

# NERO® Vanguard Tinkering Package

Version 1.0.4

For NERO Rules: Jeremy Wolfe, adapted from NERO Wildlands

## Objective

To increase interest in crafting skills, particularly the underused skill, Create Traps

## Rule

The skill “Create Trap” is now replaced by the skill “Tinkering” with the same build costs, and the prerequisites of Arm/Disarm Traps and Read & Write. Traps can still be made at standard rulebook cost. This playtest has no effect on the skill “Arm/Disarm Traps.”

The following items can be made:

Tinkered Item	Production Cost
Clock	12
Compass	8
Door Bolt	8
Door Bolt – Reinforced	16
Door Bolt – Well Reinforced	28
Door Bolt – Master Crafted	32
Grenade – Light	12
Grenade	20
Lockpicks	8
Lockpicks – Finely Crafted	16
Manacles	8
Manacles – Reinforced	16
Manacles – Well Reinforced	28
Manacles – Master Crafted	32
Mechanical Torch	4
Music Box	8
Padlock	8
Padlock – Reinforced	16
Padlock – Well Reinforced	28
Padlock – Master Crafted	32
Pocketwatch	24
Snare	20
Spyglass	12
Strongbox – Reinforced	16
Strongbox – Well Reinforced	28
Strongbox – Master Crafted	32

**Destroying items:** Some items can be destroyed by weapons (as per descriptions below). These can only be destroyed by non-ranged weapons, and take no damage from spells, arrows, or other ranged weapons. This damage is line-of-sight. If damage done to an object is not enough to destroy it, it will be assumed to be at full “health” once line-of-sight is broken. Some reinforced crafted items will cause weapons that damage them to suffer a shatter effect (as in descriptions below). This shatter effect will affect all weapons which have done any damage to the item, and will occur after the crafted item is destroyed, or if more than 3 seconds have passed since the weapons were used to strike the item.

**Draftbooks:** To make a Tinkered item, a character must have the skill “Tinkering” and a draftbook entry for the item to be made. These draftbooks are tagged, in-game items. These are normal books which can be destroyed by anything that could normally destroy a book. These books must be specially prepared and the paper must be smoothed. Empty drafting books can be produced by anyone with the skill “Create Scroll” for 12 production points. Additionally, the books require special schematic ink to preserve the accuracy of the designs, which costs 2 silver per production point to copy from one book to another. This can be done by anyone with the Tinkering skill in the presence of a marshal at Logistics.

## **Production Items:**

**Clock:** Clocks are devices that allow a character to observe the passage of time, and to tell the time of day. It is assumed that any character who can see a clock can use it to tell time.

**Phys-rep:** Any antique looking clock that is larger than 6” on any side. Do not use digital readouts, clocks that have pieces that are obviously modern, bright plastics, logos, speech, or electronic sounds.

**Compass:** A compass is used to tell approximate direction. It may help with tracking or with navigation. It is assumed that any character who can see the compass can tell which way is north. A character must have the skill Read/Write in order to follow even the simplest map, however.

**Phys-rep:** Any antique-looking magnetic compass. Do not use electronic compasses, LCD displays, bright plastics, or bright colors.

**Door Bolts:** This device is permanently built onto a door. It allows the door to be shut and locked from the inside and prevents creatures from breaking it down. The system involves strengthening the entire door, and takes five minutes of active concentration, after which the tag must be taped to the inside of the door, a duct-tape or masking-tape ‘L’ made on the outside of the door, and a note added to the marshal notes. If the door is damaged or the Tinkerer takes any effect while setting up the door bar, the bar is destroyed. Once fit with a door bar, anyone can lock or unlock a closed door with an uninterrupted 3-count. The door can only be locked or unlocked from the inside. From outside a door, it is obvious to everyone who takes time to notice if a bolt is installed, and whether it is locked or not, but impossible to tell what strength. From inside, anyone can tell it if a Door Bolt is installed, and whether it is locked or unlocked, but it requires one level of Tinkering and 1 minute to identify what strength it is. If a door is to be left locked and unattended for long periods of time, an underline can be put under the ‘L’ to

indicate that it is locked. This must be removed after the device is unlocked. After a bar is attached to a door, the Bolt can be permanently removed by anyone with the Tinkering skill in 1 minute, but the Door Bolt will be destroyed in the process. An unbolted door can take 50 points of damage, as per the standard rulebook (page 98). If the door is destroyed by any means, the door bolt is destroyed as well. Door Bolting Systems have varied strength, as described below.

**Phys-rep:** bolt or bar at least ½ inch thick and 1 foot long, attached to door. Does not have to be movable or actually lock.

**Door Bolt:** Door requires 100 points of weapon damage or requires +2 Strength or greater to force open. Any weapons used to hack down this door suffer the effect of a shatter spell.

**Reinforced Door Bolt:** Door cannot be hacked down by weapons, and requires +4 Strength or greater to force open. Any weapons used to try to hack down this door suffer the effect of a shatter spell.

**Well Reinforced Door Bolt:** Door cannot be hacked down by weapons, and requires +6 Strength or greater to force open. Any weapons used to try to hack down this door suffer the effect of a shatter spell. The door can resist one Destroy spell ever.

**Master Crafted Door Bolt:** Door cannot be hacked down by weapons, and requires +8 Strength or greater to force open. Any weapons used to try to hack down this door suffer the effect of a shatter spell. The door can resist one Destroy spell per day.

**Grenades:** Grenades are small explosives that are thrown at targets, and combust upon impact. Due to the complexity of the mechanisms, they require 3 levels of Tinkering to use. They follow all rules for handheld items (can't hold with weapon hand, etc.). They come in two strengths: Lesser grenades, which deal 5 damage or regular grenades which deal 10 points of damage. The damage is called as <5 physical fire> or <10 physical fire>, respectively. This is a physical attack, and as such can be defended with shields, swords, Magic Armor, Dodge, Parry, Displacement, or any other standard defense that protects against ranged physical attacks, as well as Guardian of the Four (Fire Shield) or any Fire/Flame negating effect (such as Cloak, Bane, Reflect, Return, etc.). The following skills/effects will not stop a grenade: Elemental Shield, Shield Magic, or Reflect Magic.

**Phys-rep:** green spell-packets

**Lockpicks:** These tools are required for a character to pick a lock. A set will typically have a small pair of scissors, small pliers, tweezers, a small mirror, some string, and so forth. Anyone with the skill Pick Locks can use these.

**Phys-rep:** small tools including tweezers, scissors, etc.

**Lockpicks, Finely Crafted:** These tools allow a properly skilled character to better pick a lock. A lock being picked with Finely Crafted Lockpicks is treated as if it is one level lower than it actually is. Anyone with the skill Pick Locks can use these.

**Phys-rep:** small tools including tweezers, scissors, etc.

**Manacles:** Manacles (also known as handcuffs) come in a variety of strengths. The difficulty of escaping depends on their quality. The quality of a pair of manacles can be determined by anyone with at least one level of Tinkering after 1 minute of examination. To use manacles, the affected character must hold both hands together as if they were tied while holding the phys-rep and tag in one or both hands. Due to safety reasons, manacles are never allowed to be actually attached to any player! While confined in manacles, you cannot cast spells (including activations from magic items), use weapons, pick locks, remove any other manacles or use any other offensive skill that requires the use of your hands. Anyone can use manacles. A padlock can be added to a set of manacles. If a lock is added, the manacles cannot be removed until the lock is removed, the manacles are destroyed, or opened with a Release spell. If a lock is not added, they can be opened by any person who has both hands free. It takes three seconds to put on or remove manacles, during which time the persons wrists must be touching.

**Phys-rep:** Any manacles or a circular loop of yellow rope, chain, or thick cord at least 1 foot long. Do not use modern handcuffs.

**Manacles:** A creature with +2 strength (or under the effects of Endow) can break manacles of this quality with a 3-count. They can be opened with a Release spell, or destroyed with a Shatter or Destroy spell. They can also be hacked off with 10 points of damage from a weapon, which suffers the effect of a Shatter spell.

**Reinforced Manacles:** A creature with +4 strength can break manacles of this quality. The manacles cannot be hacked off with weapons, and weapons used to try to break it suffer from the effects of a Shatter spell. They are ruined if they are the target of a Shatter or Destroy spell, and can still be opened with a Release spell.

**Well Reinforced Manacles:** A creature with +6 strength can break manacles of this quality. The manacles cannot be hacked off with weapons, and weapons used to try to break it suffer from the effects of a Shatter spell. They can resist one Shatter, Destroy or Release spell ever.

**Master Crafted Manacles:** A creature with +8 strength can break manacles of this quality. The manacles cannot be hacked off with weapons, and weapons used to try to break it suffer from the effects of a Shatter spell. They can resist one Shatter, Destroy or Release spell per day.

**Mechanical Torch:** A mechanical torch is a mechanical device which captures innate magical energy to produce enough glow to see by. A Mechanical Torch is the tinkerer's Light spell, and is extinguished by a Shatter, Destroy, or Dispel Magic. It will last for 12 continuous hours, or until turned off. It takes one level of Tinkering to activate, but after lit, any character may use one. It is important to note that lights may only be used without a tag for safety reasons. Anyone repeatedly being discourteous with a torch can lose the privilege of using one.

**Phys-rep:** A light stick or flashlight with diffuse light. Do not use uncovered lights, or direct at the eyes of another player.

**Music Box:** These boxes use chimes to play pleasant tunes. Some have small moving figures. Anyone may operate or move a music box.

**Phys-rep:** Any antique looking music box that uses chimes or drums to play music. Jewelry boxes and the like are fine.

**Padlock:** A padlock is used on a chest or manacles. The cost of this item and the ease with which is broken depends on its quality. If locked on a chest, the tag for the padlock must be taped somewhere accessible. The quality of a padlock can be determined by anyone with at least 1 level of Tinkering after 1 minute of observation. Anyone can use a padlock.

**Phys-rep:** Any NERO approved padlock. All padlocks must have labeled keys available with a copy kept in the cabin notes at all times. Do not use combination locks.

**Padlock:** This is a basic lock, and can be picked or shattered. If it is shattered, it will also shatter whatever box, chest, or manacles it is attached to (as well as any contents). A creature with +4 strength can also break off this lock.

**Reinforced Padlock:** This is an improved lock, and can be picked or shattered. It is more difficult to pick than a standard lock. If it is shattered, it will also shatter whatever box, chest, or manacles it is attached to (as well as any contents). A creature with +6 strength can also break off this lock.

**Well Reinforced Padlock:** This is a much improved lock, and can be picked or shattered. It is more difficult to pick than a standard or reinforced lock. If it is shattered, it will also shatter whatever box, chest, or manacles it is attached to (as well as any contents). This kind of lock can resist one Shatter or Destroy effect ever. A creature with +8 strength can also break off this lock.

**Mast Crafted Padlock:** This is a master crafted lock, and can be picked or shattered. It is the most difficult kind to pick. If it is shattered, it will also shatter whatever box, chest, or manacles it is attached to (as well as any contents). This kind of lock can resist one Shatter or Destroy effect per day. A creature with +10 strength can also break off this lock.

**Pocketwatch:** A pocketwatch is used to keep time. It is assumed that any character that can see the pocketwatch may use it to keep time.

**Phys-rep:** An antique pocketwatch. Do not use bright colors, plastics, digital readouts, electronic beeps or sounds, or wear a wristwatch.

**Snare:** A snare is a mechanical weighted bola that can be thrown at a target, entangling their arms. Due to the advanced construction of the device, a character must have 3 levels of Tinkering to use this device. It is thrown as <Physical Entangle Arms>, and follows all rules regarding such, as well as all rules for handheld items (can't hold with weapon hand, etc.).

**Phys-rep:** green spell-packets.

**Spyglass:** A Spyglass is used to look at faraway objects, and may help with tracking or navigation. Any character may use a spyglass.

**Phys-rep:** Any old looking, one-eyed telescope with no greater than 5x magnification. Do not use bright plastics, electronic enhancements, or binoculars.

**Strongboxes:** Reinforced boxes are boxes or chests which have been strengthened to resist shattering or destruction. If a box resists shattering, its contents are not affected by the spell. If the box is shattered or destroyed, all of the contents of the box also take the same effect. The resists on these boxes are “dumb resists” and will automatically be triggered by the next applicable effect. It is not obvious if a box has been reinforced, or to what degree, but can be detected with 1 minute of examination by anyone with the Tinkering skill. Anyone can use a box.

**Phys-rep:** A box or chest with a closable lid, and made of wood or metal. It may be no larger than 2 feet in any dimension. Do not use pouches, purses or any other soft-walled container.

**Reinforced Strongbox:** This box can resist one shatter or destroy effect per day.

**Well-Reinforced Strongbox:** This box can resist two shatter or destroy effects per day.

**Master-Crafted Strongbox:** This box cannot be affected by shatter spells, and can resist three destroy effects per day.