

The Powder Mage

Names: Olivia, Jack, Oscar, Benjamin, Ava, Lilly, Finley, Reuben, Emily, Isabel, Mia, Ollie, Ezra, Roman, Poppy, Florence, Holly

Level

XP

 Name: _____



Armor


STR
Strength

DEX
Dexterity

CON
Constitution

Hit Points

Max (4+Constitution)



INT
Intelligence

WIS
Wisdom

CHA
Charisma



Damage

Looks

Choose one from each, or write your own:

EYES: Goggled, Quick, or Ponderous

HAIR: Singed, Slicked, or Ignored

HANDS: Nimble, Scarred, or Steady

CLOTHES: Practical, Business oriented, or Blacksmith's leathers

Race

☐ **Human**
When you **burn a pinch of powder** to impress or dazzle onlookers, the sparks take on whatever shapes, colors, and movement you wish.

☐ **Dwarf**
When you **burn a pinch of powder** to impress or dazzle onlookers, the smoke takes on whatever shapes, colors, and movement you wish.

☐ _____

☒ **Need a Light?**
When you **snap your fingers**, a small flame appears at the tip of your thumb. You, personally, cannot be harmed by this flame.

☒ **Blunderbuss**
You have a custom-made flintlock gun entirely designed, tested, and assembled by you. Your blunderbuss has the tags *reach*, *near*, *reload*, *two-handed*, *dangerous*, and *loud*.

The construction is simple, yet durable and able to withstand punishment similar to a martial weapon. Crafting a blunderbuss takes one month of labor and 100 coins. Each additional 50 coins spent reduces the construction time by one week, down to a minimum of one week of labor.

Your blunderbuss will accept any object of approximately correct size and shape as a slug (you generally carry a couple iron balls in your pockets for this purpose), and as a result you always have slugs readily available. Instead of tracking projectiles, all rules involving ammo apply to your black powder reserves instead. A cask of powder holds *5 ammo* of powder and is *1 weight*. Replacement powder can be purchased for 15 coin per cask, or 3 coin per ammo.

☒ **Hazardous Materials**
When you **Discern Realities**, you may ask the following questions:

- Are there explosives or incendiaries nearby?
- Who here has a short fuse or is about to blow?
- Who here wants to see the world burn?

Starting Moves

☒ **Arcane Grenades**
When you **spend an uninterrupted hour with your tools**, spend one charge of black powder to construct any arcane grenade from the list. These grenades all have the tag *volatile* and *arcane*. They may react unpredictably to concentrated magic (including proximity to each other).

- **Earthbreaker:** *dangerous*, *forceful*, and *loud*. 2d8 damage in a 20-foot radius. A standard yet powerful explosion that rattles stone and sends debris flying.
- **Dragon's Fire:** *dangerous*, and *incendiary*. 1d6 damage in a 10-foot radius; covers everything inside the blast with sticky flame.
- **Void Thump:** *dangerous*, *ignores armor*, and *arcane*. 2d4 damage in a 20-foot radius. The explosion makes no sound, produces no force, and is barely visible save for a faint ripple. The shockwave passes through all but the thickest walls.

☒ **Thou Shalt Count To Three**
When you **throw an arcane grenade**, roll+DEX. On a 10+ the grenade lands exactly where you wanted, and the explosion hits at the right time. On a 7-9, choose one:

- Your aim is good, but the explosion causes collateral damage. The GM will tell you which characters and objects were accidentally caught in the blast.
- You had to put yourself in a spot to make the throw.
- The aim or timing is off. The effect is halved.

Bonds

Fill in at least one with the name of a companion, or write your own:

_____ is too uptight, I should teach them something about excitement.

_____ likes a show of force, I want to impress them.

_____ doesn't trust my work, but I can prove I'm in control.

_____ has knowledge that I can apply to my work, I must get them to teach me.

Alignment

☐ Neutral

Don't be afraid to go bigger.

☐ Lawful

Keep someone volatile in check.

☐ Chaotic

Strike sparks just to see what catches fire.

☐ _____

Load

Max (6+STR)



Gear

You carry your **Blunderbuss** (*reach, near, reload, two-handed, loud*, 1 weight)

An **Arcane Grenade** (0 weight)

Cask of Black Powder (5 ammo, 1 weight)

Arcane Powder Tools (1 weight)

Choose two:

☐ **Dungeon Rations** (5 uses, *ration*, 1 weight)

☐ **Adventuring Gear** (5 uses, 1 weight)

☐ **15 coins**

Advanced Moves

When you gain a level from 2-10, you may choose from these moves:

☐ Invert the Mechanical and the Arcane

Replace your grenade options in *Thou Shalt Count to Three* with the following. You may take this move for free during character creation.

- **Ball Thunder:** *stun, blinding, and deafening*. 1d4 damage in a 20-foot radius. Minimal impact, but the extraordinarily discombobulating boom will temporarily blind and deafen anyone in range.
- **Anti-Magic Pulse:** No damage in a 30-foot radius. A wave of arcane energy that wipes out all magical effects within the blast radius.
- **Vortex:** *stun, ignores armor, and arcane*. No damage in a 20-foot radius. The blast briefly sucks everything inward towards the center with powerful winds.

☐ Blackbeard

When you weave fuses throughout your hair and clothes and **burst into the scene roaring like a demon of smoke and embers**, roll+CHA. On a hit, opponents are scared to come near you. On a 10+ you gain +1 forward to *Defy Danger*. On a miss, enemies think you're their greatest threat.

☐ Bellow

When you **load your blunderbuss with an extra heap of black powder** instead of a slug, spend one powder. On your next *Volley* your blunderbuss belches out a wave of arcane fire. (The result may differ if your blunderbuss is attuned to an element. You and the GM decide what changes when you attune.)

☐ Useful In A Pinch

Attach an axe blade to the barrel or the stock of your blunderbuss. When you use it to **Hack and Slash**, treat the gun as a melee weapon with the tags *close*, and *two-handed*. When attuned, add the attunement tag as well.

When you gain a level from 6-10, you may choose from these moves:

☐ Attune

When you **attune your blunderbuss** to a place of great elemental energy, remove any current attunement and add whatever element dominates this location to your blunderbuss' tags. The attunement lasts until it is replaced or intentionally removed.

☐ There Is A Fine Line

When your behavior forces an ally to *Defy Danger* they gain +Bond forward.

☐ Wreck

When you have enough time and safety with your tools to **rig up a demolition charge**, roll+INT and negotiate with the GM over how much powder you'll have to spend to get the effect you desire (minimum 1). On a 10+, the demolition goes exactly as planned. On a 7-9, the GM chooses one or more of the problems below. On a miss, prepare for the worst.

- The blast is weak or placed incorrectly: the result is less than what you wanted.
- It took extra resources to get the job done right: spend additional powder.
- It's a tricky bit of work: take extra minutes/hours to set up.
- The blast didn't go according to plan: put someone or something in danger.

☐ Smoke Screen

When you **throw a handful of powder into the air and spark it aflame**, spend one powder to create a black curtain of smoke, too thick to see beyond. The smoke hangs heavy in the air. It burns the eyes and scours the lungs of anyone inside it.

☐ A Bit Extra

When you make an **overly dramatic spectacle of the current situation**- invoking awe, fear, importance, or incredulity- you command the full attention of everyone nearby. If wanted, you can name a specific NPC and say whether they ignore your antics or are especially drawn to the show.

☐ Scavenge

When you **Make Camp**, add up to two powder to your cask. When you take time to **Recover**, for each day you spend recovering you can completely fill one cask with powder.

Notes

Advanced Moves (cont.)

☐ Between Help And Harm

Replaces: There is a Fine Line

When your behavior forces an ally to Defy Danger, they gain +2 forward.

☐ Rocket Jump

Requires: Bellow

When you load your blunderbuss with an extra heap of powder and **launch yourself into the air** with the blast, spend one powder and Roll+CON. On a 10+ you soar towards your destination. On a 7-9, pick one:

- You fly towards the exact spot you intended.
- You stick the landing.

☐ Torgue Manufacturing

In addition to arcane grenades, you can now create arcane slugs. An arcane slug can be fired with a regular Volley, is always consumed when used, and only detonates on impact. The slug's tags reflect the tags of the grenade itself, but the area of effect and damage differ:

- Earthbreaker: 2d4 damage, 5-ft radius.
- Dragon's Fire: 1d4 damage, 1-ft.
- Void Thump: 1d4 damage, 5-ft.
- Thunder Ball: No damage, 10-ft.
- Anti-magic Pulse: No damage, 10-ft.
- Vortex: No damage, 5-ft.

☐ Holding A Thermal Detonator

When you **try to swing a tense situation in your favor by showing off a grenade**, roll+CHA. On a hit the NPCs involved:

- Admire your brazen tactics and give you what you want.
- Give you what you want, but the relationship has soured.
- Panic. All hell breaks loose.

On a 10+ take +1 forward to whatever happens next. On a miss, take -1 forward; in addition to whatever other mess you've started.

☐ Uncertain Until Observed

When you **create an arcane grenade**, write down two grenades from your available options. You don't need to declare which one you created until the grenade explodes.

Additionally, choose one grenade from **Invert The Mechanical And The Arcane** and add it to the list of grenades you can make. If you already took Invert the Mechanical and the Arcane, choose a grenade from the original list and add it to the list of grenades you can make.

☐ Overcharge

When you **inject magical energy into an arcane grenade**, all its effects (damage, size, tags) are doubled. That includes its volatility...

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