



# SYNTAX 12B047-2

Machine Artificer ♦ Level: 1

## TRAITS



STR +1

DEX +1

CON +1

INT +2

WIS -2

CHA -3



## VIRTUE



## ABILITIES

**LOCKSMITH** Add +2 to all rolls to pick a lock.

**STUDENT** Add +2 to all rolls to recall history and knowledge.

**INVESTIGATOR** Add +2 to all rolls to search and investigate.

**ARTILLERIST** Spend 1 gold: Add +1 to a single Attack roll.

**TINKERER** Spend 1 gold: Add +1 bonus to any d20 roll for Str, Dex, Con, Wis, Int, or Cha.

HP 11



DEF 13

ATK +2

WEAPON:  
Crossbow

DMG D8

**GOLD:** +8

**EQUIPMENT & LOOT:**


Bonus



# SYNTAX 12B047-2

Machine Artificer ♦ Level: 2

## TRAITS



## VIRTUE



## ABILITIES

HP 14



DEF 13

ATK +3

WEAPON:  
Crossbow

DMG D10

LOCKSMITH Add +2 to all rolls to pick a lock.

STUDENT Add +2 to all rolls to recall history and knowledge.

INVESTIGATOR Add +2 to all rolls to search and investigate.

ARTILLERIST Spend 1 gold: Add +1 to a single Attack roll.

TINKERER Spend 1 gold: Add +1 bonus to any d20 roll for Str, Dex, Con, Wis, Int, or Cha.

FLAMETHROWER Spend 1 gold: Add +1 to a single Damage roll.

ARMORER Spend 2 gold: Gain a +1 Defense bonus for the Page.

### GOLD:

### EQUIPMENT & LOOT:


Bonus



# SYNTAX 12B047-2

Machine Artificer ♦ Level: 3

## TRAITS



STR

DEX

CON

INT

WIS

CHA



## VIRTUE



## ABILITIES

HP 19

DEF 14

ATK +4

DMG 2d6

WEAPON:  
Crossbow

- LOCKSMITH** Add +2 to all rolls to pick a lock.
- STUDENT** Add +2 to all rolls to recall history and knowledge.
- INVESTIGATOR** Add +2 to all rolls to search and investigate.
- TOOL EXPERT** Lockpick Tools and Map & Compass give a +3 additional bonus.
- ARTILLERIST** Spend 1 gold: Add +1 to a single Attack roll.
- TINKERER** Spend 1 gold: Add +1 bonus to any d20 roll for Str, Dex, Con, Wis, Int, or Cha.
- FLAMETHROWER** Spend 1 gold: Add +1 to a single Damage roll.
- ARMORER** Spend 2 gold: Gain a +1 Defense bonus for the Page.
- ELIXIR** Spend 1 gold: Restore 1 Health, up to your maximum health.

### GOLD:

### EQUIPMENT & LOOT:


Bonus

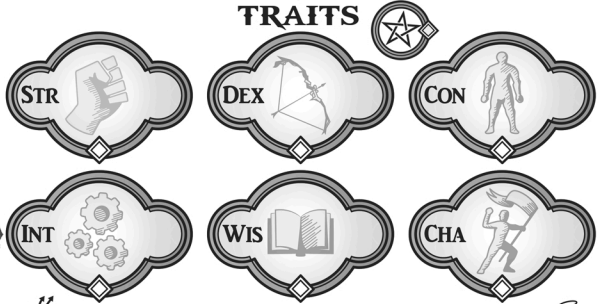




# SYNTAX 12B047-2

Machine Artificer • Level: 5

## TRAITS



## VIRTUE



## ABILITIES

**HP** 27

**DEF** 15

**ATK** +5

**DMG** 2D12

**WEAPON:**  
Crossbow

- LOCKSMITH** Add +2 to all rolls to pick a lock.
- STUDENT** Add +2 to all rolls to recall history and knowledge.
- INVESTIGATOR** Add +2 to all rolls to search and investigate.
- TOOL EXPERT** Lockpick Tools and Map & Compass give a +3 additional bonus.
- ARTILLERIST** Spend 1 gold: Add +1 to a single Attack roll.
- TINKERER** Spend 1 gold: Add +1 bonus to any d20 roll for Str, Dex, Con, Wis, Int, or Cha.
- FLAMETHROWER** Spend 1 gold: Add +1 to a single Damage roll.
- ARMORER** Spend 2 gold: Gain a +1 Defense bonus for the Page.
- ELIXIR** Spend 1 gold: Restore 1 Health, up to your maximum health.
- SALVAGE** Turn any Magical Equipment (Helm, Boots, Ring, etc.) into 25 gold.
- TONIC** Spend 4 gold: Remove Poisoned and Cursed conditions.
- ALCHEMIST** Spend 4 gold: Change 1 potion in your inventory to any other type of potion. This potion can't be re-sold.

### GOLD:

### EQUIPMENT & LOOT:

Blank area for recording gold and equipment/loot.



# SYNTAX 12B047-2

Machine Artificer • Level: 6

## TRAITS

STR DEX CON

INT WIS CHA

## VIRTUE



## ABILITIES

HP 31

DEF 16

ATK +6

DMG 3D8

WEAPON:  
Crossbow

### GOLD:

### EQUIPMENT & LOOT:

- LOCKSMITH** Add +2 to all rolls to pick a lock.
- STUDENT** Add +2 to all rolls to recall history and knowledge.
- INVESTIGATOR** Add +2 to all rolls to search and investigate.
- TOOL EXPERT** Lockpick Tools and Map & Compass give a +3 additional bonus.
- ARTILLERIST** Spend 1 gold: Add +1 to a single Attack roll.
- TINKERER** Spend 1 gold: Add +1 bonus to any d20 roll for Str, Dex, Con, Wis, Int, or Cha.
- FLAMETHROWER** Spend 1 gold: Add +1 to a single Damage roll.
- ARMORER** Spend 2 gold: Gain a +1 Defense bonus for the Page.
- ELIXIR** Spend 1 gold: Restore 1 Health, up to your maximum health.
- SALVAGE** Turn any Magical Equipment (Helm, Boots, Ring, etc.) into 25 gold.
- TONIC** Spend 4 gold: Remove Poisoned and Cursed conditions.
- ALCHEMIST** Spend 4 gold: Change 1 potion in your inventory to any other type of potion. This potion can't be re-sold.
- FORGE MASTER** Spend 4 gold: Add an additional d4 on all Attack and Damage rolls for the Page.

☆ Bonus ☆