

LEVEL 2-5 ADVANCED MOVES

☐ CANNY DABBLER

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +INT or is magic- or engineering-based.

☐ CONSTRUCT COMPANION

You have crafted a homunculus, a construct designed to be your companion. Choose a specialization for your companion.

☐ **Assistant:** Your construct will always give you whatever you need the moment you need it, if it's somewhere he can get it for you. You never need to reload or dig through your pouches in a tight spot.

☐ **Guard:** Gain +1 hold when you Defend.

☐ **Research:** Take +1 when you Spout Lore.

☐ **Scout:** Take +1 when you Undertake A Perilous Journey.

☐ IDENTIFY AURA

When you **spout lore about a magical item or effect**, the GM will always tell you some additional obscure fact about the item or effect, even on a miss.

☐ JACK OF ALL TRADES

You gain another area of expertise.

☐ JURY RIG

When you **quickly fix or create a complex magic item without the proper supplies, tools, or time**, roll+INT. On a 10+, it works just fine. On a 7-9, it'll work, but only for one more use or a short amount of time.

☐ KNIGHT IN MAGIC ARMOR

Add "arms and armor" as one of your known areas of expertise.

☐ LOGICAL

When you **use strict deduction to analyze your surroundings**, you can discern realities with INT instead of WIS.

☐ REPAIR CONSTRUCT

When you **repair the magical fields surrounding a construct**, roll+INT. On a hit, you heal 1d8 damage or cure them of a debility. On a 7-9, you do so, but it takes a long time or you put yourself in a bad spot because of it.

☐ WHAT'S IN MY LEFT POCKET?

You carry around all sorts of magical do-dads and thingamabobs. You can spend one use of adventuring gear to pull a minor but useful magic item from your person, such as an *everbright lantern* or a wand with one charge left.

☐ WORKSHOP

You have a magical workshop to create things in. Name it! Add it to the world map with the following tags: Few Customers (5 coin/session), Small, Focused (one type of product). Choose two benefits:

☐ **Booming:** Replace Few Customers with Steady Customers (10 coin/session).

☐ **Prime Real Estate:** Replace Small with Large.

☐ **Prestigious:** Your shop is well known, and therefore you are too. Add Personage (you).

☐ **Skilled Assistants:** You've trained (or built?) your assistants well. They'll be able to help you on magic item creation where they can.

☐ **Versatile:** Replace Focused (one type of product) with Focused (two types of products).

The GM will also give you a complication:

☐ **Competition:** Your shop has encroached on another magewright's turf, and they're not at all pleased.

☐ **Indebted:** You had to spend a lot of coin to get this place, or pull some strings and ask some favors.

☐ **Seedy:** Your shop's in the wrong part of town. Expect break-ins and worse.

When you **spend a week or two in your workshop making a magic item**, spend 100 coin and choose one magic item tag (or two, if you have skilled assistants). That tag is permanently infused in the item.

LEVEL 6-10 ADVANCED MOVES

☐ APPLIED PHEBOTINUM

Requires: What's In My Left Pocket?

You can spend multiple uses of adventuring gear at once to have a more powerful item from your person (for example, if 1 use gets you an *everbright lantern*, 2 might get you a fully charged *wand of light*, and with 4 uses you may just have a *sunstaff* on you).

☐ ATTUNED WEAPON

Requires: Knight in Magic Armor

When you are **wielding a weapon that you infused**, you deal +1d6 damage.

☐ CANNY INITIATE

Requires: Canny Dabblers

Gain one non-multiclass move from any class list. Choose the move as if you were one level lower than you are, unless that move rolls +INT or is magic- or engineering-based.

☐ HIGHLY LOGICAL

Replaces: Logical

When you **use strict deduction to analyze your surroundings**, you can discern realities with INT instead of WIS.

On a 12+ you get to ask the GM any three questions, not limited by the list.

☐ MASTER OF ALL

Requires: Jack of All Trades

You gain another area of expertise.

☐ MASTERPIECE

The next time you spend spend downtime after taking this move, you can create one and only one artifact, pouring your heart and soul into the item. This artifact, when completed, has part of your soul infused into it. In addition to whatever considerable properties the item has, if someone else wields the item, they gain the bond "I am wielding _____'s artifact" with you, and you gain the bond "_____ is wielding my artifact" with them. In addition, your artifact is always *indestructible*.

☐ OLD CONSTRUCT, NEW TRICKS

Requires: Construct Companion

You do some upgrades to your homunculus, and now it has a second specialization.

☐ ROCK 'EM SOCK 'EM ROBOT

Requires: Construct Companion

Your construct is capable of helping more directly. It gains one of the following Hireling traits:

☐ Warrior + 3

☐ Protector + 3

☐ Burglar + 3

☐ Priest + 3

Your Companion has no Loyalty or Cost. If it is ever destroyed, you can rebuild it in a couple of days.

☐ UNPARALLELED CRAFTSMAN

Requires: Workshop

When you **spend a week or two in your workshop making a magic item**, you can spend additional coin for extra magic item tags. For every additional 100 coin spent, you can add one extra item tag. You cannot add more tags to a single item than your INT.

☐ WORKSHOP TYCOON

Requires: Workshop

The next time you spend downtime in your workshop, you can add another benefit or remove a complication.

NAME

LOOK

DWARF: Names

GNOME: Names

HUMAN OR HALF ELF: Names

WARFORGED: Names

Knowing eyes, bright eyes, or hard eyes

Close-cropped hair, unkempt hair, or bald

Work clothes, travelling clothes, or scholar's robes

Thin body, stocky body, or pudgy body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

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

D6

ARMOR



HP

YOUR MAX HP IS 6 + CONSTITUTION

ALIGNMENT

- GOOD** Help someone directly using something you created.
- LAWFUL**: Create or discover something to better society.
- NEUTRAL**: Discover an arcane secret.

BONDS

Fill in the name of one of your companions in at least one.

I built _____.

_____ does not know much about the true nature of magic; I shall enlighten them.

_____ is a stalwart companion; I can learn much from them.

I aided _____ in the Last War, whether they know it or not.

GEAR

Your Load is 14+STR. You start out with your work tools (hand, 1 weight), an assortment of nonmagical components related to your area of expertise (4 weight), a permanently infused item of your choice (must be within your area of expertise and have GM approval, 1 weight) and 40 coin.

Choose your defenses:

- Leather armor (1 armor, 1 weight)
- Work clothes (0 weight) and a bag of books (5 uses, 2 weight)

Choose your weapon:

- Crossbow (+1 damage, near, reload, 2 weight) and bolts (3 ammo, 1 weight)
- Alchemist's fire (near, dangerous, 3 ammo, 2 weight)

Choose two:

- Adventuring gear (5 uses, 1 weight)
- Dungeon rations (5 uses, 1 weight)
- Construct repair kit (5 uses, 2 weight)
- 2 oils of repair (0 weight)

RACE

- DWARF**: Your experience with various mercantile houses has left you a canny haggler. You can reduce the price of anything you purchase by your INT+3.
- GNOME**: You may ask the GM three questions when using Artificer Knowledge.
- HUMAN OR HALF-ELF**: When you roll a 10+ on Ooh, What Does This Button Do?, you can decide how the item works better.
- WARFORGED**: You are intimately familiar with constructs, being one yourself. You gain Constructs and Homunculi as a second area of expertise.

STARTING MOVES

AREA OF EXPERTISE

Your magical studies have focused on one type of magic item. Choose one of the following. It is the only type of magic item you can produce yourself - when infusing a magic item you may imbue the magic into any item that is within your area of expertise.

- Rods, Staves, and Wands
- Scrolls and Schemata
- Potions and Oils
- Constructs and Homunculi
- Elemental Binding

INFUSION

When you spend you an hour or so tinkering with the magic in your items, you:

- Remove any magic item tags already infused.
- Apply a number of new magic item tags equal to your level+1.

Note that you cannot have more magic item tags infused into a single item than your INT. For example, you could have a *staff* (earthbound, defender) or a *staff* (defender) and a *rod* (earthbound) with an INT of +2, but not a *staff* (earthbound, defender, compass).

ACTIVATE MAGIC ITEM (INT)

When you activate an item you've infused, describe what you intend to achieve with it and roll+INT. On a 10+, the item is activated successfully. On a 7-9, the item is activated but choose one:

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- A magic item tag on the item fizzles out. You cannot utilize that tag until you infuse your items again.
- A strange or unhelpful side effect manifests. The GM will tell you what.

OOH, WHAT DOES THIS BUTTON DO? (INT)

When you attempt to activate an item you didn't create, roll+INT. On a hit, the item is activated successfully. On a 10+, the item works better than intended, GM's choice (it doesn't use up any ammo, it has a beneficial side effect, etc).

ARTIFICER KNOWLEDGE

When you handle a magic item and examine it, you may ask the GM any two questions about it. They will answer truthfully.

INFUSED ITEMS

THE ARTIFICER

LEVEL
XP

MAGIC ITEM TAGS

As an artificer, you can infuse items with magic item tags, special descriptors that explain all of the cool things that your infusions can achieve. While you certainly can make a wand that inflicts *messy* and *forceful* wounds, you will probably get more use out of a *windbound* staff.

This list is by no means exhaustive; it serves only as a springboard for your own ideas and to explain the most common tags artificers use.

BANE: The item is particularly hateful of a particular race or creed.

COMPASS: The item will always guide you to a certain place, object, person, or creature.

DEFENDER: The item grants +1 armor or can block an attack.

EARTHBOUND, FIREBOUND, WATERBOUND, WINDBOUND: The item contains a bound elemental of the appropriate element.

FIERY, ICY, SHOCKING, THUNDEROUS: The item burns with a powerful fire, is rimed with freezing cold, possessed of a powerful electric charge, or emits blasts of sound, none of which harm the wielder.

GHOST TOUCH: The item is tangible to or can affect ghosts, spirits, etc.

GLAMOURED: With a thought from the wielder, this item can take on the form of something else.

HURLED: The item gains the *thrown* tag.

INDESTRUCTABLE: The item cannot be destroyed by mortal means.

LIFE-LEECH: The item can drain the life force of those it is directed to.

LIGHT: The item emits a brilliant light.

MYSTIC: You roll +INT instead of +STR or +DEX to hack and slash or volley with this item.

SHADOW: The item gives off clouds of smoky darkness.