

Artisan

You are an artisan crafting something specific either at a larger workshop or a workshop of your own.

Artisan Features

Master of Your Craft *Artisan Feature*

You are a specialist of one specific craft of your choice, other than alchemy, or blacksmithing weapons or armour. You have access to materials and tools required to practice your craft at your workshop.

An Extension of Oneself *Artisan Feature*

You have advantage on all checks using the tools you use for your craft, except attack and defence rolls. You also have advantage on all knowledge checks relating to your craft.

Artisan Appeals

Sales Pitch *Artisan Appeal*

Uses: 1

You attempt to sell a product or service.

Check: Persuasion (CHA) vs instinct

Success: Deal 3 resolve damage. If an appeal with a deception check was used right before this one, deal an additional 2 resolve damage.

Proverb *Artisan Appeal*

Uses: 1

You recite a relevant proverb or aphorism.

Check: Knowledge vs instinct

Success: Deal 1 resolve damage. One of your allies may regain their resolve.

Knowledge of Craft *Artisan Feature*

You can tell how old and what materials items and objects are made from. If the object you are inspecting is something of your craft, you know the exact period of its creation, the exact materials it is made of and where they were sourced, and the makers identity if they are well known, or at least where they are probably from and where they studied.

General Appeals

Deceive *Appeal*

Uses: ∞

You attempt to bluff, lie, trick, confuse, or mislead someone to help your case, or to believe something that is not true.

Check: Deception (CHA) vs instinct

Success: Deal 1 resolve damage.

Persuade *Appeal*

Uses: ∞

You attempt to influence someone's opinion through logical argumentation and truthful reasoning, or through more underhanded means such as bribery.

Check: Persuasion (CHA) vs instinct

Success: Deal 1 resolve damage.

Intimidate *Appeal*

Uses: ∞

You attempt to frighten or threaten someone in order to make them do what you want.

Check: Intimidation (CHA) vs instinct

Success: Deal 1 resolve damage.

Artisan Manoeuvres

Basic Attack *Artisan Manoeuvre*

You attack with a steady hand and extreme precision.

Time: 1 action

Range: Melee

Target: Character or object

Attack: Strength + knowledge vs defence

Hit: Deal 1d6 + strength damage. If you had advantage on the attack, deal an additional 1d6 + knowledge damage.

Analysis *Artisan Manoeuvre*

You spot a weakness in the target.

Time: 1 action

Range: 2 tiles (C) – ∞

Target: Character or object you can see

Check: Knowledge vs 20

Success: Until the end of your turn, attacks against the target gain advantage.