

THE TINKER

STYLE

FORCE

SMARTS

ATTITUDE

MYSTIC



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.

Base - You can store **1 Gear** item on yourself. When you base is under attack, everyone gets **1 Armor**.

ABILITY

DAMAGE

RANGE

MOVES

[MOVE SUMMARY](#)

Experience is gained on rolling a miss, or when a move tells you.

On level up, 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 4 regular improvements)

Take a move from yours or another playbook.

Mark one of the possible basic moves as advanced.

Get +1 to any Attribute, max +3.

Increase maximum Rings you can have by 1.

Increase maximum Stamina count by 1.

Change your Playbook (can be taken multiple times).

Change your Feature (can be taken multiple times).

Change your Ability (can be taken multiple times).

Once per stage you can use one of your limited abilities an extra time.

Take other playbook's Feature (req: 3 base moves, 2 other moves).

Pick one: Mech becomes bigger and can store up to 4 people.

Pick one: Assistant now has a basic Damage of 1 and Stamina of 3.

Pick one: More pockets - you can store up to 2 gadgets now.

Final Improvement (after 6 Advanced Improvements)

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