

NAME

LOOK

Names: Marleif Brevik, Halduor, Alden, Roberth, Isaksen, Joger, Bredahl, Virgil, Boberg, Bendt, Tonnesen, Edward, Bach, Thorleif, Borgen, Nodland, Unnvar, Lunde, Ophelia, Erland, Minka, Ringstad, Gaukje Lorenzen, Marjana, Hamre, Ingse, Aarnes, Giselle, Mehús, Freda, Welhaven, Angjerd, Ulvestad, Synneva Veum, Kaija, Lovig

Innovative Eyes, Curious Eyes or Silver Glossed Over Eyes
Coppery Hair, Golden Hair or Rust Colored Hair
Ensorcelled fullplate appears as: Smoothly Finished With Exotic Scrollwork, Shards Of Uneven And Jagged Metal, Reflective And Polished or Dulled Metal With Glowing Runes

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



ARMOR



HP

YOUR MAX HP IS 5+CONSTITUTION

ALIGNMENT

☐ GOOD

Save another's life with your strange magic.

☐ NEUTRAL

Defeat foes by turning their own metal against them.

☐ EVIL

Profit at someone else's expense.

STARTING MOVES

AN ALCHEMIST ARCANE AS ALKALINE

Throughout your life you have been practicing the dangerous art of alchemy, working tirelessly to uncover its secrets. Dreams and ambition have fueled your endless commitment to the task, even though countless failures. One day your magnum opus was achieved when you wove forbidden magic into the metals you wished to alter. Through this strange experimentation, you never truly achieved the results you desired; however, you found a way to manipulate metal with the magics you utilized in your research. Now you have imbedded this sorcery into your veins and are able to effect any metal with a sorcerous command.

As wonderfully strange and innovative as this new research is, you have grimly discovered its permanency. The more you utilize it, the less organic your body becomes. Your use of alchemy is slowly transforming your body into the very metals it has mastery over. What the end product of this transformation will be, you can only wonder in mixed horror and burning curiosity.

Whenever you would gain a level, increase your max HP by 1. You ignore the -1 from the Clumsy tag whenever you make +INT rolls.

REBELLIOUS ARMS (INT)

When a foe wields a metal weapon and you use your magic to turn that weapon against them, roll +INT. *On a 10+, the weapon attacks its owner and the foe deals their damage to themselves or they become distracted as they try to wrestle for control of their weapon.

*On a 7-9, as above but choose one of the following:

- When the owner regains control of their weapon, they will focus their attacks on you.
- Another weapon of the GM's choice attacks its wielder.
- You exhaust yourself to control the spell, getting a -1 forward to your next roll.

TREACHEROUS TRAPPINGS (INT)

When a foe is wearing metal armor or protective gear and you use your magic to turn their armor against them, roll +INT. *On a 10+, deal your damage +1 to the foe that ignores armor and the foe gets a -1 forward to their armor. *On a 7-9, as above but choose one of the following:

- Your own armor begins to constrict around you, dealing 1d4 damage to you that ignores armor.
- Another armored person of the GM's choice is effected
- The foe's armor becomes harder to manipulate after the first time, and you get a -2 forward to your next Treacherous Trapping roll against the same victim.

METALLIC MATERIALS

You start with a pouch of arcane metals (20 uses, 2 weight.) At any civilized settlement you can pay 10 coins to restore all spent uses from the pouch of arcane metals, or buy another one for 15 coins.

RACE

☐ HUMAN OR ☐ ELF

Pouch of arcane metals only weighs 1 when you carry them.

☐ DWARF OR ☐ DROW

Whenever you Make Camp underground, you can replenish 1d6 uses of your pouch of arcane metals.

☐ CYCLOPS OR ☐ MINOTAUR

Increase your damage dice to a d6.

THE FINAL RESULT

Choose one of the following that this magic will shape you into.

☐ LIFE IMITATES ART

You no longer need to eat rations to recover HP when you rest, but your form begins to stiffen as your skin slowly becomes metal. You get -1 Dexterity.

☐ FLESH WITHIN THE METAL

When you reach level 5 and level 10, you get +1 armor as your fullplate begins to fuse around you. You must always wear your ensorcelled fullplate and it cannot be removed.

BONDS

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

_____ doesn't use metal right.

The steel of _____'s weapon is going to waste.

I am astonished by _____'s understanding of magic, perhaps they are more of my equal than I thought?

THE METALLURGIST

LEVEL XP

GEAR

Your load is 7+STR. You start with ensorcelled fullplate (3 armor, clumsy, 3 weight), and trail rations (ration, 6 uses, 1 weight).

Choose your weapon:

☐ Black iron staff (two-handed, reach, whenever you would roll 7-9 on a move that would require you to spend additional uses from your pouch of arcane metals, you can spend 1 less than the amount required, 2 weight)

☐ Ferrous wand (near, doesn't require ammo, 1 piercing, 0 weight)

ADVANCED MOVES

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

☐ BRASS RAIN (INT)

When you would wish to call down rains made from sharpened shards of brass, spend 1 use from your pouch of arcane metals and roll +INT. *On a 10+, droplets of razor edged brass rain down on your foes. Choose one enemy in the Near or the Far range and deal 1d4 damage to them and to anyone standing near them. *On a 7-9, the brass rains down haphazardly and everyone in the Near distance takes 1d4 damage.

☐ COPPER COAT (INT)

When you would cast a brilliant sheen of beautiful copper over you, expend 1 use from your pouch of arcane metals and roll +INT. *On a 10+, any +CHA roll you would make is rolled as 3d6+CHA instead of 2d6+CHA until you have a rest of an hour or so or until you Make Camp. *On a 7-9, as above, but as long as you are affected by this all damage you take is doubled.

☐ IRON SHEATH (INT)

When you would will your magic to coat your body in an iron layer, expend 1 use from your pouch of arcane metals and roll +INT. *On a 10+, you can barely move and get a +8 ongoing to armor. *On a 7-9, you cannot move at all and get a +6 ongoing to armor.

☐ BRONZE BOLT (INT)

When you would focus a shard of bronze into a potent bolt of energy, expend 1 use from your pouch of arcane metals and roll +INT. *On a 10+, you deal 3d4 damage to one target in the Near range. *On a 7-9, as above, but your bolt causes unwanted collateral damage or it only deals 2d4 damage.

☐ STEEL RESOLVE (INT)

Whenever you would cast the blessings of resilient metals into the hearts of the cowardly, expend 1 use from your pouch of arcane metals and roll +INT. *On a 10+, all terrified, fleeing or disheartened allies in the Near distance immediately find an unspeakably powerful courage inside of them and master their fear. If any of them are fleeing in terror, they immediately rally together. *On a 7-9, as above, but you drain all courage from your own body to fuel the spell, and get -1 ongoing to all rolls until the danger passes.

☐ GOLD BLADE (INT)

When you would draw a shimmering sword from a nugget of gold, expend 1 use from your pouch of arcane metals and roll +INT. *On a 10+, you create a golden blade (hand, 1 weight) that can be used by anyone you gift it to. However when you wield the blade it also gains the 3 Piercing tag. *On a 7-9, as above, but you must spend 2 additional uses from your pouch of arcane metals or have the blade gain the -1 damage tag.

☐ ARMAMENT ALTERATION (INT)

Whenever you would wish to alter the properties of a weapon, expend 1 use from your pouch of arcane metals and roll +INT. *On a 10+, choose one non-range tag on your weapon to be replaced by one of the following tags: Messy, Reach, +1 damage, Two-handed. This effect is ongoing and cannot be used again while it augments a weapon. However, at any time you can end this effect. *On a 7-9, as above, but you must expend 2 additional uses from your pouch of arcane metals or have the weapon break after the alteration is lifted.

Choose three:

- ☐ Alchemist's mask (Reroll any results of 1 on any +INT roll, 0 weight)
- ☐ Steel needle instrument (hand, 0 weight) and a golden cape (0 weight)
- ☐ Ironous's crown (worn, damage dealt to you can't ignore armor, 4 weight)
- ☐ An endless supply beakers, vials and various pots (2 weight)
- ☐ Flask of liquid metal (+1 forward to any +INT, 6 uses, 1 weight)
- ☐ Dungeon rations (5 uses, 1 weight) and compass that points south.
- ☐ 2 healing draughts (heal 2d6 damage, 1 use, 1 weight)

☐ EXCAVATE (WIS)

Whenever you Make Camp or have similar downtime in the wilderness and you wish to collect minerals, roll +WIS. *On a 10+, you scour the ground and regain up to 1d8 uses from your pouch of arcane metals. *On a 7-9, as above, but you only regain 1d6 uses and your search draws unwanted attention or you fail to notice something crucial as you occupy yourself with the search for minerals.

☐ WEIGHTLESS BLESSING (INT)

When you would lift the weight of metal from yourself or one of your allies, roll +INT. *On a 10+, whoever you cast your magic on ignores the Clumsy tag on any equipment they carry. *On a 7-9, as above but you transfer the weight onto yourself and count your Load as 1 less as long as they ignore the Clumsy tag. This effect is ongoing and cannot be used again while it effects a person. However, at any time you can end this effect.

☐ WORTHLESS TRANSMUTATION

At the start of each session Hold 3. When you touch a non-magic metal object you can spend a hold to have it twist and distort, shaping it into a useless piece of metal. Any unspent hold at the end of the session is lost.

☐ RETURN FROM RUST

At the start of each session Hold 3. When you touch a rusted object you can spend a holds to return that object to its original state when it was first crafted. Any unspent hold at the end of the session is lost.

☐ RESOURCEFUL RESOURCES

You can expend 3 coins to count as a use from a pouch of arcane metals.

☐ IMPROVISED OFFERING

Requires: Resourceful Resources

You can destroy any metal object with a weight of 1 or more that you are holding to count as spending 3 uses from your pouch of arcane metals.

☐ OXIDIZING FUMES (INT)

When you will a turquoise cloud of fumes to consume your foe and ruin their equipment, expend 1 use from your pouch of arcane metals and roll +INT. *On a 10+, one foe in the Close distance gets a -1d6 forward to their Armor and their next damage roll. *On a 7-9, as above, but they only suffer -1d4 instead and you get a -1 forward to your armor and your next damage roll.

☐ EXPANDED AUGMENTATIONS I

You benefit from the following effects:

- Add the Forceful tag to the damage done from Bronze Bolt
- Add the 1 Piercing tag to the damage done with Brass Rain
- Hold 4 instead of 3 for Worthless Transmutation
- Hold 5 instead of 3 for Return From Rust

☐ EXPANDED AUGMENTATIONS II

You benefit from the following effects:

- All damage rolls for Brass Rain are a 1d6 instead of 1d4.
- Armament Alteration can effect up to 2 tags across 1 or 2 weapons.
- Steel Resolve also removes any harmful magical effects on those you rally.