

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: _____

SPECIES Amoeboid, Avia-Ra, Elf, Nautilid, Human, Orc, Skathári, Vect, Wrothian, _____

GEAR

WEAPON. You use Standard Weapons. Along with a slew of gadgets, which weapons have you created? Choose two:

Arc Baton. (use Aim, +1 die against people [1/Scene])

Battlefist. (use Force, +1 die against people [1/Scene])

Plasma Cutter. (use Improve, +1 die against objects/machines [1/Scene])

Thermal Lance. (use Improve, +1 die against supernatural [1/Scene])

HISTORY

MY LONG-TERM PROJECT. What are you working in your free time to create? Choose one:

A cutting-edge starship A new, mechanical body

An experimental blaster _____

HISTORY

I LEARNED IT IN... What's your education in technology? Choose one or defer this choice until narratively appropriate:

I just sort of picked it up. Machines speak to me.

I was an engineer for the Hegemony. Left a bad taste in my mouth.

I was an agent for the Firm, cracking vaults and hacking cameras.

I'm actually a Low-Worlder. I used to tinker with radios in my free time, and robotics ain't so different.

DECONSTRUCT. You can reroll any Weapon roll you make against constructs or machines.

QUICK AND DIRTY. In a Life-or-Death scene, you can make an Invent roll and take another Action on the same turn. (1/Scene)

BLOOD ON THE LENS

GADGETEER

You've got a talent for tech. Maybe you have a slew of engineering degrees, experience with starships, or uncanny intuition for machines and their workings. You can build a gadget to solve most any problem, but what happens when a problem can't be solved?

MOTIVE

FEAR

NOTES

PRONOUNS: /

ACTION

NEW ACTION: INVENT

Build a high-tech gadget that lasts until the end of the session. You can use this Action once each session.

3 You can use this Action twice per session.

- Typical Effects:
- Deploy a small drone with a camera.
 - Nullify the gravity of an object or creature until the end of the scene.
 - Produce thermal or infrared goggles.

- Big Effects (When you roll two or more 5s or 6s):
- Create a high-voltage trap.
 - Emit a pulse that disables machines until the end of the scene.
 - Toss a thermobaric grenade.

- Glitch (The Director chooses one of the following on a Failure):
- The gadget explodes. Suffer 1 Trauma.
 - The gadget initially appears to work, but suffers malfunctions.
 - The gadget rejects your commands and goes haywire.

UNSTABLE UPGRADE. Choose one of you or your allies' weapons. It gains +1 die until the end of the session. When a Weapon roll using it rolls a failure, the weapon malfunctions and can't be used for the rest of the scene. (1/Session)

CONSTRUCT COMPANION. You have a mechanical friend such as an android, mechanical dog, or artificial intelligence. Who is your construct companion and what do they look like?

ACTIONS

AIM

CONVINCE

FORCE

IMPROVISE

INVESTIGATE

RUSH

SNEAK

INVENT

CREATING A GADGETEER

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.

