

Name: Agatha "Tinker" Jordano

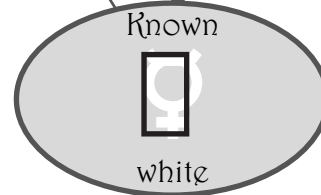
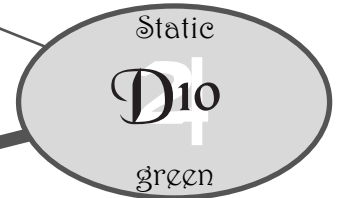
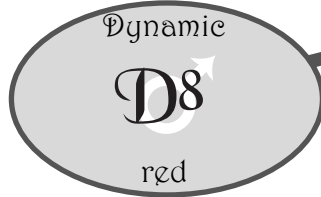
Title: Professor □'s School
for Gifted □'s



Power: **Mechanical Genius**
can invent and build
fantastical machines

Weakness: **Mechanical Uniqueness**
can only build "impossible"
machines...nothing mundane
like a clock

Quirk: **Mechanical Solitude**
her machines only work for her



Traits:

Power Stunt: Luckily, I brought that
Always has useful tools on hand

Power Stunt: Identify
can recognize the purpose and mechanism of any device

Tool Proficiency
Able to use hydrosplanners and sonic screwdrivers

Robust designs
Her machines cannot be stopped, disabled, or modified
by anyone except her unless they are completely
destroyed

Fanatical Builder
Will work for hours until a project is completed

Self confident
She is so sure that her machines will work that she
can convince the most skeptical observer of their worth

Mechanical solace
Relates to machines better than she does to people.

Convenient worldview
Subscribes to whatever theories will make her work
easier

Longwinded explanations
Sometimes frightens people with her technobabble

Flaws:

Overly complicated
Everything must work in the most roundabout way

Acoustic Obnoxiousness
Her machines are all loud and bothersome

Storypath Cards: