

Wonder Maker



You master the tinker techniques of your people. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- When you make a check using your proficiency with tinker's tools, you add double your proficiency bonus to the check.
- When you make a device with your Tinker trait, you have the following additional options for what you make:
- **Alarm.** This device senses when a creature moves to within 15 feet of it without speaking aloud a password chosen when you create it. One round after a creature moves into range, the alarm makes a shrill ringing that lasts for 1 minute and can be heard from up to 300 feet away.
- **Calculator.** This device makes doing sums easy.
- **Lifter.** This device can be used as a block and tackle, allowing its user to hoist five times the weight the user can normally lift.
- **Timekeeper.** This pocket watch keeps accurate time.
- **Weather Sensor.** When used as an action, this device predicts weather conditions in a 1-mile radius over the next 4 hours, showing one symbol (clouds, sun/moon, rain, or snow) for each hour

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Prerequisite: Gnome (rock)