



T'SA CRAFTER PRESTIGE CLASS:

T'sa as many know have an affinity for all things technical, and are commensurate tinkerers, spending as much time as they can studying and dismantling devices. T'sa crafters are the ultimate representation of this T'sa technical affinity and capability. A T'sa Crafter is capable of amazing feats of repair and design.

The T'sa crafter is something of a sought after individual in the Dragon Empire, their annoying cheerfulness and inability to stand still is tolerated, because their technical ability is unmatched. A T'sa crafter can expect never to be faced with a lack of work, if they make themselves available and known in their region.

Hit Die: d6

Requirements

To qualify to become a T'sa Crafter, a character must fulfill all of the following criteria:

- **Species:** Must be a T'sa
- **Skills:** Any Knowledge skill 8 ranks, any 2 Craft skills 5 ranks, Repair 10 ranks,
- **Abilities:** Must have an Int 14+,
- **Special:** Must seek an apprenticeship under an existing T'sa Crafter, must also possess the Jury Rig ability.

Class Skills

The T'sa Crafters class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Cryptography (Int), Demolitions (Int), Disable Device (Int), Freefall (Dex), Knowledge (any scientific or technical skills, taken individually) (Int), Open Lock (Dex), Pilot (Dex), Profession (Wis), Repair (Int), Research (Wis), Search (Int), and Use Device (Int).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All the following are class features of the T'sa Crafter prestige class:

- **Weapon and Armor Proficiency:** A Crafter is proficient with all simple high tech weapons and light armor.
- **Jury Rig Mastery:** At 1st a T'sa receives a +4 bonus to Jury rig attempts, as such they receives the bonus to their Repair checks when performing these kinds of actions, and also for the purposes of Upgrading.
- **Mastery:** At 1st, and again later at 5th and 8th a T'sa receives this benefit providing the Skill focus feat free, which grants a +2 bonus to a single specific Craft or knowledge skill in this case, reflecting their mastery of construction and design techniques in that are.
- **Construct Mechanical Helper:** At 2nd level a T'sa crafter may construct a small mechanical helper for 5000 credits., which is construct built to aid repairs or the like, it is a kind of familiar and is thought linker by means of direct neural interface, and so can be directed by thought. As Crafter gains levels the helper improves to reflect





improvements made to it as the Crafter is continually tinkering with it in his spare time. It can receive Greater INT, more hit die, additional AC, Alertness, Aid master, programming level increase, and EMP Pulse. Note these helpers tend to develop artificial personalities similar to their masters, they are a form of robotic A.I

Level	Bonus HD	Int	AC	Special
1 st – 2 nd	+1	13	+2	Thought-link, Aid master, Alertness
3 rd – 4 th	+2	14	+4	Programming level 3
5 th – 6 th	+4	15	+6	Programming level 5
7 th – 8 th	+6	16	+8	Programming level 7
9 th – 10 th	+8	17	+10	Programming level 9, EMP Pulse

A helper when first constructed is exactly as a Tiny Robot, with Expert level 1 programming, hoverlift capability and manipulators. As per SFHB pg 116 Robot Design. A helper can be physically modified just as any robot can. But some developments in it's evolution it only receives due to the constant tinkering of it's crafter master gaining the following benefits. **Thought-link:** A helper is linked to it's master by direct neural interface, this allows the helper to receive mental directions from the T'sa upto 360 feet away, any further and some other means of communication must be used. **Aid Master:** A Helper is intuitively designed to help it's Crafter in their activities as such any Craft, Profession, Use Device, Knowledge, Disable Device, Open Lock and Repair is made with a +2 competence bonus if the Helper is present, without needing to make a DC10 roll first (as per cooperation rule in PHB). **Alertness:** So long as a helper is within 5 feet of it's Crafter, he/she receives bonuses to Spot and Listen as if they had the Alertness feat. **Programming level 3,5,7 & 9:** At each of these points the helper's programming becomes more sophisticated, acting as if it was an Expert of the equivalent level. **EMP Pulse:** At this point the Helper is installed with a short range EMP pulse, it is capable of projecting the pulse upto 10 feet away in a radius around itself, any robotic foe in that are must make a Fort save (DC20) or be rendered inactive for 1d6 rounds, while their systems resets and reboot, this pulse is very draining and the helper may only attempt it once per day. **Hit Die:** A Helper gains additional Hit die, as the crafter increases level, to reflect the improvements made on it's structure, these hit dice become the new rating they are not cumulative (i.e +1 at 1st to 2nd becomes +2 at 3rd to 4th not +3). **Intelligence:** A helper gains intelligence as a Crafters level increases, learning and ingesting everything it sees, hears and experiences. **Armor Class:** A helper gains a bonus to natural armor as a crafters level increases to reflect the improvements made to it's structures ability to deflect and absorb damage, not the bonus becomes the new rating, it does NOT stack with the previous. (i.e +2 becomes +4 at 3rd to 4th not +6).

- **Machine Intuition:** At 2nd A T'sa has an instinctual way with machines as such they can usually work out how strange or alien devices, ships, robots and so forth work. If they make a Use Device check (DC15) they can determine an items basic function (i.e weapon, armor, medical device, transportation, communication etc..) and for another roll (DC 25) they can learn one function of the device, or piece of relevant info, such as Speed, armament, range, damage type etc..... from only a few seconds of study, and this is done without any risk to the T'sa. A T'sa crafter may attempt this 1/day for every 3 Crafter levels (2/day at 6th , 3/day at 9th).
- **Build Personal Shield:** At 3rd a Crafter can for 2000 cr build a personal shield. Which consists of a pair of wrist & elbow bracers and a belt, linked by power cables together to the sides of the T'sa's neck, powered by the T'sa's own bio-electrical current, the personal shield provides a +4 Deflection bonus to AC. No roll is required to build this as it is a secret shared with all T'sa crafters, but is not shared with anyone else, even other T'sa.





- Strengthen Design:** At 6th level a T'sa can with some time and resources (10% relevant objects market price) strengthen the object, making it far tougher and less susceptible to damage. This effectively adds 1 point to the items Hardness for every 2 of the T'sa Crafters Total levels. (so a 10th level mechanist, 6rd level Crafter would add 8 points to an items Hardness). The amount of time this takes varies from a few hours for a small item or weapon, to a day or two for a suit of armor, a week or more for a vehicle, or a number of months for a spacecraft.
- Legendary Upgrades:** At 10th a T'sa is able to upgrade a step beyond the mechanists Masterful upgrade ability to legendary. The method to make the upgrade to this level works just like normal, requiring a Repair check, if successful the Crafter may give the thing in question a *Legendary* upgrade. Providing a +6 bonus to attack roll, ability checks, skill checks. Provide +6 to Armor, or increase a starships shields bonus by +6. It could increase a robots speed by 30, a vehicle's acceleration or deceleration by 6, and its top speed by 14. The DC of the repair check is 40, and a legendary upgrade costs the Crafter 35% of the devices market price in materials and parts. Unlike a mechanists upgrades though a crafters knowledge is unmatched, and can suffer no malfunction from criticals or fumbles.

The T'sa Crafter

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+0	+0	+2	Jury Rig Mastery <i>Mastery</i>
2 nd	+1	+0	+0	+3	Construct Mech helper Machine Intuition
3 rd	+1	+1	+1	+3	Build Personal Shield
4 th	+2	+1	+1	+4	--
5 th	+2	+1	+1	+4	<i>Mastery</i>
6 th	+3	+2	+2	+5	Strengthen Design
7 th	+3	+2	+2	+5	--
8 th	+4	+2	+2	+6	<i>Mastery</i>
9 th	+4	+3	+3	+6	--
10 th	+5	+3	+3	+7	Legendary Upgrades

