

NAME




LOOK

Names: Prime, Ratchet, Relic, Qit, Arsenal, Utr, Ryz, Azm, Baron, Mattock, Mast, Bastion, Forte, Sarge, Clarion, Scorn, Book, Quintos, Tyd, Piece, Channel

Polished eyes, glowing eyes, or one eye
Uniformed, human clothes, or no clothes
Scarred plating, polished plating, or carved plating
Hulking body, bulky body, or decorated 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	■ WEAK -1	■ WEAK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 10+CONSTITUTION

ALIGNMENT

- LAWFUL**
Obey an order to the letter.
- NEUTRAL**
Best a worthy opponent in combat.
- CHAOTIC**
Upset the chain of command.

STARTING MOVES

METAL MAN

You do not have to eat, drink, sleep, or breathe. When a move tells you to mark a ration, ignore it. You can gain the HP benefits of making camp by spending a use of a repair kit. You cannot be healed by healing potions, bandages, or poultices and herbs. You are healed normally by other methods.

FORGED FOR WAR

Some people have the impression that all warforged are the same, just robot warriors. In truth, House Cannith equipped you with several components to aid you in the Last War.

Choose one Implanted Weapon:

- Armlade (close, +1 damage, implanted)
- Armbow (near, 2 piercing, implanted, 2 ammo). When you make camp, restock 2 ammo.
- Iron Fist (hand, forceful, implanted)

Choose one Body Component:

- Armor Spikes: when you **take harm from a Hand weapon**, they take 1d4 damage.
- Extra Plating: you gain 1 additional hold when you Defend, even on a 6-.
- Traction Claws: you can climb up walls and ceilings with ease.

Choose one Enhancement:

- Night Lenses: you can see in total darkness without trouble.
- Crosshair Lens: when you Volley, roll +INT instead of +DEX.
- Wand Sheath: any wand you wield gains the Implanted tag, and can be activated with a thought.

PLATING

- ADAMANTINE** *3 armor, implanted, 3 weight*
Your plating is heavy to protect you from harm on the front lines of the Last War. In addition, your damage die is d10.
- MITHRAL** *2 armor, implanted, 2 weight*
Your plating is light to allow you mobility on the battlefield. In addition, choose one weapon - you can always treat weapons of that type as if they had the precise tag.
- COMPOSITE** *1 armor, implanted, 1 weight*
Your plating is formed from a variety of materials that protect without impeding mobility. In addition, when you deal damage with a magical weapon (such as a wand or spell) deal +2 damage.

BONDS

Fill in the name of one of your companions in at least one:
_____ knows my creator.
I fought with _____ during the Last War.
_____’s emotions and feelings are strange to me.

RACIAL MOVE

A warforged of any class can take **Metal Man** instead of their racial move. If they do, they also replace **Discern Realities** with **Total Recall**.

TOTAL RECALL (WIS)

When you **closely study a situation or person**, roll+WIS. On a 10+, as the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 when acting on the answers.

- What here is the biggest threat to my mission?
- What here could turn the tides of battle?
- Where is a weakness I could exploit?
- What is about to happen?
- What happened here recently?
- Who here is the commander?

This move replaces Discern Realities for you.

GEAR

Your Load is 12+STR. You start with your plating, your implanted weapons, body components, and enhancements, and a warforged repair kit (5 uses, 2 weight).

Choose three possessions:

- Adventuring gear (5 uses, 1 weight)
- A backup dagger (hand, 1 weight)
- An eternal wand given to you by a fallen comrade (mystic, 3 ammo, 0 weight). When you make camp, restock 3 ammo.
- Warforged repair kit (5 uses, 1 weight)
- 2 oils of repair (0 weight)
- Shield (+1 armor, 2 weight)
- Part of an ancient mystic schema, found on the body of an enemy (1 weight)

ADVANCED MOVES

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

BATTLE BODY

Add the following Body Component options, then choose a Body Component to add:

- Tracker Mask: when you **sniff around and acquire a scent**, you can ask the GM one question regarding whose scent it is, where they went, or where they came from. The GM will answer honestly.
- Essence of the Scout: with these spellbound runes carved into your body, you do not have to make a sound if you do not want to, nor do you leave any tracks.

ETERNAL VIGIL

When you **spend the night taking watch**, choose one:

- Everyone takes +1 to Take Watch
- You can roll+CON instead of +WIS to Take Watch
- Everyone not taking watch gets better rest, healing +1d6 HP.

EYE ON THE BATTLEFIELD

When you **use Total Recall during combat**, take +1.

HEAVY METAL

You gain +1 armor.

IRON DABBLER

Choose one move from the Artificer, Cleric, Fighter, Paladin, or Wizard class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

LEADER OF MEN (AND 'FORGED)

Any troops you lead into battle take +1 Forward.

MECHANICAL MODIFICATION

When you bolster, instead of gaining preparation, you gain an equivalent amount of modifications, such as reinforced plating or darksight lenses. When you **utilize these modifications**, take +1. Modifications last until you bolster again.

MODULAR CHASSIS

When you **Make Camp and spend a few hours modifying yourself**, choose two stats. You take +1 Ongoing to all rolls using one of them, but -1 Ongoing to all rolls using the other until you spend time modifying yourself again.

NEVER UNARMED

When you **deal damage with an Implanted Weapon**, deal +1d4 damage.

WAR HERO

When you **parley with someone and your leverage is your reputation during the Last War**, you can roll+CON instead of +CHA.

WAR MACHINE

Add the following Implanted Weapon options, then choose a Implanted Weapon to add:

- Battlefist (hand, forceful, implanted). When you **deal damage with a battlefist**, increase your damage die by one size (from d8 to d10, or from d10 to d12).
- Multi-Wand Bracer (near, implanted). When you attack with this weapon, choose a tag to add to it: reach, far, +1 damage, 2 piercing, forceful, messy, stun, or elemental (electric, fire, or cold).

WE CAN ENHANCE HIM, WE HAVE THE ARTIFICE

Add the following Enhancement options, then choose a Enhancement to add:

- Final Messenger: you may implant a destination, a target individual, the image of what you are currently able to see, and a short message of up to 25 words into the messenger. It can then be released, and will fly swiftly to the target destination to meet its target. If not there, the messenger will fly to the nearest warforged, who can then see the message. If you reach 0 HP, the messenger will fly to its target with an image of the last thing you saw.
- Command Circlet: you can speak telepathically with any warforged within Far range.

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

EVER VIGILANT *Requires: Eternal Vigil*

Choose to options when you use Eternal Vigil instead of one.

FEAR IS FOR FLESHBAGS *Replaces: Leader of Men (and 'Forged)*

Any troops you lead into battle take +1 Forward. In addition, they cannot be frightened, either through mundane or magical means.

FULL METAL JACKET *Replaces: Heavy Metal*

You gain +2 armor.

IRON INITIATE *Requires: Iron Dabblers*

Choose one move from the Artificer, Cleric, Fighter, Paladin, or Wizard class lists. Alternatively, choose one move from any other class lists as if you were one level lower.

LIKE AN EXTENSION OF MY BODY *Replaces: Never Unarmed*

When you **deal damage with an Implanted Weapon**, deal +1d8 damage.

MASTER OF ARMS

When you **roll a 12+ to hack and slash**, you deal your damage to the enemy, avoid their attack, and disarm them, destroy their weapon, or otherwise prove your utter superiority in battle to them. They may still attack you, but they do so with the knowledge that they are outmatched.

MASTER OF ARMOR

When you **take damage while standing in defense of something**, you can spend 2 hold to negate the damage entirely. When you **roll a 12+ to Defend**, hold 5.

TRANSFORMER *Requires: Mechanical Modification*

When you **spend some downtime in a workshop**, you can trade out one of your Implanted Weapons, Body Components, or Enhancements for a different one.

UPGRADE

The first time you spend time in a workshop upgrading yourself after taking this move, choose an upgrade (adamantine claws, clockwork wings, elemental-bound energy beams, etc.). When you **emerge from the workshop**, you permanently gain that upgrade.

WATCHFUL COMMANDER *Requires: Eye on the Battlefield*

When you **lead the charge into battle**, you can ask a question from Total Recall for free.