

STAR LOG.EM-036

JURY-RIGGING RULES



STARFINDER
COMPATIBLE



STAR LOG.EM-036

JURY-RIGGING RULES

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: JURY-RIGGING RULES

Hello, and thank you for purchasing *STAR LOG.EM036: JURY-RIGGING RULES*! The art of jury-rigging—taking a broken down, beat up piece of technology and fixing it up so it regains some semblance of use—is practically an art form in the Xa-Osoro System. Following the Regicide the Radiant Imperium, the system's primary governmental body, was severely crippled by the destruction of the centralized government's home world, Azan. Without the government's support and with Blood Space-induced horrors creeping up across the system, many corporations crashed and ultimately left the populace without many of the technological devices that so many had become reliant upon. In documents found after the end of the Nova Age, many of those early survivors indicate that they believed themselves to be apocalyptic survivors without many modern conveniences and luxuries. Those guileful enough often turned to jury-rigging as a means to keep themselves properly armed and equipped during trying times, and as a result jury-rigging is a widely respected skill in the modern Xa-Osoro System that is seen as a popular craftsman's hobby like knitting or scrap-booking. A popular community of jury-riggers, known simply as the Rigger's Guild, even host events of all sizes and scales across the system, from local small town competitions to massive interplanetary shows that draw crowds of hundreds of people. Today, the most well-known Rigger is Hasfelp Firecracker (N kobold mechanic 6), a kobold who has attained something akin to an icon's status after winning the Rigger's Grand Prix with his robotic scale polishing device, which he improvised from a broken security droid, a roll of dental floss, and two aluminum cans.



JURY-RIGGING RULES

When equipment is damaged and supplies or time for a fix aren't readily available, engineers need to improvise. The following skill tasks can be used to quickly repair or makeshift an item that you need when your equipment is damaged or you're running low on supplies.

JURY-RIG AN ITEM

You can use certain skills to jury-rig an item (including computers and vehicles), allowing you to temporarily fix a broken or destroyed item. The skill used to jury-rig each type of item is listed below on Table 1: Jury-Rigging Skills. A successful skill check allows you to ignore the item's broken condition or repair a destroyed item so it functions as if it had the broken condition instead. This lasts for 10 minutes, plus 10 additional minutes for every 5 points by which the result of your check exceeds the DC. This doesn't allow the item to ignore any damage it has taken, however; only the penalties associated with using a broken item. If you fail, the item retains the broken or destroyed condition. If you fail by 5 or more, the item is destroyed and cannot be jury-rigged again. Because of the inherent risk involved in jury-rigging an item, you cannot take 20 on skill checks to jury-rig an item and skill checks to jury-rig an item cannot be attempted untrained.

Jury-rigging an item takes 10 minutes of work. If you attempt to jury-rig an item you crafted, you can do so in 5 minutes. Additionally, you can take a -5 penalty to your skill check to jury-rig an item in 5 minutes, or 1 minute for an item you crafted. You cannot jury-rig an item with an item level that is greater than the total number of skill ranks that you possess in the skill used to jury-rig that type of item. For example, to jury-rig a suit of powered armor with an item level of 5th, you must have at least 5 ranks in Engineering. You cannot jury-rig an individual item more than once, though you can try again if your initial attempt fails (so long as the item isn't destroyed). Each previous failure to jury-rig an item since the last time it regained Hit Points increases the DC to successfully jury-rig it by 5.

The DC to jury-rig an item is equal to $15 + 1\frac{1}{2} \times$ the item's level. You cannot attempt to jury-rig an item that was destroyed because it was expended as part of its use, such as a grenade, a serum, or a spell amp.

IMPROVISE AN ITEM

You can use certain skills to improvise an item (including computers and vehicles), allowing you to create a makeshift version of that item. The skill used to jury-rig each type of item is listed below on Table 1: Jury-Rigging Skills. A successful skill check allows you to convert one or more items (the component items) into another type of item (the makeshift item). A makeshift item has half the total hit points of a typically crafted item of its kind and is created with three-fourths of its Hit Points. If you fail, the item is not created but the component items are salvageable for subsequent uses. If you fail by 5 or

more, the component items are destroyed and you 1d6 points of damage + an additional 1d6 points of damage for every 3 item levels the makeshift item would have possessed. This damage results from an accident during the crafting process, and its type is determined by the GM based on the item being improvised (fire and electricity damage for a plasma weapon, electricity damage for a computer, and so on).

Component items used to craft a makeshift must have a combined price equal to the price of the makeshift item; a component item with the broken condition has its price halved for this purpose, while a component item that is destroyed has its price reduced by one-fourth. In addition, at least one component item must have properties that are similar to that of the makeshift item's properties, as determined by the GM. For instance, you might require a freezer's coolant to makeshift a cyro weapon.

Improvising a makeshift item takes 10 minutes of work, or 5 minutes if at least one component item is an item you crafted. Additionally, you can take a -5 penalty to your skill check to improvise an item in 5 minutes, or 1 minute if at least one component item is an item you crafted. You cannot improvise an item with an item level that is greater than the total number of skill ranks that you possess in the skill used to improvise that type of item. For example, to improvise a suit of powered armor with an item level of 5th, you must have at least 5 ranks in Engineering. You can try again to improvise an item if your initial attempt fails (so long as the component items aren't destroyed). Using an item that you previously used as a component item increases the DC to successfully improvise an item using that component item by 5 for each previous use per item.

The DC to improvise an item is equal to $15 + 1\frac{1}{2} \times$ the item's level. You cannot attempt to improvise a *spell ampoule*, a *spell gem*, or a similar item.

NEW MECHANIC TRICK

The following mechanic tricks are available to any mechanic that meets their prerequisites.

2ND LEVEL

You must be 2nd level or higher to choose these mechanic tricks.

EXPERT RIGGER (EX)

You can fix items with amazing speed. When you use the jury-rig or improvise an item skill tasks, reduce the amount of time needed to use the skill task by half. This stacks with reductions from using items you crafted and taking a penalty to your skill check. In addition, you can spend 1 Resolve Point to attempt either skill task as a move action.

HYBRID RIGGER (EX)

You can attempt Engineering checks to use the jury-rig an item and improvise an item skill tasks to jury-rig or makeshift any item, even if you couldn't ordinarily use Engineering in conjunction with that skill.

8TH LEVEL

You must be 8th level or higher to choose this mechanic trick.

HAPHAZARD WEAPONRY (EX)

Whenever you are wielding a makeshift item as a weapon and you successfully critically hit an opponent, you can cause the weapon to fall apart as part of the attack, destroying your makeshift weapon to treat all weapon damage dice rolled as part of the critical hit as if you had rolled the highest possible result. For example, if you critically hit with a weapon that would normally deal 6d6 damage on a critical hit, you count as having rolled six results of a '6', or 36 damage. Your opponent can attempt a Fortitude save (DC equals 10 + 1/2 your mechanic level + your Intelligence modifier) to negate this effect, forcing you to roll your weapon's damage normally while also destroying the makeshift weapon. If your makeshift weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or this mechanic trick.

MASTER RIGGER (EX)

Whenever you attempt to jury-rig an item or improvise an item and you succeed at your skill check by 5 or more, the repairs or makeshift item made lasts indefinitely, and you can use the appropriate repair item skill task to fix the item back into proper working condition, as if you had crafted the item yourself.

NEW MAGIC HACK

The following magic hack is available to any technomancer that meets its prerequisites.

2ND LEVEL

You must be 2nd level or higher to choose these magic hacks.

IMPROVISE AMPOULE (EX)

You can use the improvise an item skill task to create makeshift spell ampoules by releasing spell energy into a consumable liquid, such as soda, water, or lemonade. This beverage serves as a component item for this ability but effectively has no value for the purpose of using the improvise an item skill task. To improvise a spell gem, you have to know the spell you're distilling into the ampoule. If the spell requires expensive materials as part of its casting, you must provide those while improvising the ampoule as a component item. When you improvise a spell ampoule, you lose a spell slot of the spell's level regardless of whether your attempt to improvise the ampoule succeeds or fails. Any makeshift ampoules you create immediately become inert when you meditate to regain your spell slots for the day.

RECONFIGURE ITEM (SU)

You use magic to flawlessly improvise an item. Whenever you attempt to improvise an item, you can expend a spell slot to

TABLE 1: JURY-RIGGING SKILLS

Item Category	Skill
Armor	Engineering
Augmentations (biotech)	Life Science
Augmentations (cybernetics)	Engineering
Augmentations (necrocrafts)	Mysticism
Augmentations (personal)	—*
Computers	Engineering
Fusion seals	Mysticism
Hybrid items	Mysticism
Magic items	Mysticism
Personal items	Engineering
Technological items	Engineering
Vehicles	Engineering
Weapons	Engineering

* Personal augmentations are so thoroughly integrated into their user that they can't be damaged, and therefore cannot be jury-rigged or improvised under most circumstances. If the GM wishes to allow personal augmentations to be usable with the jury-rig an item and makeshift an item skill tasks, technological augmentations are associated with the Engineering skill, while hybrid and magic augmentations are associated with the Mysticism skill.

have the resultant makeshift item be as good as new if your skill check succeeds. A makeshift item created in this manner has full Hit Points, does not have the broken condition, and lasts indefinitely as if you had crafted it yourself. To use this ability, you must expend a spell slot with a spell level that is equal to or less than the spell slot's spell level $\times 3$.

NEW SPELL

The following spell is available to all characters.

INTEGRITY FIELD

School abjuration; **Level** technomancer 1

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one object of up to 1 Bulk/level

Duration 1 hour/level or until discharged

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You create a magical shield around the target that reinforces its physical structure, making it easier to repair and more difficult to destroy. For the spell's duration, you can use the jury-rig an item skill tasks on the item as a move action. You also gain a +1 circumstance bonus to your skill check to jury-rig the item.

If the target would take Hit Point damage while under the effects of this spell, you can discharge it to reduce the damage by half. If the remaining damage would be enough to reduce the item to 0 Hit Points, you can spend 1 Resolve Point as part of the action to discharge the spell to have the item retain 1 Hit Point instead of being reduced to 0 Hit Points.

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