

THE TINKER

STYLE				
FORCE				
SMARTS				
ATTITUDE				
MYSTIC				
XP				
MM				
RN				
GADGETS				

THE MECHANISM

Walker (2) - Needs to be piloted, gives 1 Armor.
Assistant (1) - Can activate Gadgets on command.
Tool (1) - Gives an extra Gadget option:
Lucky Charm - When making a move with Expertise or Ability (any Attribute), change the result to 10.
Advanced - +1 Slot to every Frame.

Slot #1:

Slot #2:

Slot #3:

Slot #4:

Expertise:

ABILITY

TYPE

RANGE

MOVES

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

When starting a Stage, fill available Slots with a combinations of Gadgets (duplicates allowed):
Gear - pick 1 from the Gear list, it can now be used from your Frame. Max. 1 per Attribute.
Expansion - while slotted, Frame and Slots can be wielded by and/or fit more than their owner.
Armor - while slotted, wielder gets 1 Armor. **Shield** - stop a single source of damage to a Hero nearby.
Pathfinder - change location of you and a nearby Hero.

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).....
Make one Attribute as a Star Attribute and take a (revival) move.....

Advanced Improvements (after 3 improvements)

Take a move from your or another playbook.....
Mark one Attribute as 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).....
Increase Slots for every Frame by 1.....

Final Improvement (after 9 Improvements)

You can pick an additional Mechanism (Max Slots is 4).....

THE TINKER

SPECIES		CHARACTER BACKSTORY
GENDER		
AGE		
APPEARANCE		
CHARACTER		GROUP BACKSTORY
OTHER NOTES		