

Table 6-1: Technological Scores for Device Features

Feature	Technology Score
Ability bonus	3 x ability bonus
Ability scores	
Strength	1 x Str value
Stamina	—
Agility	3 x Agy value
Intellect	5 x Int value
Spirit	3 x Spt value
Charisma	6 x Cha value
Additional hardness*	2 per additional point of hardness
Additional hit points*	1 per 5 additional hit points
Armor bonus	1 x bonus to AC
Attack roll bonus	2 x bonus to hit
Basic mechanical function**	2
Blast radius†	2 per 5-ft. increment of radius
Cargo capacity	1 per 200 lb. capacity
Climb speed	1 per 5 miles per hour
Deals damage***	2 per 1d6 points/round
Damage reduction	3 x damage reduction
Fly speed	1 per 5 miles per hour
Land speed	1 per 20 miles per hour
Mimics spell effect††	3 x spell level
Maneuverability Rating†††	2 x Maneuverability Rating
Projectile weapon‡	3
Range increment‡‡	1 per 50 feet
Skill bonus	1 per +2 skill bonus
Swim speed	1 per 10 miles per hour
Underwater capability	10

\* All technological devices have hardness and hit points, as determined by their sizes (see **WoW RPG**, Chapter 11: Technological Devices, "Creating Technological Devices," Step Seven). You can add additional hardness and/or hit points to your device if you like.

\*\* Only used if the device has no other features that require Technology Scores (a child's clockwork toy, for example).

\*\*\* This is a correction of the original. (Originally, the TS for a damage-dealing feature would be of 3 per 1d6 of damage.)

† Most devices with a blast radius blow up — they have Time Factors (TF) of 10.

†† This is a new feature added with this revision, and assumes effects as if cast by a caster of minimum level and ability required to cast the spell.

††† Any device that can move also needs a Maneuverability Rating (see **WoW RPG**, Chapter 11: Technological Devices, "Vehicles: Movement and Maneuverability").

‡ Any device that shoots something and deals damage is a projectile weapon.

‡‡ This is for projectile weapons. Thrown weapons generally have range increments of 10 feet.

## Determining Technological Scores for Device Features

Use the table to the left when calculating Technological Scores for features in a new device; it essentially presents the same information from Table 11–2: Technological Device Features from the **WoW RPG**, and the supplementary table in Chapter 5 of **More Magic & Mayhem**, but in a format more useful for calculating TS scores, with a new feature and a correction to the original table.

