sale, the Inventor should go on some sort of quest to find the material.

You should understand that the inventions noted in the following chapters aren't the only possible inventions. Players should use their imagination in constructing new ideas. They are free to make plans, the DM is free to forbid them (just kidding).

FIRST-LEVEL INVENTIONS

Adamantine Digging Gloves

(Anatomy)

Building Time: 10 days

Cost:

(2nd level) These gloves give the inventor the ability to dig tunnels at extra speed. Not that these gauntlets are magical, of course not. They are just made in a way that allows the character to dig with his hands. Copied from mole paws the gloves got little spadelike irons on its fingers. The inventor can dig a volume of three cubic feet per round (minute) in normal earth and one cubic foot per round through rock.

A character with the tunneling ability adds 20% to his base-score when using this gloves.

Special ingredient is Adamantine.

Black Crystal Glasses:

(Physics)

Building Time: 3 days

Cost:

At 3rd level the inventor can create glasses of dark material. They work like sunglasses giving the wearer extra protection to blinding by sun or artificial light (fire for instance). The dark material needed has to be searched for. When made, the glasses provide a +3 to any surprise-check when encountering fire or lightning.

Blunderbuss

(Physics)

Building Time: 20 days

Cost:

(1st level) This weapon uses gunpowder (must be invented apart from the blunderbuss), just like the arquebus in Players Handbook, to shoot little stones. This weapon is not only dangerous to opponents. It can harm the inventor as well. If a natural 1-4 is rolled on an attack roll (d20) something goes wrong. In table V is listed what exactly happens. If the attack is made successfully the Blunderbuss does 1d10 dmg.

Gun Powder

(Alchemy)

Building Time: 1lb./day

Cost: 10gp/lb.

Highly flammable and explosive powder that can be used in guns and bombs.

Repeating Crossbow

(Physics)

Building Time: 20 days

Cost:

(1st level) This item is in many aspects equal to a light crossbow, except the rate of fire, which is two bolts per round, for it is loaded much easier. This is because of a magazine containing extra bolts which is attached to the crossbow.

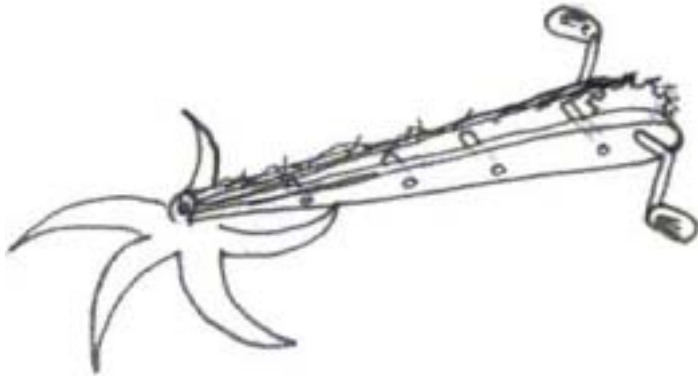
Snowsliding Board

(Physics)

Building Time: 5 days

Cost:

(1st level) With this invention the character enables himself to slide over snow or similar material. One or two wooden boards prepared in the right way attached to the inventors shoes make him slide at a movement of 18 to 24, if descending, depending on angle. They don't give him extra speed at flat terrain.



SECOND-LEVEL INVENTIONS

Acid bombs

(Alchemy)

Building Time: 3/day

Cost:

Two kinds of acid can be made. Flesh- and metal-eating acids are both powerful and therefore not created before 6th level. At this level the inventor can create flesh-eating acid. As the name says, this acid does not affect any kind of metal. At 7th level metal-eating acid can be invented.

Aiming device

(Physics)

Building Time: 10 days

Cost:

(4th level) By attaching a couple of linked lenses to his Repeating Crossbow the inventor can aim at an exact location. It takes one round to aim properly. All subsequent attacks are made with a +3 to hit.

Battery

(Physics)

Building Time: 25 days

Cost:

The inventor has the knowledge to create electricity. Only, he will not be able to use this power until he reaches 6th level. Then, he can create inventions based on this knowledge. Like this Battery. Combining two different materials brings forth a reaction producing enough electricity to inflict damage equal to a fifth level *shocking grasp* spell.

Impplosives

(Alchemy)

Building Time: 2 days

Cost:

(4th level) This invention is one of the reasons an inventor can't be lawful good. After long research the inventor found the right way to transport the bombs he created. The bombs are transported by kobolds. According to the name the bombs should be transported by imps. Unfortunately, the inventor that tried experimenting with imps got himself killed. The name he gave to his invention is still used though.

The kobold is tied to a little time bomb, and blindfolded. The inventor puts the creature in front of him. When released the kobold gets away from his imprisoner, running straightforward because of the bandage. When pointed at an opponent, he transports the bomb right to it. The bomb goes off inflicting 2d6 dmg at a direct hit and 1d3 for splash damage. This means the kobold is mostly hit when the bomb is delivered.

Infravision Goggles

(Physics)

Building Time: 10 days

Cost:

At 5th level an inventor can make a pair of glasses that allow him to see in the dark just like some races can. He will be given 60 ft of infravision whenever he puts on the glasses, night or day. Of course his Black Crystal Glasses can't be used to make this goggles.

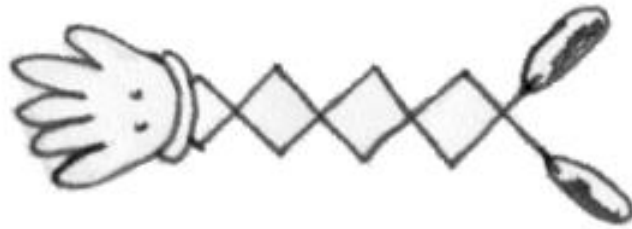
Wall Climbers

(Anatomy)

Building Time: 5 days

Cost:

(5th level) Copied from the treeclimbing frogs are these gloves and shoes. They have suckers on their flat sides fastening the inventor to a wall or other vertical surface. The character can move at a rate of 6 on vertical and horizontal surfaces no matter what his normal movement is, as long as he wears this gear.



THIRD-LEVEL INVENTIONS

Diving Mask:

(Anatomy)

Building Time: 1 week

Cost:

(8th level) In fact, this is an improved Gas Mask. The inventor made is Gas Mask appropriate to breath under water for 15 minutes. This mask only allows a character to *breath* under water, it doesn't allow extra movement or actions.

Flying suit:

(Anatomy)

Building Time:2 weeks

Cost:

(8th level) This is a suit that covers the whole body of the inventor, except for the head, like a divingsuit. Its principle is copied from flying squirrels. Attached to the suit are two winglike fleeces that function as parachutes when arms and legs are spread. They actually give the character some sort of Feather falling but in his enthusiasm the inventor named this item a Flying Suit.

Gas Mask

(Anatomy)

Building Time: 1week

Cost:

(7th level) The inventor carries a little barrel on his back where air is stored. through a little mouthpiece the character breathes the air when in a cloud of gas or smoke. He will have the possibility to breath for 10 minutes without any error. The used air escapes through the mouthpiece so that the air in the barrel will stay pure.

Greek Fire Projector

(Alchemy)

Building Time: 20 days

Cost:

(8th level) This gun is something like the Blunderbuss. The inventor carries a little barrel on his back which is connected to a tube. The barrel contains Greek fire (oil). When used, the oil is projected through the tube and lit at the end of it. A ray of fire (1 square wide and 3 squares long) springs from the weapon doing damage to all creatures that are within range. Damage is 2d6 dmg the first round and 1d6 the second. The barrel contains enough oil to fire 4 rounds (8 flasks), then it must be refilled.

Shadow Projector

(Physics)

Building Time: 30 days

Cost:

This invention creates shadows that make it easier to hide for thieves. This works best in shadowy areas and won't work off course in an open place in bright sunlight. If used properly it will add +25 % to hide in shadows score.

Ultravision Goggles

(Physics)

Building Time: 15 days

Cost:

At 7th level enough research is made to create a better version of the Infravision Goggles. The inventor can see perfectly in darkness, starlight or moonlight, and up to 90 ft. He 'll see as if it's day.

X-ray Goggles

(Physics)

Building Time: 3 weeks

Cost:

At 9th level the inventor can improve his goggles to the ultimate use. This pair of glasses grants the wearer the ability to see into and through substances that are impenetrable to normal sight. Vision range is 20 ft, with the viewer seeing as if he were looking at something in normal light. With this item the viewer can penetrate 20 ft of cloth, wood or similar animal or vegetable material, and up to 10 ft of stone or some metals. Some metals can't be penetrated at all. This item was actually invented to see through the cloths of people to see what's beneath them. It didn't function in the desired way, but it's still handy though.

FOURTH-LEVEL INVENTIONS

Acid Projector

(Alchemy)

Building Time: 25 days

Cost:

(10th level) This projector works the same as the Greek Fire Projector. Only, this weapon fires acid. This is affective against regenerating creatures. Any hit inflicts 4d6 dmg the first round and 1d6 the next. Any hit will leave scars on any surviving creature. One stream of acid (as much as a flask) can be projected every round until the inventor runs out of acid (the barrel contains 8 flasks). The Acid Projector needn't be aimed at one creature and is treated as a missile weapon. If metal devouring acid is fired the target's armor doesn't count.

Steam Propulsion

(Physics)

Building Time: None

Cost: None

This invention reflects certain knowledge in how steam propulsion works. It can be used in other inventions that require steam propulsion.

Steam Engine

(Physics)

Building Time: 45 days

Cost:

This invention requires the knowledge of Steam Propulsion. Basically this invention is a spinning wheel that is propelled by heated water. This wheel can be attached to a shaft to create a vehicle or to a mechanism to make an automatically loading bolt-thrower.

Red DOT Laser



MULTIPLE-LEVEL INVENTIONS

The following two inventions can be made and improved at several levels. Their effects are explained in Table III.

Throwing Bombs

(Alchemy)

Building Time: 1 day/Inventionlevel

These are little globes or pouches filled with some sort of powder or gas. The bombs can be thrown to whatever location the inventor wants by making a successful Throwing proficiency-check. The level of the bombs depends on the level of its contents. The cost of a bomb is 2 GP per Bomblevel + the cost of the material. Gasses and powders and its affects are listed in table I.

Eggshells

(Alchemy)

Building Time: 1 day/Inventionlevel

These are bombs made of blown eggs. Only hollow shells are used. They are filled with powder or gas and thrown at an opponent. There are different kinds of eggshells just like there are different kind of smoke bombs depending on what gasses or powders are put in them (see Table I). Eggshells are cheaper than bombs but as they weigh less aiming them is harder. They hit when a successful Throwing proficiency-check is made at a -2 penalty. Eggshells only have material cost.

Table III

<u>Gasses and powders</u>	<u>Bomb level</u>	<u>Invention level</u>	<u>material cost</u>	<u>effects</u>
-sneezing	1 st	1 st	1,5 GP per bomb	sneezing 1d4 rnds
-exploding(gunpowder)	2 nd	1 st	2 GP per bomb	1d6+1 dmg
-laughing	2 nd	1 st	2 GP per bomb	laughing 1d6 rnds
-smoke	3 rd	1 st	2,5 GP per bomb	smoke screen 1d6 rnds
-itching	3 rd	1 st	2,5 GP per bomb	irritating skin 1 turn
-blinding	4 th	2 nd	2,5 GP per bomb	blinding 1d8 rounds
-sleeping	5 th	2 nd	3,5 GP per bomb	sleeping 1d10+5 rnds
-choking	8 th	3 rd	4 GP per bomb	1d8+4 dmg

FOLLOWERS:

The inventor has the unique ability to create his own followers. Therefore he must have the three knowledges: physics, alchemy and anatomy.

Suitcase

At 3rd level he finds a living suitcase that guards the inventor's belongings stored in it. The suitcase uses its flaps as a mouth. He will not attack other creatures unless they try to do something with the suitcase. Note that an inventor has no control over the suitcase, when he treats it right it will open at command. Further the suitcase must be carried, it cannot move by itself. The inventor can store as many inventions as he likes in the Suitcase, as long as they weigh no more than 100 lbs, cumulated. Living creatures can be stored, but the suitcase is never a place of refuge for the inventor.

When some one is near it, or tries to open it the suitcase can attack, and will if the opponent seems hostile. He only trusts the inventor and is very loyal.

The inventor must take good care of the suitcase (giving it food and cleaning its outside) or it will no longer help him.

Ornithopter, Clockwork Avian

Climate/Terrain:	Any
Frequency:	Unique
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Semi- (4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	7
Movement:	Fl 36 (B)
Hit Dice:	2
Thac0:	17
No. of Attacks:	1
Damage/Attack:	1-2
Special Attacks:	Drop small bombs
Special Defenses:	-3 AC when infuriating
Magic Resistance:	nil
Size:	T
Morale:	Fearless (19-20)
XP Value:	225

The Clockwork Avian, or Ornithopter, is small flying machine made by an exquisite inventor. It is normally quite easy to destroy, but its strength lies in its speed and in its durability. When it is destroyed there is a 90% chance that it can be repaired. This takes one week. Supplies that it carries when it's destroyed are lost.

Combat: In combat it can infuriate larger enemies by flying around them. This takes 2 rounds in which Clockwork Avian can't attack. But it is very hard to hit if it isn't attacking; especially for larger opponents. It gets a +4AC bonus for every size difference.

At the end of the second round the creature must make a saving throw vs. spells. If he fails the creature becomes enraged for 2-12 rounds. During this rage it suffers a B4 penalty to all attacks.

Later versions can carry small bombs with gasses or explosives and drop them on their enemies. To hit the Avian makes an attack roll against AC10.

Clockwork Dragonet (Firedrake)

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Semi- (4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	2 (metal plate)
Movement:	6 Fl 12 (C)
Hit Dice:	4+4
Thac0:	13
No. of Attacks:	1
Damage/Attack:	2-8 (2d4)
Special Attacks:	Fire breath 5/day 2d8 in 60° x 10° cone
Special Defenses:	1-2 fire damage per S or P weapon hit unless save vs. breath. Blow up.
Magic Resistance:	Nil
Size:	S
Morale:	Fearless (19-20)
XP Value:	670

The inventor has reproduced the internal combustion-system of a firedrake. When it is destroyed it causes an enormous explosion doing 3d6 damage to everyone within a 10ft radius.

As it says, the inventor has created a little clockwork Firedrake. It functions as a pet and the inventor has full control over the creature. He has to pull handles to set the Drake to work. Handles are for: paw-movement (attacking/walking), flying, breath weapon and tail-movement. The handles are situated on the back of the creature.

Dragon Engine

Climate/Terrain:	N/A
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any?
Diet:	Non
Intelligence:	Semi- (4)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1
Armor Class:	-4
Movement:	Fl 36 (C)
Hit Dice:	40-70
Thac0:	10
No. of Attacks:	(tail, claw/claw/bite)
Damage/Attack:	
Special Attacks:	Wing buffet. Fire breath
Special Defenses:	Blow up.
Magic Resistance:	nil
Size:	G
Morale:	20
XP Value:	12000

This is only an idea of how complicated followers can become. The DM and the inventor should work this creature out themselves and decide which powers it has.

ARMOR:

An inventor can wear any armor he likes as long as he can toss its weight. For several occasions, the inventor is better off wearing no armor, an inventor who has chosen certain thieving-skills for instance. Besides the usual full suits (like chain mail or plate mail) the inventor can create his own armor. He does so by welding together several components of existing suits. Every piece of armor will add to the total AC, as described in *Combat and Tactics*.

Example: Midrella is a human inventrix. She has created her own armor of pieces chainmail, leather and plates. She used studded leather to cover her chest and back to stay mobile. Her right arm and shoulder are covered with a armpiece of full plate for extra protection to her best arm, her left arm and shoulder are armored with chain mail. Her legs are covered with splint mail. Her suit now has an AC-bonus of $1.5 + 0,9 + 0,5 + 2 \times 0.9 = 4,7$. This means she has an AC of 5 ($10 - 4.7 = 5.3$ rounded down).

Table IV

Inventor Thaco

	Level																			
Thaco	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	20	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11	10	10

Calculating thaco: $20 - \text{lvl}:2$ rounded up.

Table V

Blunderbuss Blunders

2d6 roll result

2	Mega-Boom after 1d4 rounds 2d6 dmg in sq. 1d6 dam next square
3-4	Fouled Barrel, nothing happens, gun must be cleaned (1d6 rounds)
5-6	Fires next round, shot isn't ruined if aimed
7	Backfire: possible knockdown
8-9	A lot of smoke blinding surrounding squares
10-11	Shot goes of to a random direction
12	Explosion, 2d4 dmg or 1d4 if saving throw vs. death is successful

KITS

Magic Discarder

While most inventors hate magic, there are always people who are worse. Inventors who really detest magic are called Magic Discarders. Their hate towards magic can have several causes, but the most common is that a character sees magic as some sort of trick that can be replaced by science. Not only will this character refuse to use magic, he will also try to duplicate the effect artificially and then destroy the original. It's obvious that cooperation with a mage is out of the question, except for extraordinary cases. Magic Discarders have problems with priestly magic as well, but not in the same way. They do not refuse priestly magic (while this is granted by a god) although they will use it reluctantly.

Social ranks: Magic Discarders can come from any economic background except the lower class. The reason for this is that a lot of money is needed to duplicate magical effects. Inventors that lack money won't think of duplicating magic. Roll 2d6 to determine the Magic Discarder's social rank:

2d6 roll	Social rank
2-5	Lower Middle Class
6-11	Upper Middle Class
12	Upper Class

Requirements: This kit can only be chosen by inventors. The Magic Discarder must have the minimum requirements for an inventor and must also have a minimum wisdom of 13. This is because the Discarder must have an extensive knowledge so he knows how to obtain certain effects.

Weapon proficiencies: Just like any other inventor the Magic Discarder has a hard time fighting with melee weapons. He can become proficient in any weapon but suffers the same penalties as normal. Normal weapons that can be used without penalties include: repeating crossbow, blunderbuss and bombs.

Recommended nonweapon proficiencies: Carpentry, engineering, spellcraft, rope use, set snares.

Equipment: Standard for inventors

Recommended traits: Obscure knowledge, precise memory, keen senses.

Possible Inventions: Shoes of Jumping, X-ray Goggles, Wings of Flying, Teleporter and Shocking

Grasp.

Benefits: Because they are so acquainted with magic, Magic Discarders gain a +1 on any saving throws whenever magic is involved. Because these characters are so eager to create items that will make magic needless, they add a +10% to their chance of success when inventing such items. Note that this adjustment only counts when some magical effect is duplicated. Therefore the inventor must have seen or heard of a magical item to replicate.

Hindrances: While Discarders really hate magic they will refuse it in any way. No magical items of any kind can be used *voluntarily*. Magic just doesn't appeal to him and he won't use it, unless he is really forced by someone to do so. Magic cast upon him has normal effect on the character. When a fireball is cast on him, the Discarder will suffer damage as any other person would.

Wealth: The Magic Discarder start with the amount of money standard for inventors: 2d8x10 GP.

Odd Jobber

There have always been people who are good at anything. Jack-of-all-trades who can do all the chores you want them to do. Some of these will offer their services for free. Others will ask some kind of payment. Odd Jobbers are people of the latter category. They dwell the earth hiring themselves out to people, doing jobs their employers don't want to do. These characters can ask anything in return; money, valuable items or materials needed for new inventions.

Social ranks: Odd Jobbers never come from the upper class, those people don't have to work to earn money and they aren't used to offer their services. Roll 2d6 to determine the character's social background.

2d6 roll	Social rank
1-4	Lower Class
5-8	Lower Middle Class
9-12	Upper Middle Class

Requirements: Odd Jobbers must have a minimum Charisma of 9. Besides they must have the requirements to become an inventor. Other classes can become Odd Jobbers but they must have the appropriate proficiency needed for the job.

Weapon proficiencies: Because characters with this kit are so devoted to inventing and creating they cannot fight with melee weapons. They can only use weapons they created themselves. Weapons include: blunderbuss, repeating crossbow etc.

Recommended nonweapon proficiencies: Blacksmithing, carpentry, cobbling, engineering, leather working, rope use, stonemasonry, reading/writing, set snares, bowyer/fletcher.

Equipment: Odd Jobbers should have all the equipment needed for the jobs they want themselves to do. If a character wants to hire oneself out for repairing shoes, for instance, he should have the appropriate tools.

Recommended traits: Artistic ability, empathy, keen senses, obscure knowledge, precise memory.

Possible inventions: Ventilation System, Central Heating, Sewing Machine and Household Inventions.

Benefits: When Odd Jobbers deliver good work their names are remembered and passed on. After some time they could become known as “the man that could do anything”. This can draw the attention of wealthy people who can always use this kind of services. He will be paid well and could eventually attract a wealthy patron that will support and pay him for inventing. Besides, this characters gains one of the named nonweapon proficiencies for free (see recommended nonweapon proficiencies).

Hindrances: Odd Jobbers are so devoted to inventing that they have a hard time using weapons they didn't create themselves. They cannot fight with melee weapons except for knives which they need for their work. They suffer the same penalties as usual when fighting with this weapon. Because they like inventing so much, they add 2 days to the time needed to invent things.

Wealth: Odd Jobbers start with the normal amount of money: 2d8x10 GP.

Stealth Hunter

The devices made by inventors can be used to suit many purposes. Some inventors decided to specialize in the art of thieving. Their inventions grant them abilities of stealth and precision. It is recommended that the thieving abilities are chosen.

Social rank: Most assassins come from the middle class. Roll 2d6 to determine their rank.

2d6 roll	Social rank
2	Lower Class
3-8	Lower Middle Class
9-12	Upper Middle Class

Requirements: To take this kit the inventor must have a minimum Dexterity of 15 and a Charisma of 12. Stealth Hunters can't be lawful good.

Weapon proficiencies: A stealth hunter doesn't take the usual penalties in one small melee weapon of his choice.

Recommended nonweapon proficiencies: direction sense, disguise, forgery, tracking, reading lips, modern languages, herbalism, tumbling.

Equipment: Only light tools and weapons should be carried and no armor heavier than studded leather may be worn.

Recommended traits: Alertness, ambidexterity, glibness, keen senses, precise memory.

Possible inventions: Red DOT Laser, Stealth Clothing, Shadow Projector, Sound Absorber and Alchemical Poisons.

Benefits: Through his specialized interests the stealth hunter receives a +10% bonus to all thieving abilities he possesses. He can improve the abilities with inventions like the shadow projector and the sound absorber. Items like the Red DOT Laser (Distant Object Targeting system) will make aiming with your repeating crossbow a lot easier. Devices that affect thieving skills can be invented with a +10% success bonus.

Hindrances: One big hindrance is that the Stealth Hunter is restricted in his choice of armor just like a thief. Persons that know his profession will mostly react disapproving. Reaction rolls are made with a

penalty of -4.

Wealth: Standard

