# TINKER

FLAVOR TEXT

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| Because you Tinker . . .  You gain a +1 Aspect bonus to your Mechanics and Electronics modifiers. You gain an Assets rating of 3. These Assets can be spent as normal but refresh to 3 after every Milestone. If you have two powers from Tinker, the refresh rating increases to 4. If you have four powers from Tinker the refresh rating increases to 5. |

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| When you manifest . . .  The rating of any equipment that you use counts as +1 better for determining impact and action requirements. Your Manifest Form naturally interfaces with any technology that you touch so that you may attempt Electronics and Mechanics rolls without all the necessary equipment. |

Modifier: Electronics or Mechanics. If you have two or more Tinker powers you gain a +1 Skill bonus to your modifier. If you have three or more Tinker powers the bonus increases to +2.

Base Impact: Agility or Wits

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| Wireless Interface | | Manifest Power |
| *Flavor Text* | | |
| Complex Action | | |
| Target: | One nearby visible device | |
| Modifier: | vs. Security Rating | |
| Effect | You may attempt Electronics or Mechanics rolls on the target as if you were physically holding and controlling it. | |
| Willpower: | You may replace the target’s Security Rating with your own Mental Defense. This effect lasts until someone overcomes that security rating. | |

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| Override Command | | Covert Power |
| *Flavor Text* | | |
| Complex Action | | |
| Target: | Any device you are interfaced with. | |
| Modifier: | Vs. Security Rating | |
| Effect: | You cause the target to perform any action that it is physically capable of performing, regardless of its programming, design, or safety limitations. | |
| Willpower: | This power requires only a Simple Action. | |

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| Supercharge | | Manifest Power |
| *Flavor Text* | | |
| Complex Action | | |
| Target: | One piece of equipment that you are touching | |
| Effect | For the rest of the scene you may add your Wits as an Aspect bonus to the target’s equipment rating. The target equipment requires major repairs afterward. | |
| Willpower: | You also gain a minor advantage with all rolls associated with this equipment. | |

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| Always Prepared | | Covert Power |
| *Flavor Text* | | |
| Free Action | | |
| Requirement: | You succeed on an Assets roll to acquire a handheld tool. | |
| Effect: | You may retrieve the tool from your person instantly, as if it were already in your possession. | |
| Willpower: | You may benefit from this effect even if you failed your Assets roll. | |