

# NAME

# LOOK

**Dwarf:** Brellin, Dema, Doran, Gessat, Grant, Jax, Morand, Tessok, Urist, Verma  
**Gnome:** Cosmo, Dremot, Jannist, Pytri, Seliin, Svell, Tenrissa, Tesla, Toryth, Vesimoth  
**Human:** Agatha, Carrie, Creet, Guyver, Hellsing, Janos, Malchior, Shaya, Watson

Devious Eyes, Mad Eyes, or Curious Eyes  
 Spiky Hair, Greasy Hair, or Frizzy Hair  
 Burnt Skin, Wrapped Skin, or Pallid Skin  
 Pudgy Body, Lanky Body, or Small 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	d8	ARMOR		HP	YOUR MAX HP IS 4+CONSTITUTION

# ALIGNMENT

- LAWFUL**  
Prove the value of your inventions to others.
- GOOD**  
Help out a community using technology.
- NEUTRAL**  
Salvage a lost or forgotten piece of technology.
- CHAOTIC**  
Use a Gadget in a new and surprising way that it wasn't meant for.

# STARTING MOVES

## GADGET BELT

You have a Gadget Belt containing 3 Arcane Gadgets. All Gadgets are 1 weight and have a Range tag, if appropriate. **For each Gadget you own, pick one from each list:**

- *Electrical, Magnetic, Cryogenic, Ectoplasmic, Steam, Pyromatic, Clockwork, Alchemic*
  - *Beam, Propulsion, Emitter, Field, Shielding, Defuser, Amplification, Explosion, Reversal*
  - *Glove, Torch, Device, Belt, Flasks, Goggles, Rod, Cannon, Boots, Golem, Trinkets, Suit*
  - *Piercing 2, Forceful, +2 Armor vs \_\_, Alternate movement (\_\_), Elemental (\_\_)*
- Example Gadgets:** *Magnetic Field Boots (alternate movement (hover), 1 weight), Cryogenic Explosion Flasks (near, elemental (ice), 1 weight), and Pyromatic Defuser Glove (hand, +2 armor vs. fire, 1 weight)*

**When you take a short break to recharge and fine-tune your Gadgets,** set your Charge to 3. This Charge is used to power your Gadgets.

**When you use one of your Gadgets as a Weapon,** you can spend 1-Charge to roll +INT instead of +STR or +DEX. **When you use one of your Gadgets to Volley,** if you would mark ammo, spend 1-Charge instead.

**When you have less than three gadgets or want to replace one of your existing gadgets for any reason,** you can make a replacement by spending a day or so in a workshop.

## FIELD TEST (INT)

**When you use one of your Gadgets to get out of a tight spot,** describe what it does and roll +INT. **On a hit,** it works as expected, but choose 1. **On a 7-9,** choose 2 instead:

- The Gadget's effects won't last long - you'll need to hurry to take advantage of it.
- The Gadget draws unwanted attention or puts someone in a spot.
- The Gadget is damaged. You can repair it, but it will take some time and concentration.
- The Gadget drains your reserves - spend 1 Charge.

## JURY-RIG (INT)

**When you quickly fix, repurpose, or fabricate a device on the spot,** describe what you're doing with it and roll +INT. **On a 10+,** it'll hold together just as long as you need it to.

**On a 7-9,** choose one:

- It'll work, but not for long. You'll need to hurry to take advantage of it.
- It works, but there's a weird quirk or complication to it.
- It'll work, but it needs some juice. Spend 1 Charge.

## LET ME SEE THAT

**When you take a few moments to handle or examine something interesting,** ask the GM two of the following questions. The GM must answer truthfully.

- What does this do?
- Who made this?
- What's wrong with this, and how might I fix it?
- What has been done most recently with this, or to this?

# RACE

- DWARF**  
Your first thought when you started making gadgets were to make weapons and armor. You ignore the clumsy tag on armor you wear.
- GNOME**  
**When you try to avoid an alchemical or mechanical effect,** take +1 to Defy Danger.
- HUMAN**  
You have one more gadget than whatever your moves tell you.

# BONDS

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

I have shown \_\_\_\_\_ the secrets of my inventions.  
 \_\_\_\_\_ helped me with one of my projects. I owe them.  
 \_\_\_\_\_ called me mad. Mad! I'll show them!  
 \_\_\_\_\_ is my personal assistant.

CHARGE:

LEVEL

XP

# THE ARTIFICER

\*When a player takes the Field Test move as a multiclass move, they also gain the Gadget Belt move, but only with 1 Gadget.

# GEAR

Your Load is 9 + STR. You start with Dungeon Rations (5 uses, 1 weight), your Gadgets (1 weight each), a toolkit (1 weight), and 7 Coin.

## Choose two:

- Mechanical Suit (2 armor, clumsy, 3 weight)
- Protective Clothing (1 armor, 1 weight)
- Adventuring Gear (5 uses, 1 weight)
- Bag of Books (5 uses, 2 weight)
- Bandages (3 uses, 0 weight)

## Record your Gadgets here:

# ADVANCED MOVES

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

## CARRYING HARNESS

You affix mechanical tools, plates, chains, and flippy gizmos to yourself. Everything you carry is attached to you, and you can never drop anything or be disarmed without your consent. You also gain +5 Load.

## CONSTRUCT COMPANION

You have crafted a mechanical companion. **Choose a specialization:**

- **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:** You take +1 ongoing when you Defend.
- **Research:** You take +1 ongoing to Spout Lore.
- **Scout:** When you Undertake a Perilous Journey, you can take 2 jobs for the exploration.

You only get the bonus provided by your Construct Companion while it is within arm's reach of you. **When your Companion is destroyed**, you can rebuild it in a couple of days.

## EUREKA! I'VE GOT IT!

**When you roll a 12+ on Field Test**, your Gadget defies expectations, its effects going above and beyond what your theories predicted. Choose nothing from the list.

## ETHERIC FIELD

You have a portable, energized force field of your own design. **When you hold at least 1-Charge**, you have +1 Armor.

## GADGETEER

Add 2 more Gadgets to your Gadget Belt. **When you have less than five gadgets or want to replace one of your existing gadgets for any reason**, you can make a replacement by spending an hour or so in a workshop.

## IT'S TOO DANGEROUS TO GO ALONE

**When you Aid an ally**, you can spend 1-Charge and give them one of your Gadgets to automatically succeed on the Aid roll. Explain how your Gadget helps them out.

## LOGICAL

**When you use strict deduction to analyze your surroundings**, you can Discern Realities with +INT instead of +WIS.

## OVERLOAD

**When you use a Gadget as a weapon**, you may choose to deal +1d6 damage with it. If you do, either spend 1 Charge or the Gadget is damaged - you can repair it, but it will take some time and concentration.

## ROCKET MAN

**When you need to be somewhere really quickly**, roll +DEX. **On a hit**, you are there the moment before you need to be. **On a 7-9**, also choose one:

- You needed a burst of speed to get there in time - spend 1 Charge.
- Your reckless charge puts you in a tight spot.

## WORLDLY

Gain one move from a playbook no one else is currently using.

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

## A LITTLE TRICK I PICKED UP

Gain one non-multiclass move from the Thief, Mage, or Wizard class list.

## FORCEFIELD UPGRADE

*Replaces: Etheric Field*

You have +Armor equal to your held Charge.

## 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.

## I'LL MAKE MY OWN FRIENDS

**When you spend some downtime assembling a robotic hireling**, roll +INT.

**On a 10+**, it has +3 Loyalty and 5 points worth of skills, divided as you see fit.

**On a 7-9**, it has +2 Loyalty and 3 points worth of skills, divided as you see fit.

**On a miss**, it has +1 Loyalty and 1 point in a skill of the GM's choosing. In any case, your new hireling has "Cost: Regular repairs and fine-tuning."

## INCREASED VOLTAGE

You can draw out more juice in a pinch. **When a move requires you to spend 1-Charge while you have none**, you may damage any one of your Gadgets to gain 2-Charge. You can repair it, but it will take some time and concentration.

## MAXIMUM OVERLOAD

*Requires: Overload*

**When you use a Gadget as a weapon**, you may spend 1-Charge to deal +3d6 damage with it. If you do, the Gadget is damaged - you can repair it, but it will take some time and concentration.

## OLD CONSTRUCT, NEW TRICKS

*Requires: Construct Companion*

You have improved your old Construct. Your Companion can now have two specializations at a time. **When your Companion is destroyed or you want to remodel it**, you can rebuild it in a couple of days, with new specializations.

## OTHERWORLDLY

*Requires: Worldly*

Gain one move from a playbook no one else is currently using.

## PUT TO BETTER USE

**When you are finished using a device made using Jury-Rig**, you can dismantle it to choose one:

- Gain 1-Charge
- Give +2 armor forward to yourself or an ally within arm's reach
- Immediately repair a damaged Gadget or other piece of equipment

## QUICKLY, I MUST MAKE PREPARATIONS

**When you work hard on modifying yourself and your gear for an hour or two**, set your prep to 1. **When you prepare for a day or longer**, set your prep to 3. **When your preparation pays off**, spend 1 prep to give +1 to any roll, even if it isn't your roll. You can only spend one prep per roll.

**This replaces the Bolster special move for you.**

## PREP:

# THE ARTIFICER'S GADGETS

## A LOOK AT TAGS AND WHAT THEY MEAN

The Artificer's Gadget Belt move grants them a host of cool gadgets, made by slamming three words together and then adding a tag. Some of the tags listed are ordinary - Piercing 2 and Forceful are covered by the Dungeon World core rules. The others... less so. +2 Armor vs. \_\_\_\_ isn't too hard, but what's appropriate to put in the blank? What does Elemental really mean? What kinds of Alternate Movements are okay? This page has been added to answer those questions.

### FORCEFUL AND PIERCING 2

For completion's sake, these tags will be included on this page. Both Forceful and Piercing Gadgets must both be weapons - they have a Range tag, they can be used to Hack & Slash or Volley, and they deal your class damage.

A **Forceful** Gadget is one that sends its targets flying on impact. Forceful Gadgets either hit hard, explode, or use a strong force to push people around. **Possible Gadgets:** Clockwork Explosion Trinkets, Magnetic Emitter Wand, Alchemic Amplification Glove, Steam Emitter Torch, Alchemic Beam Golem.

A **Piercing 2** Gadget is one that ignores 2 points of Armor from those it deals damage to. Piercing Gadgets usually use weird or bizarre properties to get around or through normal defenses. **Possible Gadgets:** Ectoplasmic Beam Device, Electrical Field Glove, Magnetic Propulsion Wand, Steam Emitter Torch.

### +2 ARMOR VS \_\_\_\_

The +2 Armor Vs \_\_\_\_ Gadget requires you to specify what it protects against - they don't provide universal armor. As defensive gadgets, +2 Armor Vs \_\_\_\_ Gadgets are rarely weapons, although they can be. If it is, it will rarely have a range farther than Hand. You do not have to pick a protection from the list below. These are provided as a guideline.

A **+2 Armor Vs. Fire** Gadget is obvious - it protects you from fire damage. Magic fire, being set on fire, walking through a really hot room; damage from those is reduced by 2. Other elements you could pick: Cold, Electric, Chemicals, Ghosts. **Possible Gadgets:** Pyromatic Defuser Glove, Alchemic Reversal Suit.

A **+2 Armor Vs. Ammo** Gadget protects you from most ranged attacks - arrows, Thrown weapons, and anything else that would use Ammo. It will protect you from small arms fire, but not giant boulders or collapsing ceilings. **Possible Gadgets:** Electrical Shielding Golem, Magnetic Field Belt

A **+2 Armor Vs. Environment** Gadget won't protect you from an ax or other weapon, but it will protect you from a variety of dangers. This gadget will cushion falls, soften falling rubble, and help you cross burning acid. **Possible Gadgets:** Ectoplasmic Amplification Suit, Clockwork Defuser Golem.

### ELEMENTAL (\_\_\_\_)

The Elemental (\_\_\_\_) Gadget is a weapon, first and foremost. If you're putting this tag on a Gadget, you intend to hurt people with it. The Elemental keyword is what gives your Gadget elemental properties - without this, your Pyromatic Beam Cannon doesn't set things on fire. These are the same Elemental tags that The Mage has access to. You do not have to take one of the elements listed here, but if you use a different element, be sure to go over what that element fully entails with your GM.

An **Elemental (Fire)** Gadget burns things. Enemies hit by it catch fire, you can use it to destroy paper and wood, start a campfire, or destroy a building, given enough time. **Possible Gadgets:** Pyromatic Beam Cannon, Pyromatic Explosion Glove.

An **Elemental (Ice)** Gadget freezes things. Enemies hit by it are immobilized, you can use it to freeze water, put out fires, or create slippery floors. **Possible Gadgets:** Cryogenic Explosion Flasks, Cryogenic Emitter Wand.

An **Elemental (Electric)** Gadget shocks things. Enemies hit by it are stunned, you can use it to blast things away, create light, and power ancient technology. **Possible Gadgets:** Electrical Amplification Glove, Electrical Projector Device.

### ALTERNATE MOVEMENT (\_\_\_\_)

The Alternate Movement (\_\_\_\_) Gadget is almost never a weapon. Alternate Movement Gadgets get you from place to place with style, and you don't need to use Field Test to use one of these Gadgets for its listed movement method. The only real restriction on this tag is that direct flight is not allowed - if you want to fly, take the Hover or Jumping movement and use a Field Test roll when you need to actually fly with it. You can select a movement method not listed here, but be sure to go over it with your GM before going ahead with it.

An **Alternate Movement (Hover)** Gadget keeps your feet clean. This Gadget will lift you lightly off the ground, allowing you to walk over any solid surface safely, even if the floor is electrified or there is an acid spill. This Gadget can also slow your descent if you fall in a controlled manner - it will do nothing to protect you from an involuntary fall. **Possible Gadgets:** Pyromatic Emitter Suit, Magnetic Reversal Boots.

An **Alternate Movement (Jumping)** Gadget lets you leap. This Gadget will propel you from the ground at high velocity, allowing you to travel large distances and over gaps at unreasonable speeds. **Possible Gadgets:** Clockwork Propulsion Golem, Alchemic Amplification Suit.

An **Alternate Movement (Climbing)** Gadget lets you cling to walls, hands free. This Gadget will hold to the wall for you, keeping your hands free to do other important things, like aiming or climbing higher. Just be wary of anything damaging your gadget while you're up there. **Possible Gadgets:** Clockwork Field Belt, Magnetic Emitter Golem.

An **Alternate Movement (Swimming)** Gadget lets you go under water. This Gadget allows you to breathe and move underwater at a good clip. **Possible Gadgets:** Ectoplasmic Field Goggles, Steam Reversal Trinkets.

An **Alternate Movement (Ethereal)** Gadget lets you go ghost. This Gadget lets you walk through thin walls or doors, but you can't bring anyone else with you. Using this gadget may draw the attention of ghosts, however. **Possible Gadgets:** Ectoplasmic Amplification Belt, Ectoplasmic Beam Suit.

### OLD EQUIPMENT CONVERSION

Previous versions of the Artificer included weaponry options for them to pick from. With this most recent revision, however, your Gadgets make up your weaponry, so these equipment options were removed. If you particularly liked that equipment for your Artificer, you can recreate them like so:

- **Caustic Chemicals:** Alchemic Propulsion Flasks (reach, piercing 2, weight 1)
- **Bag of Explosives:** Alchemic Explosion Trinkets (near, forceful, weight 1)
- **Clockwork Crossbow:** Clockwork Propulsion Rod (near, piercing 2, weight 1)