NAME			DISTING	CTIVE FEATURES		ARTIFICER	TRACKERS
						CORE TALENT	
PLAYER						■ INGENUITY: Begin play with 1 minor and 1 major arcana. When given time feats of mechanical ingenuity. You can push yourself to do it on the spot. Oth but take +1t and must always roll to use them. [Growth: 2 levels/1 minor are	ners can use your gadgets,
						Engineering: Take +1d at creating, repairing, or destroying mechanisms and	d arcana.
BRAWN	AGILITY	WITS PRES	SENCE BLOODIE	CONI	ITIONS	PATH GADGETS	
						O ANCHORSHOT : You have <i>potency</i> to hinder the movement of anything elep or larger. When hit, the target becomes 4d Tethered . It anchors to the ground can leave it.	
			RATTLE			O AUTOMATONS : You have three small helpers you created. Each session, e you roll to perform tasks. When assisting, they roll 1d of their pool. [Read	
4D HEAI	ODIED LING POOL ATER EFFECT (DROP	RATTLED 4D HEALING POO 1)—SECONDARY EFFECT		FREE	FIGHT—FLIGHT EZE—FREAKOUT SPARK	O DOUBLE-BARRELED BLUNDERBUSS : You can fire each type of specialized as per session. When you shoot, choose the ammo: blast core—drill shot—info scatter shot—shrapnel burst—tangler shot. Each shot has a secondary or colla related to the type. You can fire two ammo types at the same time for a po	ferno shot— I sc ateral effect
CHARACTE	R DETAILS			INTRODUCE A TA	ANGLE: TAKE SPARK	O GRENADES : Each session, you have a 4d Grenades resource pool. You have ac following bombs: choking—flashbang—glue—smoke—stink. Bombs can affect mult or an area even without potency. You can drop 1 and roll the pool to have a pote	tiple targets
BACKGROUNDS		WISES				O MECHANICAL MOUNT: You have a small mechanical vehicle. It has three featur burrowing—grappling hook—submergible—turbo boost. You can activate each pull off a potent feat of piloting. It also has one drawback: conspicuous—hore	res: all-terrain—armored— n perk once per session to
TD AITC. 2 years	ı are ● 1 you're	o roally, not Ø	DECIDES. 2 year	u want ● 1 you	u roally don't Ø	O STEAMHAMMER : Each session, you have a 6d power pool . You can roll to pull off potent feats of pulverizing force . You can also not expend its steam a normal warhammer	
O Brave	O Gentle	O Protective	O Belonging	O Justice	O Renown	O SWIFTWING : You can glide (not fly). You gain a 3d power pool while aloft, o	or 4d if you WING
O Caring O Confident	O Honest O Honorable	O Quiet O Rash	O Glory O Harmony	O Knowledge O Love	-	have extreme height or speed. You must roll the pool as bonus dice with ar roll made while aloft, including defenses. At Od, you coast back to the gro	ny physical
O Curious	O Persistent	O Stubborn	O Honor	O Power	O Wisdom	NOTES	
0			0				
BONDS		CHANGE A BON	ID: THE OTHER PC TAKE	s spark quarrei	L: BOTH TAKE SPARK	STORY ARCS FINISH OR MOVE ON FROM AN ARC: TAKE SPARK	EXPERIENCE
PC		BOND				CROST ARC	Each session, take 1 XP.
						CHARACTER ARC	OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO

GRIMWILD