This document contains rules and details for tinmen as player characters.

TINMAN

Description: Not all races in the world are born out of wombs, eggs or spores. Some are born from minds, the minds of others who have the capacity to create life with their craft. Such are the tinmen. Made of metal and mad inspiration and possibly a sparkle of arcane powers, they come to be, a race of curious entities with dubious, ramshackle quality.

Most tinmen spend their lives serving their creators, but some venture out into the world to try to find their place among the other races. As such, tinmen do not have a fixed societal structure nor a single cultural context to guide their actions. However, they do adapt to other cultures and are usually eager to become one with their surrounding civilization.

Note that tinmen are considered as living beings unlike golems, and they can be affected by bleeding, drowning, poisons, diseases, mental effects and so on as normal.

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Hit points: Tinmen roll additional hit points each level with a d10+stamina modifier+level. For example, a tinman ascending to a third level and with a stamina modifier of +2 would roll d10+2+3. In addition, they roll their 0-level hit points with d10+stamina modifier. Only positive stamina modifiers are taken into account, negative modifiers do not affect tinmen's hit points.

Weapon training: Tinmen are proficient in the use of simple weapons: battleaxe, club, dagger, spear, handaxe, longsword, mace, short sword, staff, two-handed sword and warhammer. They are unable to use any complex missile weapons (slings, bows, crossbows, etc.), but are proficient in throwing heavy weapons such as javelins, axes and clubs. They can use any armor available.

Alignment: Tinmen can be of any alignment as their surroundings greatly affect their mindset. However, newly made tinmen are usually of neutral alignment unless the creator has specifically made them otherwise.

Skills: Tinmen have a natural tendency towards machinery and other gadgets, and they understand the workings of simple mechanical devices with ease. Tinmen have the *Pick Lock* and *Disable Trap* skills as per thieves of the appropriate alignment.

They also have a special *Repair* skill. The repair skill can be used on any appropriate machine or mechanical construction, even the tinmen themselves! A tinman can heal itself with a rate of one hit point per level for each hour spent repairing. Judge may give special bonuses for superior tools, materials, etc.

Table A: Tinman repair skill progression										
Level	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*
Bonus	+1	+3	+4	+6	+7	+9	+10	+12	+13	+15

Not flesh but metal: The hard exterior of the tinmen allows them to absorb extreme amounts of punishment. This is reflected by their high hit points, but they also gain other bonuses. Tinmen gain +1 to their AC for each level ascended. For example, a third level tinman gains +3 to their AC. In addition, tinmen half the damage of all cold and fire attacks directed against them (rounded down).

Being metal is a boon for sure, but it is also a hindrance. Tinmen gain no hit points from remedies such as herbs or healing potions. In addition, they half all hit point gains from clerical abilities.

Self-augmentation: Tinmen are also known to augment their design. They tinker with their mechanical brain to boost their intelligence, fortify their structure with steel to increase their strength, polish themselves for beauty, etc. These projects are long and arduous and the effects are left to the judge's discretion. However, 1000gp (or an equal amount of time and effort) per one stat point works as a general guideline.

Table B: Tinman level progression							
Level	**Attack**	**Crit Die**	**Crit Table**	**Action Die**	**Fort**	**Ref**	**Will**
1	+1	1d10	III	d20	+5	-2	+0
2	+2	1d12	III	d20	+5	-2	+0
3	+3	1d14	III	d20	+5	-1	+1
4	+4	1d16	IV	d20	+6	-1	+1
5	+5	1d20	IV	d20+d14	+6	+0	+2
6	+6	1d20	V	d20+d14	+6	+0	+2
7	+7	1d24	V	d20+d16	+7	+0	+2
8	+8	1d24	V	d20+d16	+7	+1	+2
9	+9	1d30	V	d20+d20	+7	+1	+3
10	+10	2d20	V	d20+d20+d16	+8	+1	+3