

THE TINKER

STYLE



FORCE



SMARTS



ATTITUDE



MYSTIC



XP



MM



RN



GEAR & PETS



THE MECHANISM

Expertise:

Walker - Mech, robot or armor. Large, hard to destroy. Can hold **2 Gear** items. Gives **1 Armor**, while inside.
Assistant - Small Buddy with no attack power, can act independently. **3 Stamina**; can hold **1 Gear** item.
Inspiration - Your Expertise becomes your Gear. Once per stage, when your character is performing a move related to your Expertise (on any attribute), you can substitute it for a result of 10.

ABILITY

TYPE

RANGE

MOVES

[BASIC MOVES](#) [PLAYBOOK DIGEST](#)

Experience is gained on accepting a miss result, or when a move tells you.
When you have 5 XP, clear your experience bar and pick one of the following:

Improvements

Take a move from your playbook.....
Take a move from another playbook.....
Take a Tinker move or a move from another playbook.....
Gain +1 Smarts (max 3).....

Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....
Mark one of the possible basic moves as advanced.....
Get +1 to any Attribute, max +3.....
Increase your maximum Rings by 1.....
Increase your maximum Stamina by 1.....
Take another playbook's Feature (req: 3 base moves, 2 other moves).....
Improve your Mechanism, you're using at the moment.....
Walker becomes bigger and can store up to 4 people.
Assistant's Maximum Stamina is increased by 1.
Inspiration's Gear can be used one extra time per stage.

Final Improvement (after 9 Improvements)

You can pick an additional Mechanism (Advanced applies to it too).....

THE TINKER

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		