

NAME

NOTICE THINK

REACT WITHSTAND

REACTIONS

I'M A

(PERSONALITY)

(ARCHETYPE)

WHO

(QUIRKS)



TRAUMA THREE TRAUMA REQUIRES YOU TO SACRIFICE



ADRENALINE SPEND ADRENALINE TO REROLL AND ADD A BONUS DIE

APPEARANCE

I LOOK LIKE:

I'M USUALLY WEARING:

I'M ALWAYS CARRYING:

RACE Dragonborn, Dwarf, Elf, Gnome, Halfling, Human, Mousefolk, Tiefling,

GEAR

WEAPON. You use Improvised Weapons. You rarely carry weapons, but may reach for the following if pressed. Choose one:

- Bottle. (use Improve) Prybar. (use Improve)
 Cane. (use Improve) Torch. (use Improve, one-time use)
 Knife. (use Aim)

HISTORY

AN ALCHEMICAL MISHAP... How did one of your past experiments go wrong? Choose one or defer this choice until narratively appropriate:

- BURNED MY LUNGS. I speak in a rasp.
 SCARRED MY SKIN. You can see the muscles underneath.
 FRACTURED MY SOUL. I can hear whispers of the damned.
 KILLED MY PARTNER. They got a lethal dose. It was all my fault.

SYMBOLGY. You've learned the secret codes of alchemy and gain Advantage on any roll you make to decipher similar secret codes.

LABORATORY WORK GAVE ME... What have you gained through your experiments? Choose one:

- QUICK REFLEXES. Gain +1 to React.
 A STRONG STOMACH. Gain +1 to Withstand.

BOMBS. You can use the Typical Effects of Concoct to brew a batch of three explosive vials. These vials are one-time use weapons that use Improve and gain +2 dice.

BLOOD ON THE LENS ALCHEMIST

You've got a talent for alchemy. Maybe you brew up healing remedies, potions of luck, or magical moonshine. Your ingenuity can get you through a lot, but can you adapt when things go terribly wrong?

MOTIVE

FEAR

NOTES

PRONOUNS: /

NEW ACTION: CONCOCT

Brew a potion with one of the following effects. A player can drink a potion on their turn. Potions become unusable at the end of the session. You can use this Action twice per session.

- 3 You can use it three times per session. 5 Four times per session.

Typical Effects:

- Choose Luck or an Action. Gain +1 the next time you make that roll.
Create a mixture that emanates enough smoke to fill a room.
Distill an extremely flammable alcohol.

Big Effects (When you roll two or more 5s or 6s):

- Choose Luck, an Action, or a Reaction. Gain +1 to that roll until the end of the scene.
Negate the next time you suffer Trauma before the end of the session.
Concoct poison that renders the drinker unconscious for an hour.

Glitch (The Director chooses one of the following on a Failure):

- The potion explodes. Suffer 1 Trauma.
The fumes give you Disadvantage on rolls until the end of the scene.
The potion becomes foul-smelling water and has no effect.

MY LABORATORY. You conduct your research out of a small personal laboratory. What's it like?

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

CONCOCT

CREATING AN ALCHEMIST

Choose a Personality. Sum up your personality in a word or two.
Pick a Quirk. Come up with something unique, funny, or special about yourself.
Choose your Motive. Your motive is the thing you want or believe in most. This is what drives you on a fundamental level. You have Advantage when acting in furtherance of your motive.

Choose your Fear. Fears stand in the way of accomplishing your motive. These might be simple phobias or abstract ideas, like not knowing where you fit in. The GM can force you to act in accordance with your fear, even when you don't want to.

Actions and Reactions. Gain +1 to any three Actions or Reactions of your choice.

Everything Else. Fill out every box that doesn't have a star for higher levels.

LEVELING UP

Level:
At the start of each episode, the GM gives you two Beats—secret narrative goals written on cards. If you can achieve one of these Beats, reveal that card to the other players and, at the end of the episode, you gain a level.
When you gain a level, fill in that level's dots; this unlocks new Actions and traits.

IMPROVEMENT. Gain +1 to two different Actions or Reactions of your choice.

