

NAME 

LOOK

*Human:* Hiram, Marie, Leo, Ratchet, Kaylee, Smith, Vergie, Edwin, Aimé, Briggs*Dwarf:* Hambor, Trapdor, Thrombrin, Bugman, Gerti, Baldor, Delma, Tezlor

Devious Eyes, Mad Eyes, or Curious Eyes.  
 Spikey Hair, Greasy Hair, Shaggy Hair, or Bald.  
 Smudged clothes, burnt clothes, or buckled clothes  
 Pudgy body, lanky body, or Short body

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(+0), 9 (+0), 8(-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

D6

ARMOR

HP

CURRENT  
MAXYOUR MAX HP IS  
6+CONSTITUTION

## ALIGNMENT

☐ LAWFUL

Prove the value of your inventions to others.

☐ GOOD

Help out a community using technology.

☐ NEUTRAL

Salvage a lost or forgotten piece of technology.

☐ CHAOTIC

Use a Gadget in a new and surprising way.

## RACE

☐ DWARFYou can add *Runic* to the power options for your gadgets.☐ HUMAN

You may add one more option from any list to one of your gadgets

## BONDS

Fill in the name of one of your companions in at least one:

I have shown \_\_\_\_\_ the secret of my inventions  
 \_\_\_\_\_ helped me with one of my projects. I owe them.  
 \_\_\_\_\_ called me mad. Mad! I'll show them!  
 \_\_\_\_\_ is my personal assistant.

## STARTING MOVES

## GADGET BELT

You start out with a gadget belt containing three peculiar gadgets. For each gadget, pick one option from each of the following lists

- **Power:** Steam, clockwork, alchemic, spring-loaded, crystalline, imp-operated, peddle-powered.
- **Purpose:** Emitter, mover, regulator, detector, projecting, compensator, transport, worker, impeder, elevation, intrusion, extraction.
- **Form:** Gauntlet, torch, apparatus, device, flask, box, harness, boots, mechanism, hammer, cart, tool, goggles, tube, helmet.

When you use one of your gadgets to get out of a tight spot, tell the GM what it does and roll +INT. On a hit, it works as expected and you expend 1 pressure. On a 7-9, choose 1:

- The gadget is damaged. You can repair it, but it will take some time and concentration.
- The gadget backfires and does something you didn't intend.
- The gadget attracts unwanted attention.

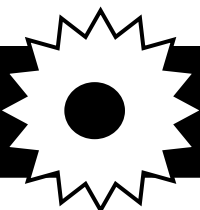
## CRANK IT UP

When you spend an hour winding, stoking, swearing and doing other things to prepare your devices, lose all held pressure and hold 3-pressure.

## MASTER ARTIFICER

When you spend an hour or so in your workshop contemplating an engineering challenge, tell the DM what you're trying to achieve. The DM will tell you "yes, you can do that, but..." and then 1 to 4 of the following:

- It's going to take days/weeks/months.
- First you must \_\_\_\_\_
- You'll need help from \_\_\_\_\_
- It will require a lot of money.
- You will risk danger from \_\_\_\_\_
- You'll have to add \_\_\_\_\_ to your workshop first.
- The best you can do is a lesser version.
- You'll need detailed instructions from \_\_\_\_\_



## THE ARTIFICER

LEVEL XP

## GEAR

Your Load is 9+STR. You start with one Dungeon Rations (5 uses, 1 weight), your three gadgets (3 weight), and 2 coin. Choose two weapons:

- ☐ Caustic Chemicals (reach, dangerous, 1 weight)
- ☐ Weighty tools (hand, 1 weight)
- ☐ Over-engineered crossbow (+1 damage, near, reload, 2 weight) and quiver (3 ammo 1 weight)
- ☐ Simple bombs (near, dangerous, 2 weight, 3 ammo)

Choose two:

- ☐ Leather armor (1 armor, 1 weight)
- ☐ Adventuring Gear (5 uses, 1 weight)
- ☐ Bag of Books (5 uses, 2 Weight)
- ☐ Bandages (3 uses, 0 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ☐ JURY RIG

When you quickly fix or create a device without the proper supplies, tools, or time, roll +INT. On a 10+, it works just fine. On a 7-9, choose one:

- It'll work, but only for one more use or a short amount of time.
- You need to cannibalize one of your gadgets.
- You need to use 1 pressure to power it.

### ☐ KNOW WHEN TO DUCK

You've spent so much time around unstable inventions that you know how to avoid injury by getting into cover very quickly when they go off (intentionally or not). Take +1 armour whenever you take cover against an attack.

### ☐ LOGICAL

When you use strict deduction to analyse your surroundings, you can Discern Realities with +INT instead of +WIS

### ☐ BEWARE OF MOVING PARTS

You can expend pressure one-for-one to inflict 1d8 damage on anybody touching any of your gadgets.

### ☐ OMINOUS CLICK

When you brandish something that you appear to have engineered as if it was a weapon, everyone will believe it is in the most dangerous thing in the room. This counts as leverage for the Parley move.

### ☐ NOT NOW, I'M BUSY

When you ignore a pressing problem because you're working on something complex and technical, roll +CHA. On a 10+, hold 2. On a 7-9, hold 1. Spend hold to:

- Force somebody nearby to stop whatever they were about to do and hold something or pass you something.
- Take +2 armour against a single attack that would interrupt you

### ☐ BOMB MAKER

When you improvise an explosive device roll +INT. On a 10+, the bomb works as expected. On a 7-9, choose 1:

- You have to cannibalize one of your gadgets
- It goes off before you expect, either you or your allies are struck by shrapnel
- It ends up being bulky, easy to detect, and simple to defuse.

### ☐ MULTICLASS DABBLER

Pick a move from another playbook. You count as one level lower for using that move.

### ☐ IT'S DANGEROUS TO GO ALONE

When you aid an ally, you can spend 1 pressure and give them one of your Gadgets to automatically succeed on the Aid roll. Explain how your Gadget helps them out.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### ☐ INCREASED PRESSURE

When you store pressure, hold 4 pressure instead of 3.

### ☐ HIGHLY LOGICAL

*Replaces: Logical*

When you Discern Realities, you can roll +INT rather than +WIS. On a 12+, ask the GM any three questions, not limited by the list.

### ☐ DANGEROUS MACHINERY

*Replaces: Beware of Moving Parts*

You can expend pressure one-for-one to inflict 2d8 damage to anybody touching any of your gadgets.

### ☐ THAT'S NOT A GOOD NOISE...

*Replaces: Know When to Duck*

When something dangerous is about to happen to you, the GM must tell you (although he can be vague as to what the danger is). If you quickly take cover or similar, take +1 armour or +1 forward to respond to the threat.

### ☐ UNPARALLELED CRAFTSMAN

When the GM tells you the requirements you need for Master Artificer, you can veto one of them.

### ☐ EXPANDED BELT

You gain an extra gadget, and +5 load.

### ☐ CONSTRUCT COMPANION

You have crafted a mechanical companion. Choose a specialization for your companion.

- **Assistant:** Your construct will always give you whatever you need the moment you need it, if it's somewhere he can get it for you. You never need to reload or dig through your pouches in a tight spot.
- **Guard:** take +1 when you Defend.
- **Research:** take +1 when you Spout Lore.
- **Scout:** take +1 when you Undertake A Perilous Journey.

### ☐ OLD CONSTRUCT, NEW TRICKS

*Requires: Construct Companion*

You do some upgrade work, and now your construct companion has a second specialization.

### ☐ GREATER CONSTRUCT

*Requires: Construct Companion*

Your Construct is capable of helping more directly. It gains one of the following Hireling traits:

- Warrior +3
- Protector +3
- Burglar +3
- Priest +3

Your Companion has no Loyalty or Cost. If it is ever destroyed, you can rebuild it in a couple of days.