

# 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

DAMAGE 

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 regular 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.....  
Once per stage you can use one of your limited features an extra time.....  
Take another playbook's Feature (req: 3 base moves, 2 other moves).....  
Pick One: Mech becomes bigger and can store up to 4 people.....  
Pick One: Increases your Assistant's Maximum Health by 1.....  
Pick One: Your Expertise's Gear can be used one extra time per stage.....

### Final Improvement (after 6 Advanced 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		