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Dota Hero Item Build - Tinker "Boush" Tinker "Boush" is an intelligence type of hero who plays the role of supports. Tinker The Boush Skill Build Level 1 Laser Level 2 HSM Level 3 HSM Level 4 HSM Level 5 HSM Level 6 HSM Level 7 HSM Level 8 HSM Level 9 MotM Level 10 Rearm Level 11 Rearm Level 12 MotM Level 13 MotM Level 14 MotM Level 15 Stats Level 16 Rearm Level 17-25 Stats Initial Game Items for Tinker Ancient Tango of Essifation Ironwood Branch Magic Stick Courier Clarity Potiion Empty Bottle Core Tinker Item Build Boots of Travel Dagon Manta Style Shiva's Guard Luxury Tinker Item build Eul's of Scepter of Divinity Mechanism Aghanim's Scepter Linken's Sphere HERO INTRODUCTIONIn the early stages of a game, the Tinker appears to be a straightforward offensive spellcasting hero, with two exceptionally dangerous single target abilities and a large area of effect one. Laser deals extremely high damage to one enemy and temporarily blinds them, making it very deadly against fragile spellcasters and agility heroes who rely on their physical attacks. Heat Seeking Missile also does a lot of damage, and since it tracks and has very long range it's especially good at finishing off injured heroes. March of the Machines is a little difficult to use, but can cause a lot of hurt if placed correctly. This spell is also great for getting gold from creep kills. However, the Tinker's true power lies in the Rearm skill. With enough mana, the Tinker can launch a constant barrage of spells on his enemies. In addition, Rearm also refreshes the cooldown of most inventory items, making high priced equipment with active abilities far more effective for the Tinker than other heroes.Boush - The Tinker Range: 500 | Move Speed: 305 Primary: INT Str: 17 + 2 | Agi: 13 + 1.2 | Int: 27 + 2.2 Damage: 49 - 55 | HP: 473 | Mana: 351 HP Regen: 0.76 | Mana Regen: 1.09 Attack Speed: 0.66 | Armor: 4Laser (E) Fires an intense beam of light at a target, blinding it for 2 seconds causing it to miss all of its attacks. Deals precise damage. Level 1 - 80 damage, 100% miss. Level 2 - 160 damage, 100% miss. Level 3 - 240 damage, 100% miss. Level 4 - 320 damage, 100% miss. • Damage type: pure • The damage is dealt immediately while the miss effect is delayed until the projectile hits. Mana Cost: 95/120/145/170 Cooldown: 14 secondsHeat Seeking Missile (T) The Tinker fires a rocket at the nearest visible enemy hero. Range of 2500. Level 1 - 100 damage. Level 2 - 175 damage. Level 3 - 250 damage, 2 targets. • Does not hit ethereal units (such as targets of Pugna's Decrepify or heroes who use a Ghost Scepter). Mana Cost: 120/140/160/180 Cooldown: 25 secondsMarch of the Machines (C) Calls in hordes of robotic goblins to destroy your enemies. Level 1 - 16 damage/goblin. Level 2 - 24 damage/goblin. Level 3 - 32 damage/goblin. Level 4 - 40 damage/goblin. Mana Cost: 145/150/165/190 Cooldown: 35 secondsRearm (R) Instantly reloads the Tinker's weapons. Level 1 - 3 seconds to rearm. Level 2 - 2 seconds to rearm. Level 3 - 1 second to rearm. Mana Cost: 150/250/350 Cooldown: 0 • Rearm works on all items except Black King Bar, Arcane Ring, Helm of the Dominator, Hand of Midas, Refresher Orb, and Necronomicon. • This spell uses mana when cast, but will not refresh abilities until finished casting. This means interrupting Rearm while it is casting will waste mana but have no effect on ability cooldowns.TINKER, BOUSH ITEM BUILD: LATE GAME: OPTIONAL: BACKGROUND STORY Goblin engineering was always innovative, but Boush brought it to such extreme that most refuse to believe that his powers lie in machine and rather think that he fights with magic. He can shoot focused light and homing projectiles as powerful and as flashy as most destructive Elven Arcane spells. It is said that not even the best Necromancers can raise armies comparable to seemingly endless amount of clockwork goblins that Boush can easily summon. And while some refuse to believe in his machinery skills and other call him the master artist of engineering, none can deny the destructive force of this goblin. As a Tinker, there are a few things you need to learn in order to maximize your efficiency. Shift-queueing the Blink Dagger When you teleport to a creep with Travels, you always want to shift-queue your Dagger somewhere in the trees. Shift-queue (for those who don't know) is done by holding Shift and using the Blink Dagger while you're teleporting with Boots of Travel - that order will be executed as soon as you teleport to the creep. This is a very important thing to do as you never want to show on the map for longer than necessary. There are heroes who can catch you even if you shift-queue the Blink Dagger if they deal damage to you instantly when you teleport and disable it. Examples are heroes like Weaver (staying with Shukuchi on top of your creep), Windranger/Lina/KotL/Magnus/Puck (using a flying projectile at the same moment your teleport finishes), Zeus (using ult a split-second before you teleport), Pudge (Rot), Clockwerk (Cogs), Void (Chronosphere).Against such heroes, if you're ever in doubt that they will attempt to kill you, start teleporting and then cancel it in the last moment - if there are heroes waiting for you, you will see it. If nothing happens, you can Rearm and go again. You can drop some of your mana items on the ground before you use Soul Ring so you can gain more mana. That will make your mana pool lower and Soul Ring's effectiveness will increase proportionally to the amount of mana you get when you pick up your items again. The combo you can do is: Bottle -> Rearm -> Shift-queue drop items -> Bottle -> Soul Ring -> Pick items -> Teleport. Of course, try to execute it only if you're in a safe position, i.e. your fountain.Once you have more items, you don't want to sell your bottle. Keep it in your backpack and when you're at the fountain, switch it with a mana item (to lower your total mana pool) and use it to regenerate faster. If you're out of mana, you can drop your other mana items on the ground as well. While fountain regenerates %HP/Mana, Bottle always regenerates a fixed amount so it will be most effective when your total mana pool is as low as possible.Rearm refreshes a disabled Blink DaggerThat means that even if you're being hit, you should not panic. In some cases, you will be able to Rearm and then instantly blink before the enemies hit you after the Rearm. This is done easier if you have a quick cast key for the Blink Dagger as you will only need to press one button. ~ Tinker, Boush Item Build ~ ~ Tinker, Starting Items ~Boush need Empty Bottle early in the play so first you need to have an Animal Courier (which later must be upgraded to have a quick base-hero transport of the Bottle) to help you transport your needed Spamming Drink after collecting 600 gold. Two Clarity Potion for Mana Rejuvenation while waiting for your Super Energy Bottle Drink because Tinker will rely on his spells on harassing enemy heroes. Tango of Essifation for your Hit Points regeneration. Mantle of Intelligence for some extra Mana Points and damage. Ironwood Branch the most awesome energizer in the game to make you strong. ~ Tinker Killer Mode ~Empty Bottle is really needed for Tinker to help him have the enough restoration in the game. Well, Why Boots of Travel? It is your bread and butter because you will be abusing your ultimate skill Rearm. You will be a Pusher later part, which will largely aid your allies in winning and destroying the Throne. Shiva's Guard for the added 200 damage when pushing combining with the March of the Machine. Dagon Three, additional Intelligence as you upgrade your Dagon. Your last option would probably Guinsoo's Scythe of Vyse or Manta Style. Just choose what will give you more chance to win. Guinsoo for disabling some enemy to make it a minus one clash or Manta Style for more pushing ability and dodge some disabling spells. ~ Tinker Situational Items ~Linken's Sphere if you have a hard time especially when you are ganked. To alleviate those irritating stuns of heroes like Vengeful Spirit, Shadow Shaman and other heroes. Blade mail for those Damage Per Second enemies like Mortred, Spectre, Phantom Lancer and others. Black King Bar for 5 second magic immunity which is so beneficial especially later part in clashes. Ghost Scepter to have immunity for high damaging foes but just be sure to avoid using it when there are heavy nukers around. Tinker is a very mobile nuking hero with powerful pushing and disabling potential depending on how he is built. He should be played around his ultimate, as it allows him to cast his spells and use his abilities multiple times in a single engagement. Pros Cons Armed with powerful magical and pure damage nukes, as well as an AoE spell. Very hard to push against without specific items or team composition. Skillful players can outplay multiple opponents by themselves. Generally extremely effective against single targets with the use of items in conjunction with Rearm. Semi-global presence with Keen Conveyance Item dependent. Vulnerable to lockdowns and is fragile with no innate escape mechanism. High skill ceiling and requires high levels of awareness and dexterity to play effectively. No answer to spell immunity. Low damage to buildings. 1234567891011121314151617182025 When pushing out lanes, care must be taken to avoid being jumped on by the enemy. Tinker is a very frail hero who, despite his mobility, can be easily killed if caught and disabled. As well, while Tinker can find farm quite easily by pushing out multiple lanes, doing so can deprive your own teammates of farm, particularly your carries. Combined with the above, this can lead to dangerous situations where your team is unable to do anything without you, and can lead to a loss in the long run as the enemy is able to kill your under-farmed teammates easily if they manage to kill you once. As such, it is recommended not to push out lanes too aggressively or take farm away from your carries if possible. In general, Tinker is best played in the mid lane, as his skill set allows him to take on most other mids reliably and the farm and early levels allow him to become active much more quickly. He can nuke down and harass the opposing mid and push his lane at will with his abilities, allowing for good rune control. Tinker can ferry allies' items from fountain much quicker than courier can by using his backpack. Rearm, and Boots of Travel. Tinker's mobility items like Blink Dagger and Boots of Travel help him collect runes, so pay attention to Bounty Runes or any runes that spawn in the river. As Tinker can jump immediately to the front lines with Blink Dagger and Boots of Travel, he is uniquely qualified for placing aggressive Wards that his team can capitalize on. Forward wards can give him advance warning on incoming ganks as well as provide vision for hitting targets with Heat-Seeking Missile. Consider using Glyph of Fortification to prevent lane creeps from dying, so Tinker can finish channeling Boots of Travel. Laser is a strong pure damage nuke that inflicts blind on its target. It is a powerful harassing tool against the enemy mid as the blind allows Tinker to last-hit a creep that the enemy is attempting to deny, or vice versa. Never underestimate Laser's ability to change the course of an engagement. Using it against an enemy hero prevents them from trading hits due to the miss, and used against the proper target in a teamfight it can force them to retreat or activate a Black King Bar at an inopportune time to remove the blind. Laser can also be used as a supplementary nuke when pushing a lane. The blindness lasts for 6 seconds on creeps, so it can be used on a siege creep both to remove its attack output and weaken it for March of the Machines. It can be a nice last hit ability while in the lane, especially against siege creeps due to the pure damage. Heat-Seeking Missile has an extremely long range. With Rearm, you can continuously spam missiles as to harass enemy heroes and wear them down in preparation of a fight. Due to its long range, Heat-Seeking Missile is also a good finishing spell for killing fleeing enemies who are low on health. If an enemy has escaped an engagement but is still within vision range, launching a missile can be all that is needed to finish them off. Remember that vision over the target is required in order for Heat-Seeking Missiles to acquire lock. This means that not only are Observer Wards important in spotting out targets, but that the spell also has great synergy with heroes with vision abilities such as Corrosive Haze, Thirst, and Track, which can reveal targets when ward vision is unavailable. When ganking a target with your burst damage spells and items, it is best to lead off with Heat-Seeking Missile. The travel time can be used to apply a powerful alpha strike to a target by firing the missiles first, and then blinking within range to use your other nukes just as the missiles reach their target. March of the Machines is a powerful farming, pushing and counter-pushing spell, as enemies cannot avoid the damage if they wish to attack anything in the affected area. You can overlap several instances of the spell with Rearm, easily nuking down creeps and creating hazard zones that inflict large amounts of damage to enemies who attempt to traverse them. Keep in mind that the drones march in whatever direction Tinker casts the spell in. This can make a major difference when mowing down creep waves, as the drones destroy themselves upon hitting a target. This means that lane creeps can effectively shield each other, leaving certain ones alive for longer (like the ranged creep, which deals the most damage) and preventing others from taking any damage. The most optimal way to March down a wave of lane creeps is in a diagonal angle from behind, so that the drones can hit all of the creeps in the wave, and attack the ranged creeps first. In general, only two casts of level 4 March of the Machines is necessary for killing a creep wave, provided that they are cast in the proper direction. Remember that the drones take time to deal their damage, so do not get too trigger-happy and waste mana on a third cast if you do not see them doing a lot of immediate damage. As well, remember that the drones start their March from one end of the area and take time to reach the other end, so casting the spell in one direction causes the drones to spawn from the opposite direction first. This can be important in fights as it can allow you to start applying damage to the enemy team a few seconds earlier, which can make a huge difference. March of the Machine's wide area allows Tinker to use it to farm down multiple jungle camps at once, both in Radiant and Dire jungles. As well, his global mobility allows him to farm the enemy's jungle if needed, reserving his team's jungle for his team's carries. It is important to keep in mind that creep movement makes a difference in what direction March of the Machines should be cast in. Casting March in a direction perpendicular to the movement direction of creeps, whether they are lane creeps or neutrals, causes the most number of drones possible to hit them as they travel. Rearm is Tinker's signature ability, allowing him to cast spells and use item abilities prolificately as long as he has the mana to do so. Combined with Boots of Travel, it allows Tinker to become one of the most active heroes in the game, globally repositioning himself to push lanes, gank enemies and take map objectives. Because Rearm increases drastically in mana cost as it is leveled up, only one level in the ability should be taken until at least one large mana item can be purchased to buff up the size of his mana pool. The reduced channel time only matters once you have enough powerful items that you can take advantage of in teamfights. You can stack commands by holding Shift (also called Shift-queueing) to prevent unintentional Rearm interruptions. Tinker performs queued commands immediately after finishing Rearm. One of the most important factors in playing Tinker well is efficiently managing his mana pool. As Rearm removes cooldown limitations on his spells and most item abilities, you must carefully decide which spells to cast in a teamfight or when pushing, as well as how to most efficiently cast these spells depending on the situation. Using an unnecessary spell reduces Tinker's ability to cast additional spells in the same engagement, forcing an earlier return back to base and reducing his efficiency. Always keep enough mana handy to escape and teleport back to base, as Tinker is a very squishy and vulnerable hero when caught out in the open. Bottle heals with flat bonuses and gets refilled at your fountain. Therefore, move items to your stash or backpack in order to reduce the size of your mana pool, increasing the effectiveness of the flat regeneration and allowing you to get back into action faster. Starting items: Tango sustains Tinker's health in lane. Healing Salve also restores health to Tinker. Clarity replenishes Tinker's mana so that he can always push out lane with March of the Machines or have enough nuke power to attempt a kill. Mantle of Intelligence gives Tinker more base damage as well as a bigger starting mana pool. It is useful for helping with Tinker's last-hitting and casting in-lane. Iron Branches are cheap and give attributes to help with the early game. Branches can be consumed with Tango for increased healing. Early game: Boots of Speed are basic mobility requirements for any hero. Getting them early on Tinker allows him to more easily position himself for casting his spells. Null Talisman provides Tinker with more damage, which helps with last-hitting. As such, it is advised to start with a Null Talisman when playing mid, as the extra damage can make a huge difference against certain lane opponents. Bottle is essential for a mid Tinker, as it provides HP and mana regen critical for allowing him to stay in-lane to farm. Bottle remains vital on Tinker throughout the game, as it extends his mana pool when teleporting forward to cast spells and speeds up healing in fountain, so consider dropping it in the Stash instead of selling it later. Mid game: Soul Ring greatly extends Tinker's mana pool when teleporting around the map to cast spells, as he can dip into his HP pool to extend his active operation time. As he can reset its cooldown at will with Rearm, using Soul Ring once per cycle can give him vastly more mana to use. As well, he can offset the HP cost via the use of Bottle, keeping him at full HP even with regular use. Blink Dagger drastically improves Tinker's mobility, and gives him great survivability when pushing lanes with March of the Machines. As it can be shift-queued after teleporting to the front lines, Tinker can instantly blink into the treeline to safely cast his spells without giving the enemy an opportunity to spot him. Kaya grants intelligence and mana regen amplification so Tinker can use more abilities outside of base. The increased spell damage also helps with pushing waves and bursting heroes. Aether Lens increases mana pool and cast range so Tinker can use Laser and March of the Machines from a safe distance. Late game: Bloodstone greatly increases mana regen, which is quite useful for Tinker as he can quickly run out of mana. Aghanim's Scepter gives Tinker a vast amount of teamfight contribution, as he can use Laser to blind and deal pure damage to multiple enemy heroes per cast, forcing them to dispel the debuff if they want to deal any physical damage, and bombarding them with long-range artillery using Heat-Seeking Missile. Dagon is a very powerful burst damage nuke on Tinker that additionally increases the size of his mana pool as it is upgraded. Combined with Laser and Heat-Seeking Missile, it can instantly blow up lone targets, especially once combined with Rearm to increase the damage output by multiples. Scythe of Vyse greatly improves the size of Tinker's mana pool, and gives him powerful mana regen, increasing the number of spells he can cast on deployments before returning to base. The Hex is extremely powerful as combined with Rearm it allows Tinker to permanently hard-disable an enemy for as long as he has the mana to do so. Situational items: Shiva's Guard gives Tinker much needed intelligence to continue use of Rearm, and gives him a magic nuke to assist in pushing. The extra armor and passive attack speed slow also give him resistance against physical damage if he shows up to teamfights, and the active nuke can be refreshed and cast multiple times. Eul's Scepter of Divinity is a good cheap mana item that gives Tinker good mana regeneration and a useful disable. Used properly, the Cyclone can be used to set up disables on enemies offensively, or buy Tinker time if he's caught while pushing a creep wave. Glimmer Cape can be a strong survivability item, both for Tinker and his team. As he can constantly have the effect up with Rearm, Tinker becomes much harder to catch since the enemy must bring detection, and their magic nukes become far less potent for focusing him down. In fights, Tinker can use the active on multiple allies simultaneously, allowing him to either save them en masse or give them increased initiation ability. Black King Bar prevents Tinker from being locked down in teamfights, particularly since Rearm is a channeled spell that can be interrupted. While it cannot be refreshed by Rearm, it can give Tinker the survivability he needs to cast his spells uninterrupted in a fight. Lotus Orb is an extremely strong defensive item, both for pushing and for teamfighting. Echo Shell can prevent enemies from easily disabling Tinker, as using targeted disables or nukes reflects them back, disabling or nuking the enemy in turn and forcing them the engagement. As well, since Echo Shell can be refreshed with Rearm, it can be placed on multiple allies at once, giving your team a strong edge in fights. Ghost Scepter builds into Ethereal Blade and makes him invulnerable to physical damage. It can be refreshed to keep him safe from attacks. Ethereal Blade does not give Tinker very beneficial stats, however it is useful for augmenting Tinker's already impressive burst magic damage against enemies, especially if he has built numerous intelligence items, and can be used on himself or teammates to grant immunity against physical damage. In a pinch, it can also be used on one of the enemy's carries to prevent them from attacking if Laser was already used on another target.

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