The more we play, the more I feel that characters that focus on crafting should have the opportunity to be more flexible.

Introducing...

***The Inventor’s Notebook:***

Different styles of learning lend themselves to different attitudes towards innovation and invention. More to the point, characters in the Tephra universe should not be limited to trying to memorize how to augment their crafts when they could just as easily *write it down*. This collection of instructions, tips, and other useful information provides them with a reference for augmentation during downtime, a way to allow other allies access to the same augments, and a new way to learn and develop new augments for the character to use.

The idea of the Inventor’s Notebook is simple. This is a book owned by someone who would rather maintain a book full of augments and crafting instructions than try to memorize these instructions. This is an alternative to the traditional “Learning Augments” rules found in the Tephra Playing Guide. During character creation, the book can have a number of augments up to the number learned using the traditional rules. These augments can be from any craft available to the PC based on their specialties. The narrator may give the PC more or less augments at their discretion.

In the player’s world, this book is most easily maintained using Augment cards, creating a deck of cards that function as the book. In the PC’s world, the book is a physical book. During downtime, the PC can use the augments in their book to augment their crafts. Any other PC interested in using the augments in the first PC’s book must have the requisite specialty and make a skill roll in the applicable skill to interpret the notebook, but it might just be easier if the craft the other PC is making is simply maintained by the first PC using their DIY score. Outside of downtime, the number of total augments used on all the PC’s crafts can be no more than the number of augments learned using the traditional rules. The justification here is that a PC has to be able to fine-tune the crafts and activate them, and they can’t do that in battle if they have to continue to reference the book, so the PC memorizes activation and simple maintenance instructions for use outside of downtime.

In order to add augments to the book, the PC must find either another PC/NPC who knows the augment (or has it written in their book), or find a book. If the PC interacts with another character, there might be payment involved, at the narrator’s discretion, and the PC must have the specialty required to learn the augment traditionally. If the PC has just a book to decipher, it requires a skill roll in the skill of the augment and for the PC to have the specialty required to learn the augment traditionally. If the augment applies to more than one skill (like some augments described in Explosives), the player must make a skill roll in either of the skills (player chooses). For instance, since “Dirty” is an augment in both Gadgetry and Alchemy, the player may make either a Gadgetry or Alchemy rolls to learn the augment for both crafts, whether or not the player intends to use the augment in both applications. This replaces the traditional learning technique, whereby a PC learns augments whenever they take a specialty that gives augments, but the number of augments is still important, so keep track anyway.

The Inventor’s Notebook allows players the opportunity to develop augments, using these optional supplementary rules for augment development. While working with the narrator, players can create augments for their PC to use. In the PC’s world, these homebrew augments can only be developed and implemented during downtime. The development cost of a homebrew augment is determined based on the number of slots the augment takes up, the base price of an augment in this craft, and any other variables the narrator deems necessary. Narrators have the sole responsibility of setting the development cost of any homebrew augment. The typical formula is (number of slots) x (sum of augment for each marque) x ⅕. This is essentially the material cost of the augment at each marque, multiplied by the number of slots, since more slots tends to indicate more complex augments. For instance, developing a 2-slot essence augment costs (2) x (50 + 250 + 1250 + 6250) x ⅕ = 3120 princes. If the narrator approves of the augment (and the PC covers the development cost), the PC can start using the augment during their next downtime. If other players in the campaign wish to use the augment, the PCs must interact with the PC of the original developer. If players develop an augment together, all PCs have the augment in their Inventor’s Notebooks.

In the unfortunate-but-all-too-likely event that a PC loses their Inventor’s Notebook, the PC can remake their notebook to a certain extent. The PC buys a new book and records all the augments that they have currently deployed in their crafts, but they are unable to remember any other augments that were written in the original book. This can include homebrew augments, and thus if the player wishes to use them again, the PC must re-develop them (at the narrator’s discretion, this can be a reduced cost). As with character creation, the narrator may add or subtract augments at this time. The logistics involved with PCs maintaining more than one Inventor’s Notebook, whether to have complete copies of the book or to split the augments among multiple books, is too ludicrous to be feasible, especially for a character as scatterbrained as one who might need an Inventor’s Notebook in the first place. Therefore, the crafter can only maintain one Inventor’s Notebook at a time. So it is vitally important that the PC keeps track of their notebook at all times.

Also here’s some homebrew Gases and Bioflux Augments my player has come up with.

Gas Augment: Sleeping:

* Slots: 3
* Resist: Spirit (marques down)
* Effect: This chemical weapon triggers the brain’s release of serotonin and norepinephrine, and targets are overwhelmed with fatigue. The target is asleep for as long as the target stays in the gas (that is, how long the gas lingers) plus a number of rounds determined by the marque of the gas.
	1. 1 round
	2. 2 rounds
	3. 3 rounds
	4. 4 rounds

Gas Augment: Fear-Inducing:

* Slots: 3
* Resist: Brute (partial resist; see below)
* Effect: A fear-inducing gas makes targets susceptible to becoming afraid. On a successful Brute resist, targets who are hit with an attack (it is not necessary that the attack deals net damage) will receive a penalty to accuracy and strike towards the source of the attack for as long as the target is in the gas (according to the marque as listed below). If the source of the attack is hidden, whether by sight or by sound, and the target needs to make a Cunning roll to perceive the location of the attack, the roll takes on a special effect: if the Cunning roll is successful, the penalty applies as above, as if the source was not hidden; but if the roll fails, the target receives a penalty to accuracy and strike towards ALL targets for as long as the target is in the gas (according to the marque as listed below). On an resist failure, target gains the Fear status effect of the tier equal to the marque of the gas: thus, a Marque 1 Fear gas causes Tier 1 Fear in the target who fails the Brute resist roll.
	1. -2 to acc. and stk.
	2. -3 to acc. and stk.
	3. -4 to acc. and stk.
	4. -5 to acc. and stk.

Essence Augment: Enter the Flow:

* Slots: 1
* AP Cost: 2 AP (+1 AP/round; see below)
* Effect: You can trigger an autoimmune response that fills your brain with dopamine, serotonin, oxytocin, and endorphins. With practice, you have channeled this ability into taking on a zen-like state. The world slows down to you, allowing you to more accurately attack your opponents. You get a bonus to accuracy for as long as the ability is active, but for every round spent while active, you have one less action point to spend, which can be thought of as spending 1 AP each round maintaining your meditation. For example, if your character with 3 AP available normally triggers this ability, they spend 2 AP (the activation cost), and now has no more AP to use this turn. During their next turn, if the ability is still active, they have 2 AP to spend. If you character ends this ability at any time, during the next turn, their normal AP total returns.
	1. +2 to acc.
	2. +4 to acc.
	3. +6 to acc.
	4. +8 to acc.

Bio-Zapper Augment (setting): Nerve-Stimulating:

* Slots: 2
* Resist: Brute (marques down)
* Effect: The target’s nerves become so sensitive, they feel more pain than they actually experience. Attacks made against the target receive a damage bonus.
	1. +1 damage class to received attacks
	2. +2 damage class to received attacks
	3. +3 damage class to received attacks
	4. +4 damage class to received attacks

Augment: :

* Slots:
* Resist:
* Effect: