Syntax 12B047-2

Machine Artificer ◆ Level: 1

Traits

Str	+1
Dex	+1
Con	+1
Int	+2
Wis	−2
Cha	−3

Virtue

−10 −5 0 +5 +10

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
Dmg	d8

Weapon: Crossbow

Gold: +8

Equipment & Loot:

Bonus

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Machine Artificer • Level: 2

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

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.
Flamethrower	Spend 1 gold: Add +1 to a single Damage roll.
Armorer	Spend 2 gold: Gain a +1 Defense bonus for the Page.

Hp 14

Def 13

Atk +3

Dmg d10

Weapon: Crossbow

Gold:

Equipment & Loot:

Bonus

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Machine Artificer • Level: 3

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

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.
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.

Hp 19

Def 14

Atk +4

Dmg 2d6

Weapon: Crossbow

Gold:

Equipment & Loot:

Bonus

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Machine Artificer • Level: 4

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

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.
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.

Hp 24

Def 15

Atk +5

Dmg 2d10

Weapon: Crossbow

Gold:

Equipment & Loot:

Bonus

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Machine Artificer • Level: 5

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

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.
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.

Hp 27

Def 15

Atk +5

Dmg 2d12

Weapon: Crossbow

Gold:

Equipment & Loot:

Bonus

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Machine Artificer • Level: 6

Traits

Str	Dex	Con
Int	Wis	Cha

Virtue

-10 -5 0 +5 +10

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.
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.

Hp 31

Def 16

Atk +6

Dmg 3d8

Weapon: Crossbow

Gold:

Equipment & Loot:

Bonus