

ARTIFICER

NAME: _____

WHAT DO YOU LOOK LIKE?

ARMOR

HP



BASIC MOVE

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence.

ARTIFICER MOVES

You own a Forge-Engine, a handheld device used to craft Genius Creations. You can spend an hour to craft a mundane non-consumable object.

At character creation, roll a number of d4s equal to the amount of empty inventory slots. The result x5 determines your starting gold.

When you attempt to craft a Genius Creation, spend the stated gold, roll+INT. On a 7-9, choose one.

- On a 6-, neither.
 - Your creation is successful.
 - There isn't an energy discharge that stalls the device for 1 turn.

GENIUS CREATIONS

(WORK WITH YOUR GM TO EXPAND THIS LIST.)

- Alchemical Elixir**, 10 gp. With an empty flask in your possession, you create one of the following elixirs.
 - **Healing.** Heal 2d4+INT HP
 - **Resilient.** Gain +1 Armor
 - **Brave.** +1d4 to attack rolls for a short time
 - **Flight.** Drinker gains flight for a short time
- Arcane Ballista Cannon**, 25 gp. You create a small magical bipedal cannon. It shares your initiative count, but acts after you do. It has +2 Armor and HP equal to four times your level.
- Enhance Weapon**, 15 gp. Imbue a weapon of your choice with magical energy, providing +1 to attack and damage rolls.
- Enhance Defense**, 15 gp. Imbue a shield or armor of your choice with magical energy, providing a +1 armor bonus.
- Enhance Focus**, 20 gp. Boost an ally's aura granting +1 to spells.
- Arcane Protector Cannon**, 30 gp. You create a small magical bipedal cannon that emits burst of positive energy which heals 1d6 nearby allies for 1d6+INT. It shares your initiative count, but acts after you do. It has +1 Armor and HP equal to four times your level.

INVENTORY

STR

STR

1. _____

DEX

DEX

2. _____

CON

CON

3. _____

INT

INT

4. _____

WIS

WIS

5. _____

CHA

CHA

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

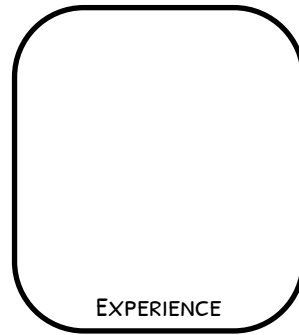
15. _____

CREATIONS: ○ ○

EXPERIENCE

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down).

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Artificer Advancement list.



ARTIFICER ADVANCEMENTS

(YOU GET ONE PER LEVEL.)

- Genius.* Gain +1 Intelligence.
- Robust.* Gain +1 Constitution.
- Shifty.* Gain +1 Dexterity.
- Worldly.* Take an advancement from another class. (Choose a cool one, not an attribute bonus.)
- Arcane Infusion.* **Once per day, in battle,** you briefly overload your Forge-Engine to treat your next roll as if it were one tier better (6- becomes 7-9, 7-9 becomes 10-11, 10-11, becomes 12+).
- Artillery.* Increase the damage die for your Arcane Ballista Cannon.
- Improved Affect.* +1 to max Genius Creations.
- Improved Affect.* +1 to max Genius Creations.
- Inspired.* You can attack twice per turn, rather than once.
- Arcane Efficiency.* Contribute double the GP cost towards a Creation to add +1 to all its effects. *(available after 5 advances)*
- Flash of Genius.* **Attach the Forge-Engine to your armor or weapon** for a permanent +1 buff and damage die increase. *(available after 5 advances)*

OR WORK WITH THE GM TO COME UP WITH SOMETHING COOLER!

OTHER STUFF

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP.

Gold needed to craft Genius Creations increases by 10gp, after your 4th and 8th advancement.

When you're in town, you may spend 25gp in service fees to setup an auction for your inventions and to empty any of your Creation Bubbles.

CHARACTER CREATION

(THE GM WILL HELP YOU OUT.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Mark your inventory slots.
5. Get some equipment.
6. Go find a dungeon!