



# HEROIC CLASS VOCATION

## Inventor Vocation

The **House Rules** below is a revision of the Inventor class vocation found in Mongoose Publishing's™ OGL: STEAMPUNK (pp. 39-40). It has been modified to fit within Wizards of the Coast's™ d20: MODERN RPG System.

The inventor seeks to create that which has not been created before, to build something that no one thought could be built. Inventors are always tinkering with machines, seeking to create the next great breakthrough in technological advancement.

**Prerequisites:** Craft [blacksmithing or mechanical] 4 ranks;

**Bonus Starting Feat:** Select one of the following:

Craft Automata, Craft Equipment, or Master Artisan;

**Vocation Skills:** Concentration (Con), Craft [choose one: analytic programming, blacksmithing, or Telluric sketching] (Int), Disable Device (Int), Knowledge [choose one: business, engineering, natural sciences, physical sciences, or technology] (Int), Research (Int), and Repair (Int);

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

**Additional Bonus Feats:** Build Structures, Build Vehicles, Craft Automata, Craft Equipment, Craft Personal Weapons, Craft Vehicle and Artillery Weapons, Master Artisan, Medical Expert, Simplify Invention, and Use Amazing Device;

**Wealth:** +1;

### Inventor Talent Tree

**Jury-Rigger (Ex):** With the expenditure of one action point, the Inventor can alter a repair performed by the jury-rig application of the Repair skill so that it becomes permanent instead of temporary.

**Workshop (Ex):** The Inventor has his own workshop with enough room to build, house and maintain one Huge machine, two Large machines, eight Medium-sized machines, or any number of smaller ones.

The character can select this talent more than once; each time it is selected; it increases the size and number of machines he can build in it by one size category.

**Master Artisan (Ex):** The inventor can create objects of mastercraft quality with the prerequisite Craft skill. This

talent works as described on page 179 of *d20: MODERN Roleplaying Game*.

Unlike the Techie class feature, each time this talent is selected, the Inventor must choose a new Craft skill which to apply this talent.

**Prerequisite:** Craft [any one] 8 ranks.

**Scientific Discoveries (Sp):** As The table below shows how many at each level. Like magical spells, discoveries come in levels 0-3<sup>rd</sup>, so a 1<sup>st</sup> level Inventor has made 2 0-level discoveries and 11-level discoveries. Each discovery duplicates a Mage or Acolyte spell (described in Chapter 10 of the *d20: MODERN Roleplaying Game*).

At each successive level, an Inventor makes further discoveries through research and study. The GM randomly selects the spells these discoveries represent, though the Inventor can make a Research check to select a number of their own spells. The table below shows how many discoveries of each spell level the inventor receives upon gaining a new level, and how many of these can be researched at each level. The DC for making a new discovery is 20 + (the discovery level x 5). A failed Research check indicates that the Inventor instead discovers all random spells.

Level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>
1	2	1	--	--
2	3	1	--	--
3	3	2	--	--
4	4	2	1	--
5	4	3	1	--
6	5	3	2	--
7	5	4	2	1
8	6	4	3	1
9	6	5	3	2
10	7	5	4	2

Discoveries are just theories that work on paper. To put a discovery into action, an Inventor must build an invention that incorporates the discovery. To do so, the character expends (discovery level x Inventor class level x 30) XP and devotes (discovery level x inventor level x 5 days) to the task. Richer characters can complete their inventions faster because they have better laboratories and equipment. A Wealth check (DC 20) gets the job done in (discovery level x inventor level x 3 days), and a

Wealth check (DC 30) gets it done in (discovery level x inventor level x 2 days). Inventors can further reduce the cost of their inventions by lowering their inventor level for the purposes of item construction, but doing so locks the lower scientific level into the invention.

Once an Inventor spends the time and XP (and possible wealth), the invention is fully operational. It functions for 50 uses before something goes wrong – it short-circuits, its power core needs replacing, or its crystal targeter shatters. It can't be repaired but the **Extend Invention** feat lets characters create inventions that don't wear out or break down.

In general, only the Inventor can operate their own inventions, because the high-tech equipment of the Steampunk World requires delicate adjustments and complicated controls to function properly. Inventors with the **Simplify Invention** feat can construct inventions that other characters can use.

Any character can use Knowledge (technology) to identify the effects of an invention. This use of the Knowledge skill is the only application of that duplicates the use of the Spellcraft skill described in Chapter 9 of the *d20: MODERN Roleplaying Game*.

Inventions tend to be somewhat bulky, weighing 10 pounds per level of the discovery. Held, carried, or worn inventions typically take up two body slots, chosen from the list in Chapter 10 of the *d20: MODERN Roleplaying Game*. The GM is the arbiter of which body slots are reasonable for each invention.