

# The Tinker

You are an adept, clever vagabond, interested in mechanisms and craftsmanship, perhaps possessed of ideas that separate you from those around you.

Name: \_\_\_\_\_

## Species

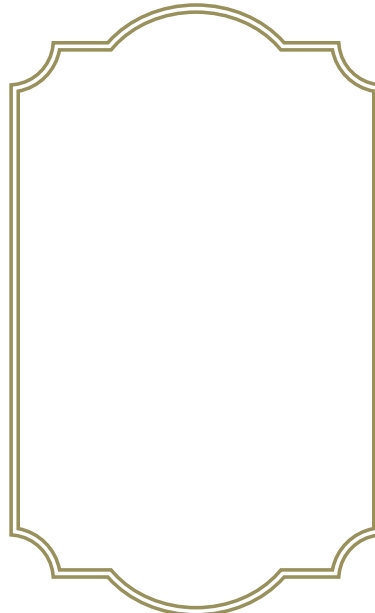
- fox, mouse, rabbit, bird, beaver, other: \_\_\_\_\_

## Details

- he, she, they, shifting
- scattered, organized, grubby, singed
- eccentric tool belt, beautiful whetstone, former patron's insignia, massive packs

## Demeanor

- hopeful, cheerful, inquisitive, cynical



## CHOOSE YOUR NATURE

Perfectionist

Clear your exhaustion track when you replace someone else's existing tool or resource with something truly great.

Radical

Clear your exhaustion track when you espouse dangerous ideas to the wrong audience.

## Background

### Where do you call home?

- \_\_\_\_\_ clearing
- the forest
- a place far from here

### Why are you a vagabond?

- I refuse to keep my ideas to myself
- I need to rebuild my workshop anew in a safe place
- I crave adventure
- I need to find and save my family
- I need to keep my most dangerous design safe

### Whom have you left behind?

- my mentor
- my family
- my best friend
- my loved one
- my leader

**Which faction have you served the most?** (mark two prestige for appropriate group)

**With which faction have you earned a special enmity?** (mark one notoriety for appropriate group)

## Your Drives

### CHOOSE TWO DRIVES

Greed

Advance when you secure a serious payday or treasure.

Ambition

Advance when you increase your reputation with any faction.

Revenge

Name your foe. Advance when you cause significant harm to them or their interests.

Protection

Name your ward. Advance when you protect them from significant danger, or when time passes and your ward is safe.

## Your Connections

### Professional

\_\_\_\_\_ and I have been working together well for a while. We read each other's moves easily.

*If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they attempt a roguish feat, you gain choices on the help move as if you had marked 2-exhaustion when you mark 1-exhaustion.*

### Family

\_\_\_\_\_ and I had each other's back when we were run out of a clearing because our natures got out of hand.

*When you help them fulfill their nature, you both clear your exhaustion track.*

## YOUR REPUTATION

_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
_____	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3

NOTORIETY

PRESTIGE



Charm [-1]



Cunning [+2]



Finesse [+1]



Luck [0]



Might [0]

ADD +1 TO A STAT OF YOUR CHOICE, TO A MAX OF +2

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	INJURY
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EXHAUSTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEPLETION

## Roguish Feats

START WITH MARKED FEATS

- |  |   |
|--|---|
| <input type="checkbox"/> Acrobatics                | <input type="checkbox"/> Pickpocket           |
| <input type="checkbox"/> Blindside                 | <input type="checkbox"/> Sneak                |
| <input checked="" type="checkbox"/> Counterfeit    | <input checked="" type="checkbox"/> Pick Lock |
| <input checked="" type="checkbox"/> Disable Device | <input type="checkbox"/> Sleight of Hand      |
| <input type="checkbox"/> Hide                      |   |

## Weapon Skills

CHOOSE ONE BOLDED WEAPON SKILL TO START

- |   |  |
|---|--|
| <input type="checkbox"/> <b>CLEAVE</b>    | <input type="checkbox"/> Parry             |
| <input type="checkbox"/> Confuse Senses   | <input type="checkbox"/> Quick Shot        |
| <input type="checkbox"/> Disarm           | <input type="checkbox"/> Storm a Group     |
| <input type="checkbox"/> <b>HARRY</b>     | <input type="checkbox"/> <b>TRICK SHOT</b> |
| <input type="checkbox"/> <b>IMPROVISE</b> | <input type="checkbox"/> Vicious Strike    |

## Your Moves

YOU GET **TOOLBOX & REPAIR**, THEN CHOOSE ONE MORE

### Toolbox

You have a kit of tools and supplies with which you work on long-term projects. Choose two features:

*assorted scrap wood, assorted gears and springs, esoteric hand tools, manuals, assorted medicines, portable alchemy kit, sewing kit, cookware, minor explosives*

Choose one drawback:

*heavy (counts as 2 Load instead of 1), bulky & obvious, stolen, fragile*

When you **open up your toolkit and dedicate yourself to making a thing or to getting to the bottom of something**, decide what and tell the GM. The GM will give you between 1 to 4 conditions you must fulfill to accomplish your goal, including time taken, materials needed, help needed, facilities/tools needed, or the limits on the project. When you **accomplish the conditions**, you accomplish the goal.

### Repair

When you **repair destroyed personal equipment with your toolbox**, the GM will set one condition as per the **Toolbox** move. Fulfill it, and clear all wear for that equipment. When you **repair damaged personal equipment with your toolkit**, you do it as long as you spend depletion or Value, 1 for 1, for each box of wear you clear.

### Big Pockets

Take two extra boxes of depletion.

### Jury Rig

When you **create a makeshift device on the fly**, roll with Cunning. On a hit, you create a device that works once, then breaks. On a 10+, choose one:

- It works exceptionally well
- You get an additional use out of it

On a miss, the device works, but it has an unintended side effect that the GM will reveal when you use it.

### Nimble Mind

When you **attempt roguish feats** involving mechanisms or locks, mark depletion to roll with Cunning instead of Finesse.

### Dismantle

When you **dismantle a broken or disabled piece of equipment or machinery**, clear 2-depletion.

## Equipment

STARTING VALUE: 8 CARRYING: \_\_\_\_\_ BURDENED (4 + MIGHT): \_\_\_\_\_ MAX (TWICE BURDENED): \_\_\_\_\_