

Mechanist

Over Hills, Under Trees

Party

Name

Alias

Appearance

Ancestry

Background

Vice

Stress

Trauma

COLD – HAUNTED – OBSESSED – PARANOID
RECKLESS – SOFT – UNSTABLE – VICIOUS

○○○○○○○○○○

○○○○

Harm

Armor Uses

3

NEED HELP

Armor ○

2

-1D

Heavy ○

1

LESS EFFECT

Special ○

Experience & Multidisciplinary Special Abilities

Notes

Playbook Special Abilities

- Alchemist:** When you **invent** or **craft** a creation with *alchemical* features, you get **+1 result level** to your roll (a 1-3 becomes a 4/5, etc.). You begin with one special formula already known.
- Artificer:** When you **invent** or **craft** a creation with *magic* features, you get **+1 result level** to your roll (a 1-3 becomes a 4/5, etc.). You begin with one special design already known.
- Calculating:** Due to your careful planning, during downtime, you may give yourself or another party member **+1 downtime activity**.
- Saboteur:** When you **Wreck**, your work is much quieter than it should be and the damage is very well-hidden from casual inspection.
- Quick Patch:** You can **push yourself** to do one of the following: *temporarily repair a damaged device or construct—temporarily upgrade an item giving it +1 quality*.
- Analyst:** During downtime, you get **two ticks** to distribute among any long term project clocks that involve investigation or learning a new formula or design plan.
- Quartermaster:** When you **resupply** during downtime you get **+1 result**.
- Experienced:** Pick an Experience special ability.
- Multidisciplinary:** Pick a special ability from another character playbook.

Friends & Rivals

△▽ Lin, a metalurgist

△▽ Erlathan, a junker

△▽ Chana, a street urchin

△▽ Besan, a merchant

△▽ Ange, a private investigator

△▽ _____

Items

○ *Prototype item* ◇ ◇ □

○ Bandolier ◇ ◇ ◇ □

○ Fine tinkering tools □

○—○ Fine demolition tools □

○ ○ Gadgets

○ _____

XP

□□□□□□□□

- *Every time you roll a desperate action, mark xp in that action's attribute.*

At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occurred multiple times.

- *You addressed a challenge with technical skill or mayhem.*
- *You expressed your beliefs, drives, ancestry, or background.*
- *You struggled with issues from your vice or traumas during the session.*

Teamwork

Assist a party member

Lead a **group action**

Protect a party member

Set up a party member

Planning & Load

Choose a plan, provide the **detail**. Choose your **load** limit for the operation.

Assault: Point of attack **Magic:** Arcane power

Deception: Method **Social:** Connection

Stealth: Entry point **Transport:** Route

Survival □□□□□□□□
10 10 10 10

Coin □□□□□□

Insight □□□□□□

○ ○ ○ HUNT
 ○ ○ ○ STUDY
 ○ ○ ○ SURVEY
 ● ● ○ TINKER

Prowess □□□□□□

● ○ ○ FINESSE
 ○ ○ ○ PROWL
 ○ ○ ○ SKIRMISH
 ○ ○ ○ WRECK

Resolve □□□□□□

○ ○ ○ ATTUNE
 ○ ○ ○ COMMAND
 ○ ○ ○ CONSORT
 ○ ○ ○ SWAY

Load

□ L (3) □ N (5) □ H (6)

Standard Items

- Light weapons □
- Heavy weapon □
- Throwing weapons □
- Armor □
- + Heavy □
- Burglary gear □
- Climbing gear □
- Adventuring gear □
- Documents □
- Alchemical supplies □
- Subterfuge supplies □
- Healing supplies □
- Alchemical or magical items □
- Tinkering tools □
- Torch □