

Gadgets

Types

When it comes to gadgets, there are 4 types. A Gadget type is only used to describe how the item is used mechanically, and does not imply anything more.

Kits

A set of tools which take full attention to use, requires a chunk of time to setup, or is otherwise unusable without standing still for a period of time. Kits should not be used during time stress. Attempting to use a kit in a time stress scenario can only be done if *no other actions are taken* in a given turn. Additionally, some kits may require several turns to setup (such as a Beacon Kit).

Tools

A single item or mechanism which is intended to be immediately accessible. Tools are typically one handed, and available during time stress. Unless a type of ammo is specified, Tools can be used multiple times without issue.

Expendable

An item which is depleted by using it. Usually these are something consumed (like a brew), or used in repair (like spare parts or enchanted threads). After its use there is no way to recover it.

Ammo

This item does nothing by itself, and instead acts as ammunition for a weapon or other piece of gear.

Engineered Gadgets

Gadgets

Name	Prof	Type	Effect	Rarity	TGH	Slots
Standard Grade						
3 Spare Parts	Simple	Expendable	Used when repairing items	Standard	1	0

20 Arrows	Simple	Ammo	Basic ammo for crossbows.	Standard	1	1/2
2 Enchanted Threads	Advanced	Expendable	Restore up to SKL Life Points or Lethal Wounds using 1 Stamina.	Common	3	1/2
Enforcement Grade						
16 Electric Arrows	Simple	Ammo	Attacks done with the arrow against a target also applies to the closest living creature, up to 3 tiles away.	Common	2	1/2
8 Explosive Arrows	Simple	Ammo	Attacks done with the arrow against a target also hits anything in the 4 adjacent tiles next to the target.	Uncommon	3	1/2
14 Flaming Arrows	Advanced	Ammo	Targets that take damage from the arrow gain the Fire effect.	Uncommon	3	1/2
10 Voidic Arrows	Advanced	Ammo	Targets hit by the arrow take 1 Void Strain along with normal damage.	Valuable	2	1/2
Military Grade						
Armor Repair Set	Advanced	Tool	Repair any single piece of armor with a Toughness at, or below, your SKL. Requires 1 Stamina.	Common	4	1

10 Blasting Bolts	Simple	Ammo	Attacks done with the bolt also apply to the 8 surrounding tiles of the target.	Common	3	1
8 Electric Bolts	Simple	Ammo	A blasting bolt, with the attack also applying to any enemies within 3 tiles of an enemy damaged by the bolt.	Uncommon	3	1
7 Flaming Bolts	Advanced	Ammo	A blasting bolt, but any enemies that take damage also gain the Fire effect.	Uncommon	3	1
4 Massive Bolts	Advanced	Ammo	A blasting bolt, but all tiles adjacent to the bolt's effect are also effected.	Uncommon	3	1
5 Voidic Bolts	Advanced	Ammo	A blasting bolt, but any enemies that take damage also take 1 Void Strain.	Valuable	3	1
Beacon Kit	Advanced	Kit	Setup or breakdown a working emergency beacon using 2 Stamina.	Elusive	2	2
Guild Grade						
10 Steam Cores	Simple	Ammo	Basic cores used for steam based guns.	Common	1	1

Inventor's Tool Box	Advanced	Tool	Repair any single gadget with a Toughness at, or below, your SKL. Requires 1 Stamina.	Uncommon	3	1
Alchemical Kit	Advanced	Kit	Allows for making brews without needing to be at a bar, or similar alchemy station.	Valuable	1	2
Steam Spiker	Simple	Tool	Fires nails made from Frigus origins that last 24 hours, Allows for 1 meter wide Barricades to be built with the hardness of brick using 2 stamina. Uses 1 steam core.	Valuable	3	1

Ruiner Grade

Lockpicker's Kit	Advanced	Kit	Bypasses an old human era lock.	Common	1	1/4
Campfire Pack	Simple	Kit	An ignus campfire that restores AP as if you were in a city over the course of a few hours.	Uncommon	4	1
Terror Wards	Simple	Kit	A small network of void crystals that can hide about 1 small building's worth of arcana from being detected from outside of it.	Uncommon	4	2

10 Fuel	Simple	Ammo	Basic combustible fuel.	Uncommon	1	1
Conqueror's Ward	Simple	Tool	Hides the holder from Jawson, the Apprentice of Saints, and by extent the Conquerors. Passive.	Uncommon	4	1/2
10 Pyrotechnics	Advanced	Ammo	A set of exploding powders, in or outside of a medium (such as a firework rocket).	Uncommon	2	1/2
Terror Bait	Advanced	Expendable	Attracts night terrors when placed in a dark location (including at night). Must be activated.	Valuable	5	3
5 Bullets	Simple	Ammo	Old human bullets for old human guns.	Valuable	3	1/4
3 Shells	Advanced	Ammo	Explosive shells for old civil war artillery pieces. +2 Crushing Damage and effects 8 tiles surrounding the target.	Scarce	4	1

Invented Gadgets

Inventing gadgets can be much more vague and annoying than inventing weapons or armor. Gadgets are much more open ended and much less focused on numbers. For that reason, while most of these are guidelines, follow your gut and work together with your RM to make sure everything feels right.

Gadget inventing will use a similar mechanic to other invention types, but remember that its more pliable. For a gadget, one works with the concept of Potential. While negative traits for the gadget increase the potential, your goal should be to have the potential end up at 0. This is due to the fact

that once the invention process is over, left over potential does not give any bonus, like damage or AR. Reference the table below for the gadget's starting Potential.

Rarity	Potential
Standard	-1
Common	0
Uncommon	1
Valuable	2
Rare	3
Scarce	4
Elusive	5

Basic Stats

The basic attributes of a gadget is one of the most important things about it. Feel free to select the stats from the following sections to best fit your weapon's characteristics.

Proficiency - All gadgets start with a simple proficiency. Should one desire, they may increase the proficiency to advanced and gain 1 potential.

Toughness - It takes some work to make an invention stand up to being bashed in by a sledge hammer. Without changes, gadgets have a toughness of 3. This may be increased by removing 1 potential and gaining 1 toughness as many times as one desires. Alternatively, one may decrease the toughness by 1 and gain 1 potential.

Slots - Most engineered gadgets are made to be packed well, but invented weapons can be a little bit more of a beast to carry. They start at 1 bag slot. They may be reduced to 1/2 a bag slot by removing 1 potential. They may also increase in bag slots by adding 1 potential and 1 bag slot as many times as desired.

Type - Gadgets come in 4 types: Kits, Tools, Expendables, and Ammo. Each have a set of rules on how they are used, but all provide changes to a gadget's potential. They all have stats specific to them that will be relevant. Each will shift the items potential in some way, as indicated in the parenthesis next to the sections header.

Kits (+1 Potential)

Kits are stationary bundles of tools and equipment, changing some of their basic stats. They cannot be used easily in time stress.

Tools (-1 Potential)

Tools are gadgets meant to be wielded, even during time stress where they can be used at the cost of 1 stamina. This gives them some unique stats they may add to a gadget:

Paw Count - All tool gadgets start with a 1 paw requirement. This may be increased to 2 paws to gain 1 potential, or be lowered to 0 paws at the cost of 2 potential.

Expendables (+1 Potential)

Expendable gadgets have a 1 time use before being gone. Consumables like brews, or repair tools like threads would be considered expendable.

Ammo (Variable Potential)

Ammo is used with another type of gear to give it use. Normally, ammo does nothing by itself, but it can be modified to give additional effects depending on the ammo. Below is each of the plain ammo types, their effect on the gear's potential, and the normal count. There will also be a quantity cost, which allows you to remove or add more of the actual ammo itself in trade for potential. Additionally, no bonuses may be gained from toughness or slots. While the potential may seem counter intuitive, it is important to note that rarer ammo like Bullets will already be giving the weapons they are used in a significant bonus.

Type	Potential	Count	Quantity Increase (-1 Potential)	Quantity Decrease (+1 Potential)
Arrows	+1 Potential	20	+5 Count	-4 Count
Bolts	+1 Potential	10	+3 Count	-3 Count
Steam Cores	+0 Potential	10	+3 Count	-2 Count
Fuel	-1 Potential	10	+3 Count	-2 Count
Pyrotechnics	-2 Potential	10	+2 Count	-2 Count
Bullets	-2 Potential	5	+2 Count	- - -
Shells	-5 Potential	3	+1 Count	- - -

Additionally, ammo can provide an area of effect, based on a radius from point of impact. For each additional tile of radius, take -1 potential. To see the specific shape of a radius, see the explosives section of time stress

Traits

Traits make up the core of inventing a gadget. Traits can be complex and involve several tables, or be straight forward. It depends on the complexity of gadget you're looking to build.

Ammo

Some kinds of gadgets may use ammo to perform their functions. Ammo gadgets cannot require ammo to function. Each use of the gadget will use 1 of the specified ammo.

Arrows	+1 Potential	Basic arrows used in most crossbow types
Bolts	+1 Potential	Heavy, large, explosive arrows traditionally used in ballistas
Steam Cores	+1 Potential	Pressurized orbs of steam, not as strong as a gun, but it can shoot a bullet-like thing
Fuel	+2 Potential	Some kind of burnable liquid, usually oil or gas
Pyrotechnics	+2 Potential	Custom made explosive powders, usually fireworks or something similar
Shells	+3 Potential	Old human explosive shells, usually smaller ones. Incredibly rare
Bullets	+3 Potential	Very rare form of ammunition no longer in production, Packs a heavy punch if you can find it

Range

Range allows the gadget to apply its effects far from the user without being thrown. For each 2 tiles of range, remove 1 potential.

Breaking

Gadgets that can break gear and aren't weapons themselves tend to be special ammo, or forms of especially deadly substances, like thermite bombs. Each point of breaking applied to the gadget requires 2 potential. However, if the gadget is ammo, or expendable, each point of breaking only requires 1 potential.

Heavy

Heavy gadgets tend to be complex mechanisms or particularly complicated kits. This allows them to pack more uses into their form factor, adding 1 potential to the gadget.

Sluggish

Gadgets suffer most heavily from sluggish, as they tend to be frequently rotated in an out of ones paws. Adding sluggish to a gadget provides 2 potential.

Infused

Gadgets with infusions are incredibly useful, often being brews or chemical bombs. To add an infusion 3 potential must be sacrificed, and the toughness of the item cannot exceed 3.

Ruckster

Ruckster gadgets are rarely made due to ruckster weapons being notoriously unreliable. Ammo that breaks on a chance is typically considered a non-starter, but no one could look past the raw power output of a crystal that explodes. When adding Ruckster to a gadget, use a breaking chance of 2 to gain 1 potential, or a breaking chance of 4 to gain 2 potential.

Chained

Chained gadgets aren't common, as most thrown and recovered items tend to be weapons. Despite this, a chain can be added to the gadget that extends 3 tiles for every 1 potential used.

Bonus

Gadgets may provide some kind of bonus to certain checks. Treat this the same as a character profession, and pick a broad (but not overly broad) category. For each dice that is added to the dice pool from this bonus, take away 2 potential.

Recovery

A gadget can have a recovery trait, which means the item can restore AP, SP, LP, Lethal Wounds, Void Strain, or similar stat which has a shifting value. For each 1 point in that stat that is recovered, 1 potential is used for expendable and ammo gadgets. Tool and kit gadgets must use 2 potential for 1 point of that stat.

Boost

A gadget can provide a boost trait, which means the item can increase the maximum tolerance of some stat for a period of time. Stats like max AP, max SP, max LP, max Lethal Wounds, and max Void Strain are increased. These can last until the end of time stress, until a rest, or after it feels that enough time has passed. For each 1 point increased, remove 3 potential for expendable and ammo gadgets. Tool and kit gadgets must use 4 potential for a 1 point increase.

Ability

The gadget may also provide some custom ability when using it, such as letting one perform alchemy, or make temporary structures. For these, use 2 potential for an ability that can be obtained in an outpost or the city. Otherwise, use the class tables (Casting Styles and War Patterns) and search for a similar enough ability. The level of that ability is the cost in potential to make the invention.

Illegal

A gadget can use illegal technologies, which adds 2 channels.

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