

THE TINKERER

CRAFTING AND COMBAT CLASS



HOME BREW

THE DEFINITIVE CRAFTING CLASS FOR THE
WORLD'S GREATEST ROLEPLAYING GAME

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THE TINKERER

Walking the halls of his laboratory, the bespectacled halfling awaits the results of his latest, most greatest invention of all. Towering high above him stands a giant figure. With a BEEEOF, its red eyes begin to glow with a menacing light.

As the enemy army approaches, the castle gate lowers to send out a single armored knight. Flames belch from his breastplate and lightning crackles along the length of his sword. Accompanied by the sound of whirring gears and cogs, the dragonborn marches forth into the madness of war.

Seated atop a grassy hill, the two humans idly watch birds and kites flutter in the sky. As insight strikes one pauses, then asks, "We could do that. Couldn't we, brother?" Sharing a grin and a nod, the two rush for their bicycles, inspired skyward.

Such individuals are imbued with the "Spark". To quote the Professors Foglio, the "Spark" is "whatever it is that makes mad scientists what they are. A poorly understood concept that identifies and incorporates a batch of personality traits shared by those who have it... [They are] people who seem to have the ability to tinker with the laws of physics as we know them. They are brilliant, focused, and often impatient with those whose thoughts don't run with the speed or in the direction of their own. Because of this, some of those thoughts have veered off to truly alarming places. This makes them dangerous and [often] shortsighted..."

MAD GENIUSES

Necessity is the mother of invention, or so some claim, but sometimes the invention precedes its necessity. Those who craft and reshape the world around them through mechanical means are known as tinkerers. A tinkerer is much more than an artisan; their creations can often subvert and circumvent the barriers of physical laws. They tap into the ambient magical energy that suffuses the planes to fuel their machinations.

Shared among all tinkerers is the ability to craft at impossible speeds and the synchronotic discovery of the Affect Engine, a machine that consumes ambient magical energy and spits out elemental work. Rumored to have been first invented by a master poet tinkerer, the "affect" from its name is said to come from *"the passion, tension, and frustration that is enticed by the fire, lightning, and cold it produces."* It is mysterious in construction and function to all but other tinkerers.

The tinkerers' greatest strength is their magnanimous flexibility. Each one can craft at increasingly faster rates and is capable of constructing almost any non-magical object with a coin value. Their role in combat is dictated more by their subclasses than their base class and, depending on their source of inspiration, can fit right alongside anyone on the front, side, or backlines, though seldom overshadowing them. Primarily weapon-based casters, tinkerers will use their magic to empower their weapon attacks or fuel their Power Appliances. Their wide spell selection reflects the kind of wild machinations a mad scientist might be up to. Tinkerers tend towards singular obsessions, careening them towards maddening heights in the pursuit of knowledge and creation.



INSPIRED AND OBSESSIVE

Among the artisans and engineers of the world, true tinkerers are far and few between. Only those who discover the Affect Engine are considered to be among they who bend the laws of physics to their will. There are countless individuals bearing the obsession to beget some marvelous and maddening design, but the ability to actually do so separates tinkerers from those who would only dream.

Tinkerers often take up the adventuring life in pursuit of their obsessions. Searching high and low for material and inspiration, they'll brave most any risk if it brings them one step closer towards new invention. A tinkerer may also be searching for fabled artifacts and legendary artisans, in the hopes of learning from them. However, where there is great knowledge there are fierce defenders, so a tinkerer may fight in wars, broker peace deals, or serve the needs of local officials if doing so might grease the wheels.

CREATING A TINKERER

When you build your tinkerer, consider what field of study you're researching or what scientific achievement you pursue. Perhaps you want to study the construction of automatons or investigate the nature of portals to other realms? Or maybe you just want to blow s**t up.

Once you've imagined your goal, consider why you are now on the road. Was the knowledge at your home insufficient to meet the demands of your designs? Mayhap you were chased out by people who feared your risky engineering. Or perhaps you were encouraged to seek new frontiers by those who foresaw your genius positively impacting countless lives.

How do you relate to your peers? Are you eager to share your ideas to anyone who would listen, or do you struggle to find anyone who can understand your brilliance? Is friendship an enigma to decipher, or one of the greatest achievements you can acquire?

THE TINKERER

Level	Proficiency Bonus	Features	Construction Rate (gp/hr)	—Spell Slots per Spell Level—				
				1st	2nd	3rd	4th	5th
1st	+2	Construction, Affect Engine (1)	5	—	—	—	—	—
2nd	+2	Spellcasting, Affect Discharge, Expertise	10	2	—	—	—	—
3rd	+2	Field of Study	15	3	—	—	—	—
4th	+2	Ability Score Improvement	20	3	—	—	—	—
5th	+3	Affect Engine (2), Instacraft (1 gp)	30	4	2	—	—	—
6th	+3	Tireless, Switch Function	40	4	2	—	—	—
7th	+3	Field of Study Feature	50	4	3	—	—	—
8th	+3	Ability Score Improvement, Improved Affect Discharge	60	4	3	—	—	—
9th	+4	—	70	4	3	2	—	—
10th	+4	Field of Study Feature, Expertise	80	4	3	2	—	—
11th	+4	Affect Engine (3), Instacraft (25 gp)	100	4	3	3	—	—
12th	+4	Ability Score Improvement	120	4	3	3	—	—
13th	+5	—	140	4	3	3	1	—
14th	+5	Intense Concentration	160	4	3	3	1	—
15th	+5	Field of Study Feature	180	4	3	3	2	—
16th	+5	Ability Score Improvement	200	4	3	3	2	—
17th	+6	Affect Engine (4)	250	4	3	3	3	1
18th	+6	Instacraft (100 gp)	300	4	3	3	3	1
19th	+6	Ability Score Improvement	350	4	3	3	3	2
20th	+6	Field of Study Feature	500	4	3	3	3	2

QUICK BUILD

You can make a tinkerer quickly by following these suggestions. First, make Intelligence your highest ability score, followed by either Strength or Dexterity. Second, choose the guild artisan background. Third, choose a crowbar to use as a *power tool* (see **Power Appliances** list.)

CLASS FEATURES

As a tinkerer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per tinkerer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per tinkerer level after 1st

PROFICIENCIES

Armor: Light armor, Medium armor

Weapons: Simple weapons

Tools: All artisan's tools

Saving Throws: Constitution, Intelligence

Skills: Choose three from Arcana, History, Insight, Investigation, Medicine, Perception, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a scientific instrument (i.e. “arcane focus”)
- (a) leather armor or (b) a chain shirt
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) an explorer's pack or (b) a scientist's pack
- (a) a crowbar or (b) a hammer
- 1 dagger and 3 artisan's tools of your choice

STARTING EQUIPMENT

When you create a tinkerer, you can start with 5d4 x 10 gp instead of receiving the equipment from your class and background.

Scientist's pack (33 gp). Includes a backpack, an empty journal of graph paper, 2 charcoal writing implements, a small box of chalk, a beaker, a pipette, a slide rule, 3 empty glass flasks with cork stoppers, and 5 empty glass vials with cork stoppers.

CONSTRUCTION

Behold your magnificent creations! You've broken through and your spark compels you to create! You gain the ability to craft any mundane non-consumable objects at a rate determined by your tinkerer level.

At 1st level, you can craft at a rate of 5 gold pieces per hour. This rate increases as shown in the tinkerer table. For example, a 3rd level tinkerer can craft a 15 gp morningstar in 1 hour. Construction crafting counts as light activity for the purposes of short and long rests.

While crafting, you must expend material, such as wood, metal or glass, with a value equal to the item you want to make. The item can be an exact duplicate of a non-magical item, such as a copy of a key, if you possess the original during your crafting.

You may also need an artisan's tool(s). For example, if the item you want to make requires shaped glass, you might need glassblower's tools. The core rules mention that if you want to craft a sword or suit of armor, a forge would also be needed. However, a tinkerer should be able to get around such restrictions with creative uses of their Affect Engine, described beneath Power Appliances at the bottom of the class description.

Objects you construct that aren't weapons or armor have their own AC and Hit point values. For AC, the DM can grant all items constructed by a tinkerer an AC equal to their spell save DC, as a reflection of their skill and experience. Alternatively, consider the suggested values from the DMG's Object Armor Class table (pg. 246) reproduced below.

OBJECT ARMOR CLASS TABLE

Substance	Armor Class	Substance	Armor Class
		Stone	17
Cloth, paper, rope	11	Iron, steel	19
Crystal, glass, ice	13	Mithral	21
Wood, bone	15	Adamantine	23

For Hit Points, consider the suggested values from the DMG's Object Hit Point table (pg. 247) reproduced below:

OBJECT HIT POINTS TABLE

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)

TOOL IMPROVED CRAFTING

Variant rule: When a tinkerer finishes crafting an item, allow them to make an Intelligence ability check. If they are proficient in a relevant tool set, allow them to add their artisan's tools bonus to the check. Grant the item additional hit points equal to how much their check beats a DC 15. There should be no penalty for failing the check.

AFFECT ENGINE

Science triumphs! You have discovered how to capture ambient magical energy and convert it into elemental output. Named for the emotional impact it had on its original creator, the "affect engine" facilitates these conversions as a raw form of evocation magic.

At 1st level, you can have only one working affect engine at a time. Crafting a new engine causes the old one to fall apart. This number increases by one at 5th, 11th, and 17th level.

Affect engines are approximately the size of one's hand and weigh approximately 1 lb. It takes 1 hour to craft one or more affect engines, and due to the mysteries of science, a tinkerer can craft an affect engine with virtually any materials available so long as the total value of the materials equals or exceeds 5 gp per engine.

When you complete an affect engine, choose one of three engine types for it to be:

- **Flame Engine**, which outputs fire
- **Lightning Engine**, which outputs electricity
- **Cold Engine**, which absorbs energy, spreading cold

As an object interaction, you can attach or detach an affect engine you are touching to a weapon or object. You can change an affect engine's type through 1 hour of maintenance, which can be done during a short or long rest.

POWER APPLIANCE

Affect engines can be incorporated into your constructions. They can supply power or perform some other task. Many examples of Power Appliances, as well as a general guide on their design, are detailed at the end of this document. Work with your DM to expand this list. In general, if a construction with an attached affect engines is destroyed, all attached engines are destroyed with it.

SPELLCASTING

By 2nd level, you tap into the power of ambient magic. See the WOTC publications for the general rules of spellcasting. The tinkerer spell list is detailed at the end of this document.

SPARKNOTES

At 2nd level, you scribe a sparknote containing six 1st-level spells of your choice. Your sparknotes contain the results of your research into the tinkerer spells you know.

PREPARING AND CASTING SPELLS

The tinkerer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of spells that are available for you to cast. To do so, choose a number of spells from your sparknotes equal to your intelligence modifier + half your tinkerer level rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent studying your sparknotes and calculating the formulas and equations you must make to cast the spell: at least 1 minute per tinkerer level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your spells, since you innovate through study and inspiration. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

****Spell save DC**** = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast a tinkerer spell as a ritual if that spell has the ritual tag and you have the spell in your sparknotes. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can craft a scientific instrument through your construction class feature by cobbling together any materials that look sufficient enough to resemble a refracting prism (crystal), puzzle cube (orb), ruler (rod), meter stick (staff), or pointer (wand). You can use a scientific instrument as a spellcasting focus for your tinkerer spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a tinkerer level, you can add one spell of your choice to your sparknotes. Each of these spells must be of a level for which you have spell slots, as shown on the tinkerer table. On your adventures, you might find other spells that you can add to your sparknotes.

AFFECT DISCHARGE

When you hit a creature with a weapon attack with an attached affect engine, you can expend one spell slot to deal additional damage to the target. The additional damage is 2d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6. The damage type is according to the engine type.

If a creature you can see hits with a weapon attack using a weapon that has one of your affect engines attached to it, then you may as a reaction expend a spell slot to deal additional damage like above.

EXPERTISE

At 2nd level, choose two of your tool proficiencies or one of your skills and one of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose two more of your proficiencies in this same manner to gain this benefit.

FIELD OF STUDY

When you reach 3rd level, you determine your field of study, an affinity for a particular branch of science. Look to the Bombardier, the Mechanic, or the Steam Knight, all detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 7th, 10th, 15th, and 20th level. Those features include genius sparks.

GENIUS SPARKS

Each field of study has a list of associated spells called Genius Sparks. You gain access to these spells at the levels specified in each field of study description. Once you gain access to a spell, you immediately add it to your sparknotes, but must prepare them as normal. If you gain a spell that does not appear on the spell list, the spell is nonetheless a tinkerer spell for you.

INSTACRAFT

From 5th level you can use your Construction feature to craft an item with a value of 1 gp or less as an action. You can do this a number of times per day equal to your intelligence modifier.

At 11th level, the value increases to 25 gp. At 18th, 100 gp.

SWITCH FUNCTION

At 6th level, a breakthrough increases the flexibility of your engines. As an action or bonus action, you can change the elemental type of an affect engine you are touching to another type. To use this feature on an engine, the engine must not be performing any task. An engine that is attached to an object, but is otherwise not doing anything, is not considered to be performing a task.

TIRELESS

Also at 6th level, you can craft for the entirety of long rests while still gaining their benefits. However, you can only craft during long rests for a number of consecutive days equal to your Constitution modifier, minimum 1. For each day beyond that spent crafting during long rests, you end the long rest with a level of exhaustion.

IMPROVED AFFECT DISCHARGE

At 8th level, you upgrade your affect engines to consistently output bursts of energy. Once per turn whenever you hit with a weapon attack with one or more attached engines, you can cause the attack to deal an extra 1d8 damage of a type according to the engine.

This extra damage increases to 2d8 at 14th level. Additional engines do not increase the damage, but you may choose between damage types when you make an attack.

INTENSE CONCENTRATION

By 14th level, you have developed the ability to repulse attempts to befuddle your mind through brute intellectual force. You add your Intelligence modifier to your Wisdom and Charisma saving throws.

FIELDS OF STUDY

Three fields of study are presented here. Each represents a specialization into a particular theory or application of science. All fields are predicated on the discovery of a new unique exploit of the affect engine.

BOMBARDIER

Bombardiers study the development of anti-personnel munitions. Crafting unique ammunition and augments to their engines, these incorrigible engineers forge new ways to wreak melty death upon their foes.

GENIUS SPARKS

Tinkerer Level	Spells
3rd	<i>ray of sickness</i>
5th	<i>aganazzar's scorcher</i>
9th	<i>conjure barrage</i>
13th	<i>arcane eye</i>
17th	<i>conjure volley</i>

BONUS PROFICIENCIES

When you choose this field of study at 3rd level, you gain proficiency with smith's tools and the hand and heavy crossbow.

ENGINE AMMUNITION

Starting when you choose this field of study at 3rd level, you craft a leather bag used to carry a special kind of ammunition for your affect engines. Your Engine Ammunition bag includes all of the materials needed to craft and produce your special kind of ammunition. You can have a number of pieces of ammunition up to your Intelligence modifier. You regain expended uses at the end of a long rest.

Additionally, at the end of a short rest, you can regain one piece of ammunition. To do so, you must spend at least 30 minutes of the rest crafting the piece of ammunition. If you lose your Engine Ammunition bag, you can create a new one using your Construction feature using 25 gp of leather and other raw materials, though you can only restore its ammunition during short and long rests.

ENGINE BLAST

Also at 3rd level, you modify your affect engines to fire your unique ammunition. You can as a bonus action load a piece of engine ammunition into an engine that is attached to a weapon you are wielding. An engine can hold only one piece of ammunition at a time. As an action, you can make a special attack by expending one piece of engine ammunition with one engine loaded in this way. The effect depends on the engine in use, described as follows:

- **Flame Engine: *Burner Shot*.** Range Self (15-foot-cube). You unleash a burst of conflagration that razes the space in front of you. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage and has disadvantage on the first attack roll they make before the end of their next turn. On a successful save, a creature takes half as much damage. Creatures immune to fire are immune to this effect.
- **Lightning Engine: *Arcing Jolt*.** Range 30 ft. You let loose a stream of lightning against a target creature within range. The target creature must make a Dexterity saving throw. On a failed save, the target creature takes 3d6 lightning damage and cannot take reactions until the end of its next turn. On a successful save, the target creature takes half as much damage. If there is another creature within 10 ft. of the target creature not including yourself, the stream then targets that creature. The stream can target a total number of creatures up to your intelligence modifier. A creature that has been the target of an arcing volt cannot be the target of the same arcing volt again. Creatures immune to lightning are immune to this effect.
- **Cold Engine: *Cold Snap*.** Range 60 ft. You launch a sphere of cold energy to a point within range. It expands into a 10-foot-radius sphere. Each creature in the area must make a Constitution saving throw. On a failed save, a creature takes 3d6 cold damage and its speed is reduced by half until the end of its next turn. On a successful save, it takes half as much damage. Creatures immune to cold are immune to this effect.

The damage of these special attacks increases by 1d6 when you reach certain levels in this class: 7th level (4d6), 10th level (5d6), 15th level (6d6) and 20th level (7d6).

MODIFY RANGED WEAPONRY

At 7th level, you modify your engines to improve the capabilities of any ranged weapon they are attached to. A ranged weapon with an attached engine has double its normal range. Whenever the wielder of a ranged weapon with an attached engine makes a ranged weapon attack with it, the wielder can have the engine produce a special kind of ammunition for the attack. The special ammunition deals a damage type according to its engine instead of piercing and disappears at the end of the wielder's turn.

SENSORY ASSAULT

Also at 7th level, you can make one of the following attacks using Engine Blast. These attacks all have a range of 60 feet, target a 15-foot-radius sphere, and creatures who fail their saving throws repeat them at the end of each of their turns.

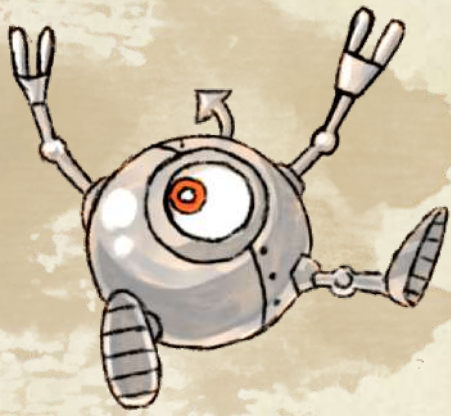
- **Flame Engine:** *See No Evil, Blinding Flare.* Affected creatures must make a Dexterity saving throw, becoming blinded for one minute on a failed save.
- **Lightning Engine:** *Hear No Evil, Concussive Roar.* Affected creatures must make a Strength saving throw, becoming deafened for one minute and falling prone on a failed save.
- **Cold Engine:** *Speak No Evil, Leaching Voice.* Affected creatures must make a Constitution saving throw, becoming mute for one minute on a failed save.

PENETRATING ROUND

Starting at 15th level, you modify your engines to trade accuracy for penetrative power. While wielding a ranged weapon with an attached engine, if you have advantage on a ranged weapon attack against a target on your turn, you can forgo that advantage to target an additional creature within your weapon's normal range directly behind the first target. You apply one attack roll to both targets.

EPIC BOMBARDMENT

By 20th level, you learn how to maximize the destructive potential of your engine ammunition at the cost of efficiency. As an action, you can make a special attack with a ranged weapon that has at least three of your engines attached to it. This attack must expend at least one piece of engine ammunition for each attack, has a range of 300 ft. and targets a 60 ft. radius sphere. Each creature in range must make a Dexterity saving throw. The sphere spreads around corners. For each piece of engine ammunition expended in an attack, a creature suffers 4d12 damage of a type according to its engine on a failed save, or half on a successful one. Objects and structures in the area take double damage



MECHANIC

Specializing in mechanical engineering, mechanics push the limits of their Power Appliances. Experimentation on improving the efficiency of the affect engine yields an unintentional but exploitable explosive self destruction. Exceeding the bounds of discovery through ingenuity, these incorrigible engineers wrought creation and destruction in their wakes.

GENIUS SPARKS

Tinkerer Level	Spells
3rd	<i>grease</i>
5th	<i>hold person</i>
9th	<i>slow</i>
13th	<i>otiluke's resilient sphere</i>
17th	<i>antilife shell</i>

BONUS PROFICIENCIES

When you choose this field of study at 3rd level, you gain proficiency with vehicles (land and air), and you apply double your proficiency bonus to any checks made using Tinker's Tools on your constructions and Intelligence checks made to control Power Appliances.

QUICK ENGINE

Beginning at 3rd level, you can construct an affect engine within 1 minute. You are considered to have concentration during this period. You must be wielding tinker's tools during this period. You can move while constructing an affect engine. Each of your actions during this minute must be spent on constructing the new affect engine.

OVERLOAD

Additionally at 3rd level, you discover how to incorporate a self-destruct function onto your affect engines. As an action, you can expend a spell slot to overload an affect engine you are touching. As part of the same action, you can throw it to a space within 60 feet of you.

At the end of your turn, the thrown affect engine combusts in a 10-foot-radius sphere. Creatures within the area must make a Dexterity saving throw against your spell save DC. A creature takes 3d10 engine type damage for a 1st level spell slot, plus 1d10 for each spell level higher than 1st, to a maximum of 7d10, of a type according to the affect engine on a failed save, or half on a successful one. For each spell slot level greater than 1st, increase the radius of the sphere by 10 feet.

DINGBOTS

At 7th level, you add the *find familiar* spell to your sparknotes and can cast it as a ritual. It is always prepared and doesn't count towards the number of spells you can have prepared.

When you cast this spell, the familiar is a construct instead of a beast, and is henceforth called a dingbot. It is immune to disease, resistant to poison damage and does not need to eat or breath, but can ingest food and drink if it wishes. When the dingbot drops to 0 hit points, it disassembles, leaving behind no recognizable form nor useful material. Constructing and reconstructing it requires 10 gp worth of material.

Your dingbot can craft as if it had your Construction feature at a rate equal to double your tinkerer level gp per hour. When you use your Construction feature together with your dingbot, you can add your crafting rates together.

FLEXIBLE CREATION

Starting at 10th level, whenever you begin crafting, you can choose to double the crafting time or value of materials needed to be consumed. If you do so, then double the item's hit points. Alternatively, you can choose to halve the crafting time or value of materials consumed, which halves the item's hit points.

ENGINE EFFICIENCY UPGRADE

Also at 10th level, constructions that use your affect engines, i.e. Power Appliances, gain double the benefit of each attached cold and lightning engine.

ARTIFICIAL INTELLIGENCE

At 15th level, you discover how to grant your creations the spark of life. Once between long rests, when you finish crafting a construction, you can have your creation gain the benefit of the Awaken spell. This lasts until your construction reaches zero hit points, you end it as an action while handling your construction, or until you use this feature again.

MEGAROBO

At 20th level, as an action you can combine four affect engines you have in your hands to create your latest, greatest invention of all! By the end of your turn, your combined affect engines transform into a huge, humanoid mechanical construct with you in the cockpit. This invention lasts up to 1 minute, until you end it as an action, or until its hit points are reduced to 0, whichever comes first. If its hit points are reduced to 0, then the affect engines used to create it are destroyed. Once you use this feature, you can't use it again until you finish a long rest.

Depending on the types of affect engines you used, this invention comes equipped with different features. All megarobo weapon attacks qualify for your Affect Discharge and Improved Affect Discharge features.



All megarobos have the following statblock:

MEGAROBO

Huge construct, unaligned

Armor Class Your spell save DC (natural armor)
Hit Points 200 (16d12 + 96)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	22 (+6)	4 (-4)	14 (+2)	1 (-5)

Skills Intimidation +7
Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses infrared vision 120 ft. (see heat sources clearly) passive Perception 12
Languages ---

Designed. All effects targeting the megarobo that trigger physical saving throws uses your spell attack bonus for the saving throw bonus instead.
Magic Weapons. The megarobo's weapon attacks are magical.
Piloted. All effects targeting the megarobo that trigger mental saving throws target the pilot instead, using the pilot's mental saving throws in place of the megarobo's.
Siege Monster. Megarobo attacks deal double damage to objects and structures.

Actions

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 3d4 + 5 bludgeoning damage + 2d8 Improved Affect Discharge damage.

CUSTOMIZE YOUR MEGAROBO

The types of engines you choose when you activate this feature grants additional benefits. You choose which benefits you want at the moment of transformation. Unless otherwise stated, you cannot choose a feature more than once. Some benefits can be improved by dedicating additional engines to it. These additional engines cannot be counted for other benefits.

Features may have cooldown periods, which mean that a certain number of rounds must pass before you can use the feature again. You reduce cooldowns by 1 at the start of each of your turns. When a cooldown reaches 0, you regain a use of that feature, and the cooldown resets to its original number. "Z Weapons" can be summoned from and stowed in the megarobo using an object interaction.

Coolant. *Requirement: 1 cold engine.* As a bonus action, you can make the cooldown of one of your megarobo features drop by 2 instead of 1 at the start of your next turn.

Cryogenic Core. *Requirement: 4 cold engines.* Increase the duration of the megarobo from 1 minute to 2 minutes.

Motor Control. *Requirement: 1 lightning engine.* Your megarobo applies your proficiency bonus to two Strength and Dexterity skill checks of your choice.

Synaptic Gyros. *Requirement: 2 lightning engines.* The megarobo can take the dash or disengage action as a bonus action on each of its turns.

Flamethrower. *Requirement: 1 flame engine.* As an action, recreate the effects of the spell *burning hands* as if it were cast with a 3rd level spell slot. Each additional flame engine increases the damage by 1d6. **Cooldown: 3.**

Flight boosters. *Requirement: 2 flame engines.* Gain a fly speed of 40 ft. Each additional flame engine increases the fly speed by 20 ft.

Fog Machine. *Requirement: 1 flame engine + 1 cold engine.* As an action, recreate the effects of the spell *Fog Cloud* centered on yourself as if it were cast with a 3rd level spell slot. Does not require concentration. **Cooldown: 3.**

Rocket Fist. *Requirements: 1 flame engine + 1 lightning engine.* Whenever you make an unarmed strike, object interaction, or grapple attempt, you may increase its range to 120 feet. You may target creatures and objects behind cover so long as you can trace a contiguous, unimpeded line between the megarobo and the target. You must use a bonus action to reel in your extended limbs. **Cooldown: 2.**

Z-Bow. *Requirements: Any 1 engine + 1 lightning engine + 1 cold engine.* Two-handed, heavy. +9 to hit, range: 300/1200 ft., one target. *Hit:* 19 (3d8 + 5) piercing damage + 2d8 Improved Affect Discharge damage. The megarobo creates its own ammunition. You can make Affect Discharges with Z-Bow attacks, dealing a type of damage according to the chosen engine type.

Z-Shield. *Requirements: Any 1 engine + 1 cold engine.* One-handed. +2 AC and resistance to the damage of the chosen engine type.

Z-Sword. *Requirements: Any 1 engine + 1 cold engine.* Versatile. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 3d8 + 5/3d10 + 5 slashing damage + 2d8 Improved Affect Discharge damage. You can make Affect Discharges with Z-Sword attacks, dealing a type of damage according to the chosen engine type.

STEAM KNIGHT

Steam knights wade into the front lines of conflict, seeking to prove the worth of their intellect through violent contest. They attach affect engines to their armor to improve their offensive, defensive, and tactical capacity. Spitting lightning and roaring into the sky, these menacing soldiers of science reshape every encounter.

GENIUS SPARKS

Tinkerer Level	Spells
3rd	<i>shield</i>
5th	<i>heat metal</i>
9th	<i>protection from energy</i>
13th	<i>fire shield</i>
17th	<i>banishing smite</i>

BONUS PROFICIENCIES

When you choose this field of study at 3rd level, you gain proficiency with heavy armor, shields, and martial weapons.

AFFECT ARMOR

Starting at 3rd level, if an affect engine is attached to armor you are wearing and proficient in, then whenever a creature within 5 feet of you hits you with an attack, that creature takes 1d4 + your intelligence modifier affect engine type damage. The damage die changes to a d6 when you have 2 engines attached, d8 for 3 engines, and a d10 for 4 engines, to a maximum of d10. If you have multiple engines attached to your armor, you choose which damage type to deal.

Additionally, while an engine is attached in this way, you can use any ability through a melee weapon you are wielding that normally requires an engine to be attached to that weapon.

At 15th level, the damage increases by one additional die of the same size.

ARMOR ENGINE UPGRADE

Starting at 7th level, depending on the type of affect engine attached to your armor, you can as a bonus action activate a corresponding feature that lasts for up to 1 minute. You can only use one of these options at a time. Once you use this feature, you can't use it again until you finish a short or long rest.

Flame. You gain a 20-foot fly speed.

Lightning. As an action you can magnetize objects you are holding in your hand or attract and repel magnetized objects and ferrous metals up to a distance of 60 feet. The object must not weigh more than 30 lbs. If an object you are attempting to attract or repel is being held by a creature, the creature must make a strength saving throw against your spell save DC, losing grip of the object on a failed save. If the object is being worn by a creature, they automatically succeed the saving throw. You can make improvised ranged attacks with objects you are attracting or repelling. You are proficient in these attacks, the damage die is 1d6, and you use your intelligence modifier for the attack and damage rolls.

Cold. You generate difficult terrain on surfaces that come within 20 feet of you. This difficult terrain moves centered on you. Creatures that start their turn atop any of these surfaces must make a dexterity saving throw against your spell save DC, falling prone on a failed save. And instead of impeding your movement, your walking speed increases by 10 feet while walking on a surface with your difficult terrain.

AFFECT ARMOR COAT

At 10th level, while one or more affect engine is attached to armor you are wearing, you gain a +1 bonus to AC and resistance to the engine's damage type(s).

AFFECT ARMOR POCKET

Also at 10th level, you can store one set of armor in an affect engine. To store, you must attach an engine to a set of armor and speak a command phrase you determine at the time. After 1 minute, the armor will finish collapsing into the engine. As an action, you can attach an engine to a willing or unconscious creature and speak your command phrase. At the start of that creature's next turn, they will be wearing that set of armor. To retract, use an action to touch the engine and speak the command phrase. At the start of that creature's next turn, the armor will have returned into the engine. The armor must be able to fit that creature. You cannot apply medium or heavy armor to a creature that is already wearing either.

ENGINE EXOSKELETON

At 20th level, as an action you can combine three affect engines of at least one of each type and attach it to armor you are wearing to create your ultimate armor. For the next minute, you gain the following benefits:

- You gain resistance to all damage types except psychic
- Your Affect Armor deals an additional die of damage
- Your Affect Discharges deal an additional 3d6 damage
- Your Armor Engine Upgrade becomes active and you can swap between your Armor Engine Upgrade options as a bonus action
- Whenever you take the Attack action, you can make an additional weapon attack as a bonus action.

Once you use this feature, you can't use it again until you finish a long rest.



POWER APPLIANCES

The following are examples of some combinations between constructions and affect engines. If you find a complete object, such as a cart, then simply attaching the appropriate engine(s) will make it function as below.

HAND ROCKET

Requirements: 5 gp of material + 1 flame engine.

Size: small.

You craft a finned, aerodynamically pointed, cylindrical object no greater than 2 feet in length and 4 inches in diameter. As an action, you may expend a 1st level spell slot to launch the rocket. It flies 600 feet in a straight line, then falls at the start of your next turn. For each lightning engine attached, you may program two 45 degree turns during its flight. For each cold engine attached, increase the number of rounds it flies by 1. Creatures in its path must make a Dexterity saving throw, taking 3d6 bludgeoning damage on a fail. The rocket takes this damage, too. If the rocket's hitpoints are reduced to 0, it and any attached engines are destroyed.

At Higher Levels. When you expend a spell slot of 3rd level or higher, increase its flight distance per round by 300 feet and the damage dealt by 3d6. When you expend a spell slot of 5th level or higher, increase its flight distance per round by an additional 300 feet and the damage dealt by an additional 3d6.

GRAPNEL GUN

Requirements: 100 gp of material + 50-150 feet of rope + 2 lightning engines.

Size: tiny.

Weight: 4 lbs.

You craft a line-launching hand crossbow-like device that fires a retractable, detachable line with a hooked or clawed end. As an action, you may launch the line at an appropriate surface within 50-150 feet of you, like a rock ceiling or wooden beam, and make a spell attack roll against an AC 10. The DC may increase depending on the situation. On a success, the line hooks or wraps onto the surface.

As a bonus action, you may retract or detach the line. Retracting the line pulls you up to 50 feet towards the surface. The line can retract a weight up to 15 times your Intelligence score and can support a weight up to 30 times your Intelligence score. Each additional attached lightning engine doubles these values.



POWER TOOL

Requirements: Any handheld tool + 1 gp of material + 1 lightning engine.

Size: Variable.

You upgrade a tool like a crowbar, hammer or shovel into a motorized version of itself. A creature using such a tool has advantage on any check made with the tool. If the greater of the two rolls is 5 or less, the tool and engine break apart. If the tool already grants advantage to a check, you can add your Intelligence modifier to the check instead.

POWER TORCH

Requirements: 1 torch + 1 flame engine.

Size: Tiny.

A more reliable torch. The torch spreads bright light in a 20ft radius and dim light 20 ft beyond that. A creature wielding this torch can turn it off or on as a bonus action.

REFRIGERATOR

Requirements: 1 sealable container + 5 gp worth of material + 1 cold engine.

Size: Variable.

Organic material contained in this container last for three times as long before decomposing. Container can be no larger than size medium. For each size category greater, an additional cold engine is required.

FREEZER

Requirements: 1 sealable container + 5 gp worth of material + 2 cold engines. **Size:** Variable. Organic material contained in this container last for five times as long before decomposing. Container can be no larger than size medium. For each size category greater, an additional cold engine is required.

PORTABLE FORGE

Requirements: 1 cart + 150 gp of material + 1 flame engine + 1 cold engine.

Size: Large.

Weight: 500 lbs.

You craft a cart-mounted forge that can serve most of your metalworking needs. This forge can be used to shape metal and produce finished metal works up to a total value of 100 gp. This forge does not come pre-supplied with raw materials.

MASTER'S FORGE

Requirements: 1500 gp of material + 2 flame engines + 1 cold engine.

Size: Huge.

Weight: 5000 lbs.

This immobile forge is everything a master smith needs to produce metal works of any value. This forge does not come pre-supplied with raw material.



HOME BREWERY

Requirements: 50 gp of material + 5 sp of ingredients + 1 flame engine + 1 lightning engine.

Size: Small.

Weight: 60 lbs.

You craft a portable brewery capable of brewing some of your favorite ales, beers and lagers. Thanks to the mysteries of science, it only takes 72 hours to brew and ferment a single batch of 12 small bottles! When a batch is finished, you may roll an Intelligence (Brewer's Supplies) ability check against a DC 10. Creatures who chug a bottle as an action gain temporary hit points equal to how much your check beat the DC. Such creatures must also make a Constitution saving throw against a DC 5, gaining the poisoned condition on a failed save. The temporary hit points and poisoned condition last for up to one hour. Increase the latter DC by 5 for each additional bottle a creature chugs within that same hour. Each additional time you are poisoned by this effect while already poisoned from this effect, you gain a level of Exhaustion.

ROCKET BARDING

Requirements: any barding + 1 or more flame engines, depending on the creature's size. Medium creatures require 1 flame engine. An additional flame engine is required for each size category above that.

Size: Variable.

As a bonus action, you may expend a 1st level slot to increase an equipped creature's base speed by 20 feet for 1 minute or until you end it as a bonus action. An affected creature must at minimum consume its base speed by the end of each of their turns and has a high likelihood of panicking. At the start of each of its turns, the equipped creature must make a wisdom saving throw against a DC 15. Creatures with an intelligence of 4 or greater have advantage on this roll. If the creature has a mounted rider, the rider may instead roll at the start of each of their turns a Wisdom (Animal Handling) check against a DC 10.

On a failed save, the creature panics and moves in a random direction. Each attached cold engine increases the duration by 1 minute. Each attached lightning engine reduces the DC by 5.

At Higher Levels. When you expend a spell slot of 3rd level or higher, increase its base speed by 10 feet and add 5 to the DC. When you expend a spell slot of 5th level or higher, increase its base speed by 20 feet and add 5 to the DC.

ROCKET CART OR SLED

Requirements: 1 cart or sled + 2 flame engines.

Size: Large.

The vehicle gains a base speed of 40 feet. It cannot be used to dash or disengage. The driver can once per turn use their action to adjust the speed of the vehicle anywhere from 0 to 40 feet and change the vehicle's direction to its left or its right. The vehicle will at the end of the tinkerer's turn continue to move at the last speed it was last set at until it is destroyed, the engines are destroyed or removed, or the vehicle moves more than 100 feet from the tinkerer.

As an action, you may expend a 1st level spell slot to propel the vehicle as if it were being pulled by one dashing draft horse (base speed 40 feet) for 1 minute or until you end it as a bonus action. Maintaining control of the vehicle requires an Intelligence (land vehicle) check against a DC 10 at the start of each of the driver's turns, losing control on a failed check. Each attached cold engine increases the duration by 1 minute. Each attached lightning engine reduces the DC by 5.

At Higher Levels. When you expend a spell slot of 3rd level or higher, increase its base speed by 10 feet and the DC by 5. When you expend a spell slot of 5th level or higher, increase its base speed by 20 feet and the DC by 5.

ROCKET CHARIOT

Requirements: 1 chariot + 2 flame engines.

Size: Large.

The vehicle gains a base speed of 60 feet. It cannot be used to dash or disengage. The driver can once per turn use their action to adjust the speed of the vehicle anywhere from 0 to 60 feet and change the vehicle's direction to its left or its right. The vehicle will at the end of the tinkerer's turn continue to move at the last speed it was last set at until it is destroyed, the engines are destroyed or removed, or the vehicle moves more than 100 feet from the tinkerer.

As an action, you may expend a 1st level spell slot to propel the vehicle as if it were being pulled by one dashing riding horse (base speed 60 feet) for 1 minute or until you end it as a bonus action. Maintaining control of the vehicle requires an Intelligence (land vehicle) check against a DC 10 at the start of each of the driver's turns, losing control on a failed check. Each attached cold engine increases the duration by 1 minute. Each attached lightning engine reduces the DC by 5.

At Higher Levels. When you expend a spell slot of 3rd level or higher, increase its base speed by 10 feet and the DC by 5. When you expend a spell slot of 5th level or higher, increase its base speed by 20 feet and the DC by 5.

ROCKET CARRIAGE OR WAGON

Requirements: 1 carriage wagon + 2 flame engines.

Size: Huge.

The vehicle gains a base speed of 40 feet. It cannot be used to dash or disengage. The driver can once per turn use their action to adjust the speed of the vehicle anywhere from 0 to 40 feet and change the vehicle's direction to its left or its right. The vehicle will at the end of the tinkerer's turn continue to move at the last speed it was last set at until it is destroyed, the engines are destroyed or removed, or the vehicle moves more than 100 feet from the tinkerer.

As an action, you may expend a 2nd level spell slot to propel the vehicle as if it were being pulled by two dashing draft horses (base speed 40 feet) for 1 minute or until you end it as a bonus action. Maintaining control of the vehicle requires an Intelligence (land vehicle) check against a DC 10 at the start of each of the driver's turns, losing control on a failed check. Each attached cold engine increases the duration by 1 minute. Each attached lightning engine reduces the DC by 5.

At Higher Levels. When you expend a spell slot of 4th level or higher, increase its base speed by 10 feet and the DC by 5.

SINGLE SKYRIDER

Requirement: 10000 gp worth of good quality metal, 3000 gp worth of wood, 6000 gp worth of precious stones, and 1000 gp worth of glass (20,000 gp total) + 2 flame engines + 1 cold engine + 1 lightning engine.

Size: Gargantuan.

Weight: 1000 lbs

A metal bird that roars through the sky, its rigid wings mocking the land. Can carry one pilot and one passenger, or 500 lbs.

While riding in its cockpit, you must expend a 4th level spell slot to ignite its engine. When you do so, it gains a fly speed of 400 feet for 1 hour. It cannot be used to dash or disengage. The pilot can once per turn use their action to adjust the speed of the vehicle anywhere from 0 to 400 feet and change the vehicle's direction to the left, right, up, or down. Any lower than 300 feet, the vehicle will stall and begin to fall. The vehicle will at the end of the tinkerer's turn continue to move at the last speed it was last set at until it is destroyed, the engines are destroyed or removed, or the vehicle moves more than 100 feet from the tinkerer.

As a bonus action, you can expend a 5th level slot to give it a fly speed of 600 feet for the next 10 minutes.

Wide Berth: the single skyrider cannot make tight turns. To turn 5 degrees to the left or the right, the single skyrider must move 30 feet forward. For example, to turn 45 degrees in one direction, the single skyrider needs to move 270 feet forward. Maintaining control of the skyrider requires an Intelligence (sky vehicle) check against a DC 15 at the start of each of the driver's turns, losing control on a failed check. Each additional flame engines increase the fly speed by 200.

Each additional cold engine increases the duration by 1 hour. Each additional lightning engine reduces the DC by 5.



SPELL LIST

TINKERER SPELLS

1ST LEVEL

Alarm
 Armor of Agathys
 Arms of Hadar
 Burning Hands
 Charm Person
 Color Spray
 Create or Destroy Water
 Expeditious Retreat
 Fog Cloud
 Identify
 Illusory Script
 Jump
 Longstrider
 Silent Image
 Tenser's Floating Disk
 Thunderwave
 Unseen Servant

2ND LEVEL

Barkskin
 Blur
 Continual Flame
 Darkvision
 Enthrall
 Gentle Repose
 Gust of Wind
 Knock
 Locate Animals or Plants
 Locate Object
 Mirror Image
 Ray of Enfeeblement
 Shatter
 Silence
 Web

3RD LEVEL

Blink
 Call Lightning
 Daylight
 Feign Death
 Fireball
 Fly
 Glyph of Warding
 Lightning Bolt
 Stinking Cloud
 Tongues
 Water Breathing
 Water Walk

4TH LEVEL

Compulsion
 Confusion
 Conjure Minor Elemental
 Control Water
 Dimension Door
 Dominate Beast
 Evard's Black Tentacles
 Locate Creature
 Stone Shape

5TH LEVEL

Cloudkill
 Cone of Cold
 Conjure Elemental
 Dominate Person
 Fabricate
 Geas
 Modify Memory

TINKERER & MULTICLASSING

Tinkerers follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the Player's Handbook.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Tinkerer	Intelligence 13
	Proficiencies Gained
	Light armor, medium armor, simple weapons, 3 artisan's tools of your choice

POWER APPLIANCE GUIDE

Though the DM and the Player should feel free to come up with their own Power Appliances, here is a general guideline on the basic principles behind some of the Power Appliances above.

TYPE

Each engine corresponds to a specific type of function. Flame can heat as well as thrust. Lightning can provide fine control and motor functions. Cold absorbs energy and slows processes.

SIZE

The bigger a power appliance is, the more minimum number of engines it will require. Things that are handheld, like a Power Tool, or things that are no greater than size medium, like a Refrigerator, are likely to need no more than 1 engine. Increasing the size of a Power Appliance, such as with Rocket Barding, may warrant additional engines.

COMPLEXITY

How complex a power appliance is may also affect the minimum number of engines it requires. The Grapnel Gun, despite being handheld, requires a minimum of 2 engines, due to the complexity of its motor mechanism. In comparison, the Refrigerator, despite being much larger, has a very simple function and thus does not warrant any additional engines. The Portable Forge requires not only tremendous heat but a means of carefully regulating that heat, hence why it requires both a flame and a cold engine.

SUSTAINED VS. TEMPORARY

Some of the Power Appliances can be separated into two categories - "**Sustained**" and "**Temporary**". Power Tool and Power Torch are examples of the former. All of the power appliances with the word "rocket" in their name are examples of the latter.

Sustained power appliances have no limit on their duration. However, if they grant you improved performance on something like Power Tool does, then they may warrant a chance to break. Other sustained power appliances, like the Home Brewery, may not warrant a break chance at all. If the benefit, size, and complexity of a sustained power appliance is small, such as with the Power Tool, then the chance to break should be small, too.

You might put some kind of check against a set DC every time the power appliance is used, with a failed check resulting in it breaking. For the Power Tool, I created a variant mechanic of this by having a very easy DC of 5 be set against the advantage the tool gives you. It is rather unlikely for the greater of two d20 rolls to be 5 or less. If you happen to make a larger and/or more complex sustained power appliance that grants advantage on a check, consider using this variant mechanic with an increased DC.

Temporary power appliances trade a chance to break with a limited duration. Doing so may warrant consuming an additional resource like spell slots. All of the rocket series power appliances are from this category. There is no chance that they might suddenly explode, but they are only usable for a certain amount of time before you have to feed another spell slot into them.

Note how attempting to control them warrants an ability check against an easy DC of 10. Temporary power appliances have more powerful effects compared to sustained power appliances, but are often more unwieldy as a result. Additionally, different types of engines can improve the performance and handling of such power appliances. Lightning engines can be used to improve handling by reducing the DC to control it. Cold engines can improve duration.

There is a lot of flexibility to power appliance design. Take a careful look at the Rocket Cart/Sled vs. Rocket Wagon/Carriage. They all use two flame engines as a minimum, but the latter two are size Huge while the former two are only size medium. Then notice how the Rocket Cart/Sled require a 1st level slot at minimum, compared to the Rocket Wagon/Carriage requiring a 2nd level slot. I wanted to make Rocket Wagon/Carriage accessible slightly sooner, so instead of increasing the number of minimum required engines to 3, I increased the minimum spellslot level consumed to 2nd. Flavor-wise, this is because I assert that bigger objects need more base energy to be moved, which can compensate for fewer engines. In this way you can make effects accessible sooner by increasing costs. You may then later allow a Rocket Wagon/Carriage with 3 minimum flame engines that consumes a 1st level slot instead.

Wherever you can, try having power appliances mimic existing mechanics and resources. Besides the Hand Rocket, all of the rocket series power appliances' speeds are based on draft and riding horses. That's all for now. If you have any questions, send them to www.reddit.com/u/Leuku

TINKERER CHANGELOG

01/21/2018: v1.0

- Granted proficiency in all artisan's tools
- Fixed wording issues
- Changed Mechanic's Bonus Proficiencies
- Improved Mechanic's Dingbots to be of unlimited distance
- Refined Megarobo design
- Improved Hand Rocket to allow two 45 degree turns per lightning engine
- Reduced DC for Home Brewery from 15 to 10
- Increased portable forge's weight from 100 to 500 lbs
- Added Intelligence factor to Rocket Barding, reduced action economy from action to bonus action, reduced DCs
- Reduced control DC for Rocket Cart and Rocket Chariot from 15 to 10
- Reduced control DC for Rocket Wagon from 15 to 10, changed base spell slot level from 3rd to 2nd
- Reduced control DC for Rocket Carriage, changed base spell slot level from 3rd to 2nd
- Added the Fabricate spell to the spell list
- Improved subclass flavor text
- Removed obsolete wording under Steam Knight's 3rd level **Affect Armor**
- Changed Grapnel Gun's term "DC" to "AC".

CREDITS

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PREVIOUS WORK

1. **OBSOLETE VERSION [TINKERER CLASS V0.1](http://u/TinkererClassV0.1) (THIS DOCUMENT IS THE MOST UP-TO-DATE)**
2. **BASTION CLASS**
2. **[GUIDE TO BALANCING, AND JUDGING THE BALANCE OF, HOMEBREW CLASSES](http://u/GuideToBalancing)**
2. **[DESIGNING MECHANICS OF THE BIG BAD](http://u/DesigningMechanics)**
3. **[BIG BOSS SOLO INSERTS](http://u/BigBossSoloInserts)**
4. **[GOAL ORIENTED ENCOUNTERS](http://u/GoalOrientedEncounters)**
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