

# TINKERER

*Citizens & Unaffiliated*

## BACKGROUND

Some people possess an innate drive to futz and fiddle with anything that they can get their hands on. Those who make a living from that disposition are known as Tinkerers, and make the small mechanisms that most people don't give a second thought to. With their quick minds, they learn how to put things together and, of course, to take them apart. They are the most skilled at designing the intricate works that require a steady hand, the sorts of devices that just may snap at the very fingers building them.

In general, there are three primary focuses of a tinkerer: locksmithing, device crafting, and destruction. Locksmithing is self-explanatory; the quick fingered tinkerer knows the ins and outs of the mechanisms that keep things safe, and the demand for security is often what keeps the average shop afloat. Device crafting, too, is quite clear; the clever tinkerer can create an array of traps and tricks for either their personal use, or for sale. While the category of physical destruction is relatively self-explanatory, the objects it affects are varied but include items to which the saboteur has normal and inconspicuous access in everyday life—armor, weaponry, magical items, gems, runes, structures, and so on.

## MECHANICS

Tinkerers work primarily with tinkerer tape, which are represented by red grosgrain ribbon. This ribbon is an in game item that can be stolen. Different lengths can be turned into items to achieve a variety of effects. All tinkerer creations must be made at an in-game workbench, or made between-games. Once expended, tinker tape should be deposited in the appropriate container at the bench. Please be honest in your measuring and use of the ribbon.

## PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Over the course of 2 events, create 10 inches of Tinker Tape	<i>+2 events</i>	Gain 5 inches of Tinker Tape All novice skills unlocked.
<i>Journeyman</i>	Accomplish 2 of the following over 2 events: <ul style="list-style-type: none"> <li>● Break 2 items,</li> <li>● Create 2 traps,</li> <li>● Create 2 level 1 locks</li> </ul>	<i>+2 events</i>	Gain 5 inches of Tinker Tape All journeyman skills unlocked.
<i>Master</i>	Accomplish 2 of the following over 2 events: <ul style="list-style-type: none"> <li>● Create traps using 20 inches of tape,</li> <li>● Create 2 level 2 locks</li> <li>● Destroy 2 locks</li> </ul>	<i>+2 events</i>	Gain 5 inches of Tinker Tape All master skills unlocked.
<i>Grandmaster</i>			Gain 5 inches of tinker tape All grandmaster skills unlocked.

## SKILLS

*Note:* Each skill listed below is classified as an infinite-use skill, but it requires the indicated amount of materials.

### *NOVICE*

**Tinker Tape (0)** As an in-game skill you may spend five metal rings or leather scraps to create five inches of tinker tape. You may exchange the appropriate number of rings or leather scraps at the Workbench for the appropriate inches of tinker tape.

**Destroy Item (1)** Spend 1 minute of uninterrupted role-play sabotaging a mundane in-game item, with the exception of locks, by wrapping a length of tinker tape around it. That item is considered broken. If the tape falls off, it is considered wasted.

**Oil Slick (1)** After spending 5 minutes and 3 inches of tinker tape you may take 1 oil slick prop from the workbench supply box.

**Create Key (1):** As a between-game action you may create a key for any non-magical lock you have in your possession or copy a key that you have in your possession. 1 inch of tape per lock level.

### *JOURNEYMAN*

**Destroy Item, Improved (2)** Your ability to destroy items now includes mundane weapons and armor.

**Flash Trap (2)** After spending 5 minutes and 3 inches of tinker tape, you may create one flash trap. The trap is represented by a white glow stick. When cracked, the call is “All within the sound of my voice, Stun.”

**Create Lock (2)** As a between-game action you may spend tinker tape to make a lock up to level 2. It takes 5 inches of tape per level of lock.

Level 1: Three of a Kind, Two Pair or One Pair, 6 or below

Level 2: Three of a Kind, Two Pair or One Pair, 7 -10

### *MASTER*

**Destroy Item, Mastered (2)** Your ability to destroy items now includes locks. To do so costs you 2 inches of tinkerer tape per level of lock.

**Caltrop (2)** After spending 5 minutes and 5 inches of tinker tape you may take 5 caltrop props from the workbench supply box.

**Create Lock, Improved (3)** As a between-game action you may spend tinker tape to make a lock of level 3 or 4. It takes 5 inches of tape per level of lock.

Level 3: Two Pair or One Pair, Jack or higher

Level 4: Straight starting at 9 or Higher or Four of a Kind of Jack or higher

### *GRANDMASTER*

**Blast-box (2)** After spending 5 minutes and 10 inches of tinker tape you may take one blast-box from the workbench supply box.

**Destroy Item, Superior (2)** Your ability to destroy items has been perfected, such that you can now destroy magical items. This includes: thaumaturgical focus items, magical jewelry, runic items, and some phenomenal magic items. To do so costs you 10 inches of tinkerer tape.

**Create Magic Lock (3)** As a between-game skill you may create a magic lock for 10 inches of tape per level and one tungsten ore. A magical lock contains the normal code of the appropriate level along with a joker. For Example, a level 1 magic lock could be: One Pair of 5 or lower & Joker

**Create Lockpick (4)** As a between-game skill you may create a lockpick for 10 inches of tinker tape for cards 2-9 and 20 inches of tinker tape for 10's and face cards. Each lockpick created results in one card.