

THE TINKER

STYLE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FORCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SMARTS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ATTITUDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MYSTIC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
XP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

GEAR & PETS



THE ANCHOR

Signal Power:

Expertise:

The Anchor:

- Max Stamina is 2. (revive) moves work on the Anchor.
- The Anchor needs to be specifically targeted.
- Ability is replaced by Visual Projection and Expertise.
- Gain a Take Five and Ring option "Gain 2 Signal Power".
- Ask for more info during Peace and Quiet.
- The Anchor can be used by the whole team by default.
- It can't move, but can be carried by your friends trivially.

Signal Power:

- Can't go above 5.
- Goes up when you gain Momentum by the same amount.

ABILITY

TYPE

RANGE

Close

Visual Projection

Your Anchor, outside of being a communication device, is always able to create a visual projection, usually holographic in nature, near itself. It doesn't have any physical effects and is obviously a projection of some sort. As this is a replacement for your Ability, it uses Ability Types with the same results.

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.....
- Get a piece of Gear or a new Pet.....
- Change one of your Attributes into a Star Attribute.....

Advanced Improvements (after 3 improvements)

- Take a move from your or another playbook.....
- Change one of your Attributes into a Star Attribute.....
- Get +1 to any Attribute, max +3.....
- Increase your maximum Rings by 1.....
- Increase your maximum Stamina by 1.....
- Take another playbook's Feature (required moves: 3 base, 2 other).....
- Star Attribute 12+ rolls give you 1 Signal Power.....

Final Improvement (after 9 Improvements)

If you haven't, you gain Holographic Matrix, ignore all the extra Signal Power cost in that move. Set Max Signal Power to 7.....

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SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		