

NAME	DISTINCTIVE FEATURES
PLAYER	

BRAWN BLOODIED 3D HEALING POOL	AGILITY RATTLED 3D HEALING POOL	WITS BLOODIED 3D HEALING POOL	PRESENCE RATTLED 3D HEALING POOL	BLOODIED RATTLED 	CONDITIONS VEX: FIGHT—FLIGHT FREEZE—FREAKOUT
CRITICAL: GREATER EFFECT (DROP 1)—SECONDARY EFFECT—SETUP					STORY <input type="radio"/> <input type="radio"/> SPARK <input type="checkbox"/> <input type="checkbox"/>

CHARACTER DETAILS		INTRODUCE A TANGLE: TAKE SPARK
BACKGROUNDS	WISES	
TRAITS: 2 you are ● 1 you're really not Ø		
<input type="radio"/> Brave	<input type="radio"/> Gentle	<input type="radio"/> Protective
<input type="radio"/> Caring	<input type="radio"/> Honest	<input type="radio"/> Quiet
<input type="radio"/> Confident	<input type="radio"/> Honorable	<input type="radio"/> Rash
<input type="radio"/> Curious	<input type="radio"/> Persistent	<input type="radio"/> Stubborn
<input type="radio"/>		
DESIRES: 2 you want ● 1 you really don't Ø		
<input type="radio"/> Belonging	<input type="radio"/> Justice	<input type="radio"/> Renown
<input type="radio"/> Glory	<input type="radio"/> Knowledge	<input type="radio"/> Thrills
<input type="radio"/> Harmony	<input type="radio"/> Love	<input type="radio"/> Wealth
<input type="radio"/> Honor	<input type="radio"/> Power	<input type="radio"/> Wisdom
<input type="radio"/>		

BONDS		CHANGE A BOND: THE OTHER PC TAKES SPARK QUARREL: BOTH TAKE SPARK
PC	BOND	

ARTIFICER		TRACKERS
CORE TALENT		
● INGENUITY: Begin play with 1 minor and 1 major arcana. When given time, you can pull off <i>potent feats of mechanical ingenuity</i> . You can push yourself to do it on the spot. Others can use your gadgets, but take +1t and must always roll to use them. [Growth: 2 levels/1 minor arcana and 1 major arcana]		<input type="checkbox"/> PUSH
Engineering: Take +1d at creating, repairing, or destroying mechanisms and arcana.		
PATH GADGETS		
○ ANCHORSHOT: You have <i>potency</i> to hinder the movement of anything elephant-size or larger. When hit, the target becomes <i>4d Tethered</i> . It anchors to the ground so you can leave it.		ANCHOR
○ AUTOMATONS: You have three small helpers you created. Each session, each has a <i>2d power pool</i> you roll to perform tasks. When assisting, they roll 1d of their pool. [Read full book description.]		
○ DOUBLE-BARRELED BLUNDERBUSS: You can fire each type of specialized ammo once per session. When you shoot, choose the ammo: <i>blast core—drill shot—inferno shot—scatter shot—shrapnel burst—tangler shot</i> . Each shot has a secondary or <i>collateral effect</i> related to the type. You can fire two ammo types at the same time for a <i>potent shot</i> .		<input type="checkbox"/> B <input type="checkbox"/> D <input type="checkbox"/> I <input type="checkbox"/> SC <input type="checkbox"/> SH <input type="checkbox"/> T
○ GRENADES: Each session, you have a <i>4d Grenades</i> resource pool. You have access to the following bombs: <i>choking—flashbang—glue—smoke—stink</i> . Bombs can affect multiple targets or an area even without potency. You can drop 1 and roll the pool to have a <i>potent grenade</i> .		GRENADES
○ MECHANICAL MOUNT: You have a small mechanical vehicle. It has three features: <i>all-terrain—armored—burrowing—grappling hook—submergible—turbo boost</i> . You can activate each perk once per session to pull off a <i>potent feat of piloting</i> . It also has one drawback: <i>conspicuous—horrifying—slow—unreliable</i> .		
○ STEAMHAMMER: Each session, you have a <i>6d power pool</i> . You can roll the pool to pull off <i>potent feats of pulverizing force</i> . You can also not expend its steam to use it as a normal warhammer		STEAM
○ SWIFTWING: You can glide (<i>not fly</i>). You gain a <i>3d power pool</i> while aloft, or <i>4d</i> if you have extreme height or speed. You must roll the pool as bonus dice with any physical roll made while aloft, including defenses. At 0d, you coast back to the ground.		WING
NOTES		

STORY ARCS		FINISH OR MOVE ON FROM AN ARC: TAKE SPARK
GROUP ARC		
CHARACTER ARC		

EXPERIENCE	
Each session, take 1 XP.	
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At +, take a new talent.	