Tinker

Name: _____

What Do You Look Like?

Armor

HP

STR

DEX

CON

INT

WIS

CHA

Inventory

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

Gear: ○ ○ ○ ○ ○
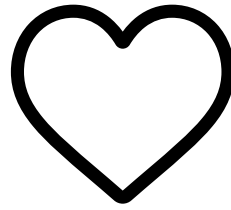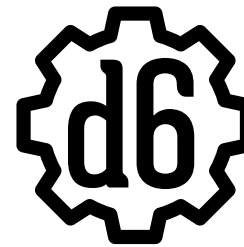
d6
Damage

Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- **On a 12+**, you do it perfectly, with some additional benefit.
- **On a 10-11**, you do it perfectly.
- **On a 7-9**, you do it, but with some cost or complication.
- **On a 6-**, you fail to do it, with some additional negative consequence.

Tinker Moves

You have an Automaton. It has a number of Functions equal to your level plus your INT. The Automaton has its own set of attributes, including a new attribute unique to it, Programming (PROG). Starts with:

- **Armor**: 0
- **HP**: 5
- **PROG**: +0
- **Damage**: 1d4

When your Automaton acts, it does so with the Basic Move using roll+PROG.

When you spend time to fix your automaton, roll+INT. **On a 7-9,** choose 1. **On a 6-,** choose neither:

- It requires a rare part
- It is going to take a day to complete

Functions

- *Reinforce*: Armor +1
  - *Plating*: Armor +1
- *Lethal*: Damage upgrade to d6
  - *Real Lethal*: upgrade to d8
- *Educate*: +1 PROG
  - *PhD*: +1 PROG
- *Shift Size*
- *Flight*
- *Translator*
- *Self-Repair*
- *Camouflage*
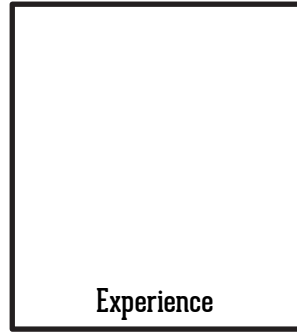- *Self-Awareness* (Are you sure?)

Automaton

PROG

Features:

Experience

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Tinker Advancement list.

Experience

Tinker Advancements
[You get one per level.]

○ *Schooled*: Gain +1 Intelligence.

○ *Work With Hands*: Gain +1 Strength.

○ *Friendly Robot*: Gain +1 Charisma.

○ *Inspiration*: Take an advancement from another class (choose a cool one, not an attribute bonus).

○ *Storage*: Your Automaton can carry things for you. Open up the rest of your inventory slots.

○ *Ah-Ha!*: Create a new Feature for your Automaton.

○ *Eureka!*: Create a new Feature for your Automaton.

○ *Mount Up*: You can now mount the Automaton, working together. **When the two of you act as one**, roll with either your attributes or PROG, whichever is higher for the action.

○ *Mind-Machine Interface*: **When you concentrate on your Automaton's actions**, it takes +1 to all of its rolls. However, you must remain immobile and vulnerable while doing this.

○ *Hone*: **When you spend time tinkering with an ally's weapon**, they +1 any roll using it for the next combat.

○ *Sentinel*: **When you would be dropped to 0 HP**, your Automaton will sacrifice itself in your place. You will need to repair it.

Or work with the GM to come up with something cooler!

Other Stuff

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory.

When you're in town, you may spend 25g to empty all of your Equipment Bubbles.

Character Creation
[The GM will help you out.]

1. Roll your attributes.

2. Choose one advancement from your class's list.

3. Roll your HP.

4. Mark your inventory slots.

5. Get some equipment.

6. Go find a dungeon!

Moves & Notes & Doodles