

Tinkering Deck

This mechanic is WORK IN PROGRESS.

The Tinkering Deck is a deck of cards that governs how powerful and successful a Specialist's Tinkering is.

For the purposes of Playtesting, this will be done by a game of 21:

- The Ref has a deck of cards.
- The Tinkerer may choose to DRAW another card or STICK with the value they have. Aces are high.
- If a picture card is drawn, a side effect will occur for the Tinkerer. For each picture card, the consequence severity will increase.
- If the value exceeds 21, the Tinkering fails catastrophically.
- If the value is below 16, the Tinkering fails without additional consequences.
- If the value is between 16 and 20, the Tinkering succeeds with any additional consequences from picture cards.
- If the value hits 21 exactly, the Tinkering succeeds with no additional consequences.

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