



NAME \_\_\_\_\_

LEVEL   

XP \_\_\_\_\_

*Names: Dosh, Thuss, Thaex, Hagnez, Chaklu, Siccu, Dazurzi, Okichess, Idaquusk, Belzitez, Graxl, Qit, Kisk, Goszit, Brursa, Kunjik, Jizotsziz, Juzurloxl, Gronjuxcit, Atrogu, Zoz, Shrask Drous, Bartesk, Kathrask, Rethru, Bitigus, Aqethrus, Ezdaqix, Dazdizex*

## LOOK

Choose one for each, or write your own:  
**TOOLS:** Clean, rusted, old, foreign \_\_\_\_\_  
**EYES:** Narrowed, forgetful, obsessed \_\_\_\_\_  
**HAIR:** Charcoal, sandy, strawberry \_\_\_\_\_  
**BELT:** Fraying leather, tanned human skin, gator hide, grass woven, built from bones and hair \_\_\_\_\_

## ARMOR



## HIT POINTS



Max (10+Constitution) Current

## DAMAGE



## ALIGNMENT

- Good**  
Begift someone something you have created.
- Neutral**  
Play the devil's advocate in an argument to show others their thoughts could be wrong.
- Lawful**  
Deny those who would change the status quo.
- \_\_\_\_\_
- \_\_\_\_\_

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

**Strength**

STR

Weak -1

**Dexterity**

DEX

Shaky -1

**Constitution**

CON

Sick -1

**Intelligence**

INT

Stunned -1

**Wisdom**

WIS

Confused -1

**Charisma**

CHA

Scarred -1

## BONDS

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

\_\_\_\_\_ says my skills are worthless in dungeon. I'll prove them wrong.

The next time \_\_\_\_\_ makes fun of my skills I'm going to give them a piece of my mind.

I've got nothing against \_\_\_\_\_, but I can see why they don't have many friends.

## STARTING MOVES

**Honor Thy Tools**  
 You are a proud artisan who has honed their skills over their entire life. Despite being skilled in a working trade that would be enough to pay for all of your expensive, you decided to take up adventuring.

At the start of each session, you get 3 Gino. You can spend a Gino to choose one of the following options:

- Use **Create Something** in a couple minutes instead of hours.
- You cannibalize one of your own works, destroying one item you made to salvage the materials and increasing the uses of any of your **Raw Materials** by 2.
- Tell the GM one special feature or gimmick you build into the item that makes it unlike ordinary items of the same kind.

At the end of each session, any unspent Gino is lost. You also can't ever willingly produce poor quality work.

**Diversity In The Craft**  
 When you create this character, you start with any two of your Level 2-5 Advanced Moves other than **Multiclass Apprenticeship**.

**Fix Something (WIS)**  
 When you **repair something related to your trade**, spend a use of **Raw Materials** and roll +WIS. \*On a 10+, you can repair any item related to one of your trades, or something that could be fixed by an item of your trade. \*On a 7-9, choose 2: as above but choose one:

- You waste supplies trying to fix it and must spend two more uses of Raw Materials.
- Your job is shoddy and the item breaks after being used again.

**Create Something (WIS)**  
 When you **spend an hour or more of downtime to create something**, roll +WIS. \*On a 10+, you can build one item listed in the Produces of any of your trades, expending the one use of **Raw Materials** for each cost listed (other than forge, which is satiated by having access to forge while you make the item). Describe how it looks. \*On a 7-9, as above, but you have to spend twice the amount of **Raw Materials** or the GM can name one flaw in your item. Any item you create that doesn't have a weight listed in the rulebook is 1 weight.

- Skills Of The Trade**  
 Choose three of the following trades:
- Armorer** (Cost: 2 metal, forge) (Produces: **Chain Mail, Scale Mail**)
  - Bladesmith** (Cost: 2 metal, forge) (Produces: **Dagger, Long Sword**)
  - Carver** (Cost: 1 wood) (Produces: art, **Shillielagh, Symbol of the Divine, Club**)
  - Cooper** (Cost: 2 wood, 1 metal) (Produces: barrels, carts, coffins)
  - Jeweler** (Cost: 1 metal, 1 jewels) (Produces: art, jewelry)
  - Joiner** (Cost: 2 wood) (Produces: furniture, wheels, boxes)
  - Locksmith** (Cost: 1 metal, forge) (Produces: door locks, padlocks)
  - Nailsmith** (Cost: 1 metal) (Produces: nails)
  - Sculptor** (Cost: 1 clay, forge) (Products: art, pots)
  - Tailor** (Cost: 2 cloth) (Produces: clothes)

## BACKGROUND

- Chonin**  
When you **speak to any common folk**, they trust you and open up to you, seeing you as one of their own.
- Former Conscript**  
Add the *Hand* and *1 Piercing* tags to your **Artisan Tools**.
- Retired Adventurer**  
When you create your character, you start with any one of your Level 6-10 Advanced Moves other than **Multiclass Artisan** or **Create Minotaur**. However, you only get 1 Gino at the start of each session from **Honor Thy Tools**.

## RACE

- Human**  
When you **Discern Realities**, on a roll of 10+, you can increase the uses of one of your **Raw Materials** by 1.
- Gnome**  
You can use **Fix Something** on your companions who aren't made out of flesh, healing 1d10 + your WIS worth of damage on a roll a 10+ or a 1d8+ your WIS worth of damage on a roll of 7-9.
- Cricketkin**  
Whenever you **sell something to someone**, you count as having a Bond with them and each time they meet you in the future they buy something you have produced.
- Gremlin**  
You can willingly produce poor quality work. Yet anyone who doesn't know better assumes your work is top notch.



## COIN

## STARTING GEAR

Max Load (12+STR)



Current

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

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

**Artisan Tools** (0 weight)

**Raw Materials** (8 uses, 2 weight)

### 12 Coins

Choose two:

- Warhammer** (close, 1 weight)
- Crossbows** (near, +1 damage, reload, 3 weight) and a **Bundle Of Arrows** (3 ammo, 1 weight)
- Leather Armor** (1 armor, worn, 1 weight)
- Bandages** (3 uses, slow, 0 weight)
- 4 Healing Potions** (0 weight)
- More **Raw Materials** (8 uses, 2 weight)

Choose one:

- Forge Star** (this item counts as forge for the purpose of **Create Something**, 3 weight)
- Anklet Of Greater Work** (worn, any time you **Fix Something** you can name one thing that you improved on the item, 2 weight)
- Race Mimicking Mask** (worn, while you wear this item you get the benefit of the race below the one you chose [other than **Gremlin**, which while wearing this gives you the benefit of being a **Human**], 2 weight)
- A **House** in a civilized settlement of your choice.

New Item-

**Raw Materials** (8 uses, 30 coins, 2 weight)

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## ADVANCED MOVES

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

- I Live To Work**  
Each session you start with an extra 2 Gino.
- Multitask Worker**  
When you **Create Something**, you can create any number of things instead of just one thing, so long as you pay all of the costs for each item.
- Sharp Surprise**  
*Requires: Nailsmith*  
When you **take a moment to lay nails you've made on the ground**, anyone who steps on them takes 1d4 damage (ignoring armor.)
- Nail Bomb**  
*Requires: Nailsmith*  
When you **Create Something**, you can spend any amount of **Raw Materials**. If you do, for each two spent, you produce a **Nailbomb** (near, thrown, messy, +1 damage, 1 use, 1 weight).
- Most Handsome Of Products**  
*Requires: Jeweler*  
Anyone who **wears jewelry you made** gets a +1 ongoing to all +CHA rolls.
- I Know Them Inside Out**  
*Requires: Locksmith*  
You can spend a Gino and one use of **Raw Materials** to pick any lock without rolling.
- Multiclass Apprenticeship**  
Get one move from another class. Treat your level as 2 for choosing the move.
- Scrooge's Eye**  
When you **look over something**, you can ask the GM how much money it's worth.
- Finest Work In The Land**  
When you **visit a civilized settlement**, you can sell any of the art or jewelry you produced from **Create Something** for 200-300 coins.
- Resourceful**  
When you **Create Something**, you don't have to spend uses of **Raw Materials** for any of the costs of whatever you produce if the material is readily available (Not paying wood in a forest.)
- Takes Muscles For This Work**  
When you **Hack & Slash**, you can add your STR to the damage roll.
- Thieves Have Met Their Match**  
*Requires: Locksmith*  
Any padlocks you make can't be picked or unlocked by magic.
- Some Extra Protection**  
*Requires: Tailor*  
Your Tailor trade can now produce **Armor Plated Clothes** (worn, +1 armor, 2 weight) at a cost of 1 cloth and 2 metal.
- Clay That Awoke**  
*Requires: Sculptor*  
When you **Create Something** to produce art from your sculpting skills, you can spend 2 Gino. If you do, your sculpture comes to life.
- I Know This Work**  
When you **look over an item someone made**, you can ask the GM one question about it.
- Broadening Your Horizons**  
Choose an extra trade to be skilled in.

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

- Unearthly Craftsmanship**  
*Replaces: I Live To Work*  
Each session you start with an extra 4 Gino.
- Even Masters Can Learn**  
Choose two extra trades to be skilled in.
- Panjdandum**  
*Requires: Joiner*  
You can wield any wheel you make as an **Executioner's Wheel** (close, two-handed, forceful, +2 damage, messy, 1 weight).
- Pandora's Box (WIS)**  
*Requires: Joiner*  
When you want to **trap evil spirits or forces in a box you made**, roll +WIS. \*On a 10+, all evil spirits around you are sucked into the box and are trapped in the box until someone opens it or the box is destroyed. \*On a 7-9, you trap all of the evil spirits nearby into the box so long as but you must choose one of the following.
  - The box begins to break under the stress of holding the evil within. In a few minutes it'll break open, releasing the spirits.
  - The box only holds the spirits inside so long as something physically holds the box shut.
- No One Ever Checks These**  
*Requires: Cooper*  
When you or anyone else **hides in a barrel you made**, no one will ever expect the inside of the barrels and assume they are normal.
- Multiclass Artisan**  
Get one move from another class. Treat your level as one lower for choosing the move.
- Magnum Opus**  
After you get this move, Hold 1. You can spend this hold whenever you **Create Something**. If you do, the work is the best you ever produce. Tell the GM two magical properties it has.
- Safe In The Ground**  
When you **bury someone in a coffin you made**, they can never be resurrected, contacted from outside the afterlife, or become undead.
- I Can Work The Magics In**  
*Requires: Intelligence of 13 or higher*  
When you **Create Something**, you can have one of your companions cast an ongoing spell into it. Whoever holds this item is subjected to whatever spell was casted on it. Anyone carrying more than one of your enchanted items, take a -1 ongoing to all rolls as the items jealously try to repel each other.
- Armed & Armored**  
All weapons you forge have the 2 **Piercing** tag. Increases the **Armor** value by 1 of all armor you make.
- Create Minotaur (WIS)**  
*Requires: Clay That Woke*  
When you **sculpt a minotaur of clay and will it to come to life**, spend 4 Gino, 4 uses of **Raw Materials**, and then roll +WIS. \*On a 10+, You create new life and the minotaur loyally serves you. Treat it as your character, but with access to only the Basic Moves. It has +2 modifier for all stats, 12 HP, and uses a d10 damage dice. You can only have one minotaur at a time. \*On a 7-9, as above, but the GM can name on defect your creation bears. \*On a 6 or less, the minotaur still comes to life, but is under the GM's control, using the profile for the Minotaur in the rulebook.



# THE SHOKUNIN