This overview should help any new players interested in the tinker, or new GMs running a game in the **World of Warcraft RPG**. The rules for technology are interesting and fun, and can add a unique twist that separates Warcraft from the standard d20 setting.

USING TECH DEVICES

There are several classifications of technological devices: guns and ammunition, bombs, tech weapons, vehicles, tech devices, and steam armor. Also, regular devices, technological devices and magic devices can be upgraded with "tech-mods" to add a technological function to them.

- Guns are used like regular ranged weapons: you roll to attack with a loaded gun like you would with a loaded crossbow. Loading and reloading usually requires more ammunition and gunpowder, and reload times vary from gun to gun. Most guns require an Exotic Weapon Proficiency to fire without a –4 penalty. The only exception (so far) is a blunderbuss.

- Bombs can be emplaced, thrown like grenades, or launched from a catapult. The most common is the grenade, which functions like a splash weapon and requires a ranged attack roll. Like all thrown weapons, no weapon proficiency is required for the grenade. All bombs need to be primed beforehand, requiring a move action and a Use Technological Device check (see page 181 in the **WoW RPG**).

- Tech weapons vary on what's needed to activate them. Some require Use Technological Device checks only, some require attack rolls, and some require both. Read the item's description to be sure. If it requires a Use Technological Device check, untrained characters suffer a –2 penalty. If it requires an attack roll, it typically requires weapon proficiency (usually one equivalent to one from the list on Table 9–2 on page 182 in the **WoW RPG**) to avoid a –4 penalty. As a rule of thumb, treat ranged weapons as firearms, and melee weapons as maces.

- Vehicles usually require Use Technological Device check to operate. Users without the appropriate Vehicle Proficiency feat suffer a –4 penalty to their Use Technological Device check.

- Most other tech devices require a Use Technological Device check. Unlike other trained skills, characters without any ranks in Use Technological Device can attempt to use a technological device at a –2 penalty.

- Steam armor (introduced in **More Magic and Mayhem**) requires a Use Technological Device to start up. Using the slam attacks that come with the steam armor hull does not require a Use Technological Device check, nor is there a Malfunction Rating for using them. Many steam armor weapons, shields and systems have separate Use Technological Device checks and may cause a malfunction (see below).

- Tech-mods (introduced in **More Magic and Mayhem**) are applied to existing armor, weapons, ammunition or other items. Most tech-mods run off of charges that are produced by an external power source connected to the tech-mod. Power sources are detailed on page 165 of **More Magic and Mayhem**. Other tech-mods are considered "mechanical" and do not require a power source, because they react to an external energy force. For example, "tech-modified" ammunition is shot out of a gun and does not need a power source. A Use Technological Device check equal to 10 + the tech-mod's TS score is made to activate the tech-mod. It stays "on" until it runs out of charges or is otherwise expended.

Malfunctions and the Nature of Tech Devices

In most fantasy settings, magic items never deteriorate, break down or suffer system failures. Such is the nature of magic. Man-made items, however, do suffer these consequences. In **WoW RPG**, this chance of failure is called the Malfunction Rating. Whenever someone uses a tech device via a Use Technological Device check or roll to attack, a separate roll for malfunction is typically not needed.

Because of the unstable nature of technological items, they are generally cheaper than magic items. On average, the price of a technological item is only around 20% of the price of a comparable magic item.

Some devices list the device's malfunction effect in the description of the item. If a malfunction effect is not listed (e.g., flintlock pistol, long rifle), it's assumed the device fails to function. If the malfunction is a jammed gun, a full-round action is required to clear the jam (p. 181 of the **WoW RPG**). Otherwise, the device must be repaired to work again.

The **WoW RPG** also suggests some alternate ways for GMs to handle malfunction effects:
• The GM can predetermine an effect from Table 11-3 is while it is being crafted (p. 210).
• The GM will determine the effect randomly from Table 11-3. Some of these effects have a permanent effect (see Repairing Technological Devices). To compensate for this penalty, the device's MR is reduced by –1 (minimum MR of 1).
• The GM can use a critical miss system to determine if a malfunction effect from Table 11-3 happens (see the "Never Trust Technology" sidebar at the top of p. 210 in the WoW RPG).

Tech-mods with a bonus equivalent exceeding +1 will increase the Malfunction Rating of a device, or add one if the device did not have one before.

Tinkers and Technology

Only one core class has Use Technological Device and Craft (technological device) as class skills: the tinker. Many classes have Craft listed as a skill, and therefore these classes can choose Craft (technological device) as a class skill. However, unless the character has multiclassed into tinker or has "tinker's touch" as one of her class abilities, she may not be able to meet the Technological Score (called TS) to be able to craft the device from scratch. However, she can make repairs to malfunctioned or jammed tech devices, even if she has no ranks in the Craft skill.

Please note that some races– the gnome and the goblin – have racial abilities that may enable them to make and/or use technological devices. Also, as per the netbook, **Even More Magic and Mayhem**, the gnome and goblin racial classes have Use Technological Device and Craft (technological device) as "class" skills.

Crafting Known Technological Devices

Chapter 11 of the **WoW RPG** largely focuses on how to create technological items not presented in the

WoW RPG books. This detailed yet flexible mechanic is useful for players who wish to design their own items. It's recommended, however, that those new to the game start with crafting one of the many technological items presented in the **WoW RPG** books.

To craft one of the items already introduced in any of the **WoW RPG** books, you need to know the Technology Score (TS), the Craft check and the cost. Craft checks for standard guns and bombs can be found on page 118 of the **WoW RPG**. As a rule of thumb, use the following TS scores for standard guns and bombs:

Blunderbuss	TS 6
Bomb, catapult	TS 8
Bomb, emplaced	TS 16
Bomb, grenade	TS 4
Flintlock pistol	TS 6
Long Rifle	TS 7

Unlike regular items, crafters have to meet a requirement to be able to craft a technological item. This requirement is called the crafter's "Technological Limit." A crafter's Technological Limit is equal to 1 + crafter's tinker levels + any knack feats for the item being crafted. If the crafter's Technological Limit is less than the item's TS, he cannot craft it.

Provided the crafter meets the TS, he makes his Craft check and follows the crafting rules as described on page 118 of the **WoW RPG**.

Construction – Alternate Crafting Times

According to the crafting rules stated in the **WoW RPG**, the crafter converts the price to silver (i.e., multiply the price by 10) to represent the "completion goal" for creating the item. The result of the weekly craft check is multiplied by the Craft DC. This amount is then subtracted from the converted value to represent how much progress has been made. This process continues until the completion goal has been met or exceeded.

Unfortunately, this ends up requiring the tinker to need weeks and months of downtime in between adventures just to craft basic technological items. If your average tinker with the Weapons Knack feat decided to take 10 when crafting an acid gun (from **More Magic and Mayhem**), he would need over five weeks to make it! The netbook, **Even More Magic and Mayhem**, proposes a very aggressive alternative that should free up the tinker's spare time.

Crafting Tech–Mods

Tech-mods follow slightly different crafting rules than regular items. The crafter must have the Craft Tech-Mod feat, as well as ranks in Craft (technological device) and another relevant skill(s). For example, armor tech-mods require the crafter to have skills in Craft (technological device) and Craft (armorsmithing).

Unlike regular technological devices, tech-mods are crafted at a rate of 1,000 gp per day.

Repairing Technological Devices

Every attack roll with your gun and every Use Technological Device check for using your goblin army knife also doubles as a malfunction check. So the more you use it, the more likely it is to malfunction. Face it: sooner or later, you are going to roll a "1." Depending on the malfunction rules your GM uses, you may have to repair the item.

The process of repairing an item follows the same rules as crafting the item. The repair uses the same crafting DC but at only one-fifth the item's price. As stated previously, an item's TS is not considered when repairing a weapon, and characters without ranks in Craft (technological device) can attempt to repair items, as Craft is not a trained skill.

Note that some of the malfunctions listed on page 210 of the **WoW RPG** have permanent effects and cannot be repaired normally. These effects must be fixed by upgrading. Upgrading is more expensive (the upgrade cost is the same as crafting the item), but easier to do (the Craft check is reduced by 10).

There is no way to repair a bomb after it has malfunctioned or exploded.

Steam Armor ~ Alternate Hardness Rules

Crafting steam armor is more expensive and should take longer to craft than most other technological items, with good reason: the wearer gains the equivalent of damage reduction. This is a huge advantage to anyone,

especially the tinker who is not proficient in any armor. **More Magic and Mayhem** originally stated that hardness is factored into damage done to the wearer. This means that the wearer not only gains damage reduction, but some energy reduction as well. This has been revised to damage reduction, as per errata in the netbook **Even More Magic and Mayhem**. Even so, this can still be an unfair advantage to anyone on the opposite side of a steam warrior. As an alternate rule, cut the steam armor's hardness in half after half its hit points have been taken off.

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