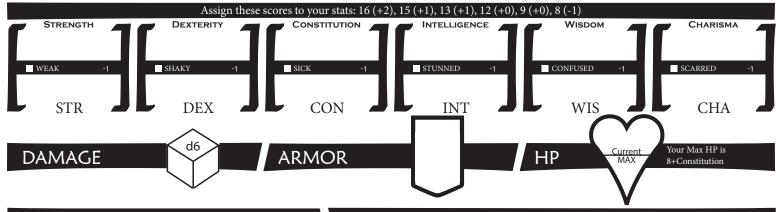
LOOK NAME

"Master/Mistress what a prize! Your talent grows each day!"

Choose a specific medium or make one of your own. i.e. Painting, sculpting, writing, oragami, dance, music, sewing, alchemy, pottery, martial styles, or something completely unique!

Observant Gaze, Laced Gaze, Inviting Gaze, Crafty Gaze Soft Touch, Strong Touch, Calloused Touch, Stained Hands Beret, Disheveled Hair, Groomed Hair, Wonderous Mustache Frock, Canvas and Leathers, Linen Garb, Fine Clothes



DRIVE

☐ FOR ART'S SAKE

Spread your artistic style and culture across the lands.

☐ FORGERY

You seek a life of criminal and monetary gains through art.

□ TRUE MASTERY

You crave exploration for new and exotic materials and techniques.

BACKGROUND

☐ ART SCHOLAR

You are a master artisan! You are always able to tell if a piece of art is a forgery. If that artwork is of your medium, you know all the common knowledge about the person who created it. What great work of art do you seek to feast on with your eyes?

☐ ELEMENTAL MAGE

Due to your experience with alchemical reagents, you have learned to infuse your art with elemental magic. When you choose tags, you may also choose elemental types such as fire, water, earth, etc. What element currently eludes your expertise?

□ ADEPT WARRIOR

Your weapon is a great work of art itself. Confer with the GM on a rare, permanent attribute or tag that your weapon has that is the only known one of its kind in the land. How did you get it?

□ Pompous Artisan

You often purchased art for a noble family. When in the home or another, you are always able to detect the wherabouts of their most valuables. What is the largest cache you heard rumors of?

BONDS

Fill in the name of one of your companions in at least one: has no understanding of fine art, I will educate him. is astonishing, he/she must be my muse. I must learn what ___ __ appreciates in life, as I do art. knows of a secret technique that I must learn. with my talents. I will fascinate _

STARTING MOVES

A BEAUTIFUL THING (CHA)

When you use your medium to craft a work of your imagination, tell the GM what you are creating and choose one tag from the list below. If you need material that is not readily available, you may spend 1-Material. If you create something that requires a range, choose one: hand, close, reach, ranged, near, or far. The GM will give you one or more of the following conditions and may optionally choose a tag from the GM list below:

- ☐ It is going to take __ minutes/hours/days/weeks/months
- ☐ You will be injured in the process
- ☐ It will cost you something
- ☐ The effect is much less or much greater than you anticipated
- ☐ You'll need some other item
- ☐ Take a debility of the GM's choosing until you have an hour or more to recover

MANIPULATE (CHA)

When you have a calm and unengaged moment to modify some object via your craft, roll+CHA. On 10+, describe what modification you perform and choose one tag from below as well as a new custom tag of your creation that the GM agrees to be reasonably feasible. On 7-9, choose one tag from below and the GM will choose one.

Player Tags:

- ► Animated
- ► Hardened
- ▶ Bonded ▶ Forceful
- ► Sharp ► Messy ► Stealthy

► Weightless

- ► Phasing ► Vampiric
- ► A range [far, etc.] ▶ Thunderous
- ► Cleaving
 - ► Alluring

 - ► Returning

► Bane [vs orcs etc]

GM Tags:

- ► Unpredictable
- ► Dangerous
- ► Noisy
- ► Annoying ▶ Over/Undersized
- Awkward
- ► Fragile ▶ Unholy
- ► Unintelligent
- - ► Merciful/Good ► Leeching

BATCH, PLEASE (CHA)

When you attempt to harvest materials of your medium from an existing source, roll+CHA. On 10+, you manage the task perfectly and gain a rewarding set of materials (gain up to 3-Material). On 7-9, you make a mess in the harvest but manage to salvage most of it (gain up to 2-Material), however, there is also an unexpected effect on the source you took it from.

