



NAME

LOOK

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP   Your max HP is 6+Constitution

## ALIGNMENT

 **LAWFUL**

Impose order onto chaos.

 **NEUTRAL**

Disregard safety or ethics to make a new discovery.

 **CHAOTIC**

Cause a system to break down into chaos.

## RACE

 **HUMAN**

When you use a mutagen and choose to take +1 or -1 ongoing to an attribute you may choose any attributes.

 **DWARF**

When you examine a structure, artificial or natural, the GM will tell you its weakest point and just what would be required to destroy it.

 **HALFLING**

When you use a sling or slingshot to volley with a bomb, add "far" as a range.

## BONDS

Fill in the name of one of your companions in at least one: \_\_\_\_\_'s antiquated notions stand in the way of progress.

\_\_\_\_\_ meets only the basest definitions of sentience. I will endeavor to enlighten them.

\_\_\_\_\_ has an interesting mind - and my curiosity. I owe \_\_\_\_\_ a great debt.

## EDUCATED GUESS

When you study and experiment with an alchemical or technological item, roll+INT. \*On a 10+ you may ask two questions about it. \*On a 7-9 you may ask one.

## STARTING MOVES

**BOMBER**

When you spend time performing delicate procedures and filling things with volatile substances, roll+INT. You create bombs (Near, area, 1 ammo, 1 piercing, and two of: forceful, messy, +1 piercing, fire, and stun). \*On a 10+ choose three. \*On a 7-9 choose two. \*On a 6- choose one in addition to whatever the GM says.

- You create multiple varieties of explosives. Each time you use a bomb you may choose new tags.
- You create more than anticipated. +1 ammo. This option can be taken multiple times.
- Your bombs are stable; being dropped or overheated won't set them off.
- They have a timed fuse. Each time you use one say how long, from a few seconds to ten minutes.
- Due to clever design, only you can figure out how to use the explosives.

When you volley with a bomb, add the following to the list of options on a 7-9:

- You affect more or less than you intended.
- Shrapnel and destruction deals damage or causes danger to everything in the area.

**MUTAGENS**

When you spend time in a well-equipped lab experimenting on yourself, you create a special mutagenic potion that only works on you. Only one of these potions can affect you at a time. If one is already affecting you, a second has no effect. When you drink a mutagen, roll +CON. \*On a 10+, choose one advantage and you may end the effects whenever you choose. \*On a 7-9, choose one advantage and one disadvantage, and the effects last for 24 hours. \*On a 6-, choose one disadvantage in addition to whatever the GM says.

**Advantages:**

- Take +1 ongoing to STR, DEX, or CON (in which case, gain 3 hit points until the effects of the mutagen end).
- Increase your damage die by one step.
- Your visual, auditory, tactile, or olfactory/gustatory sense is heightened in some way - such as darkvision or the ability to smell blood from a mile away (subject to GM approval).
- At any time you may take one debility to shrug off damage.

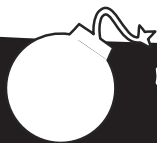
**Disadvantages:**

- Take -1 ongoing to INT, WIS, or CHA.
- Any attacks against you are b[2dx].
- Your visual, auditory, tactile, or olfactory/gustatory sense is lost.
- The mutagen permanently warps your form somehow.

**POTIONS**

When you spend time in a well-equipped lab creating a potion, describe what you're trying to create and roll+INT. \*On a 10+, the GM will give you one or more of the following conditions. \*On a 7-9, in addition to one or more of the following conditions you create a less effective or unstable version.

- It's going to take days/weeks/months.
- It will require one or more hard-to-find reagents.
- First you must \_\_\_\_\_, which may or may not be available for purchase.
- You'll need help from \_\_\_\_\_. • You will risk danger to do it.



## THE ALCHEMIST

LEVEL XP

You carry dungeon rations (5 uses, 1 weight) and a box of tools, reagents, and paraphernalia (weight 2). Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Fire-resistant robes (half damage from fire and heat, 2 weight)

Choose your weapon:

- Dagger (Hand, 1 weight)
- Staff (Close, two-handed, 1 weight)

Choose one:

- Adventuring gear (5 uses, 1 weight)
- Healing potion (0 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### THERMAL MIGHT

While not truly a bomb, you have learned to create a substance that burns hot enough to melt practically any mundane substance - and many magical ones as well. You may mark off 1 ammo from your bombs to instead apply enough of this substance to cover and destroy roughly a two inch-wide area.

### FIRE IN THE HOLE

When a bomb or other explosion would deal damage to you or an ally, it does w[2dx] to them. Foes still just take the first roll.

### VIOLENT EXPLOSION

When you create a bomb, replace the "1 piercing" option with "piercing equal to your INT".

### INOCULATION

Through painful injections and the imbibing of disgusting concoctions, you've rendered yourself immune to nonmagical disease.

### ONLY LOGICAL

When you use pure logic and deduction to analyze your surroundings, you can discern realities with INT instead of WIS.

### HOMUNCULUS

You have created a homunculus, somewhere between a cat and a horse in size. Treat it as a ranger's animal companion, though it looks like no natural, living creature. If it is destroyed you can form a new one in a few days.

### RIPPER

You are skilled at harvesting reagents from the bodies of all manner of creatures. When you set to work on a corpse, the GM will tell you a body part that is useful in creating potions, bombs, and/or mutagens, under certain conditions. When you use the item under those conditions, take +1 forward to create the alchemical item in question. Examples might include "the ogre's heart is only useful in potions that increase your strength" or "the beholder's eyestalk is only useable if the potion's base is from deep subterranean water that has never seen the sun".

### DOCTOR

When you create a healing potion or one with beneficial effects, on a 10+ it is twice as effective or has an extra dose.

### KNOW-IT-ALL

When you spout lore about scientific or alchemical matters, you and each of your allies take +1 forward to act on the knowledge.

When you gain a level from 6-10, choose from these or the level 2-5 moves.

### MUTANT

Choose one effect from the mutagen advantages list except for +1 STR, DEX, or CON and gain it permanently. Describe the obvious visual changes to your body.

### NEW TRICKS

*Requires: Homunculus*

With some upgrades to your homunculus you grant it one of the following traits:

- Warrior +3
- Protector +3
- Burglar +3
- Priest +3

### SUFFICIENTLY ADVANCED

When you make bombs, add the following to the list of choices:

- You imbue your bombs with entirely magical properties. If you spend 1 ammo, any magical effects within the blast are dispelled.

### PINPOINT

When you use a bomb you may narrow its effects to one target or a very narrow area, increasing its destructive force. Increase its damage by one step.

### BURNED BEFORE

You take half damage from fire and explosions.

### TRANSMATTER

When you attempt to transmute up to ten pounds of one substance to another, roll+INT. \*On a 10+ you succeed. \*On a 7-9 you succeed, but only technically, or there are unintended side effects.

### FACEMAN

When you spend a few days in a laboratory experimenting on yourself to permanently change your appearance, roll+CHA. \*On a 10+, you change your physical appearance, and so finely you can choose to look exactly like another person. \*On a 7-9, you succeed, but without fine control over all the details. Additionally, it will take a few days for your skin to regrow completely. This cannot reverse disfigurements caused by being a mutant.

### MAKE THE WHOLE WORLD KNEEL

When you demonstrate your superior knowledge to impress or intimidate, roll +CHA. \*On a 10+ one or more people present are cowed or inspired to loyalty. \*On a 7-9 as a 10+ but someone (not necessarily present) becomes your enemy.