ARTISAN
SAPPER

Career Skills: **Alchemy, Athletics, Brawl, Crafts, Engineering, Negotiation, Perception, Resilience | Engineering, Gunnery, Resilience, Vigilance**

CONSTRUCTION SPECIALIST
Remove ■ per rank of Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.

COST 5

TOUGHENED
Gain +2 wound threshold.

COST 5

DURABLE
May reduce any critical injury suffered by 10 per rank of Durable to a minimum of 1.

COST 5

SELECTIVE DETONATION
When using a weapon or spell with the Blast quality, spend ⚙ to exclude 1 target that would be affected by the explosion, up to ranks in Time To Go.

COST 5

KNOWN SCHEMATIC
Once per session, may perform the Known Schematic maneuver: make a Hard Crafts or Engineering check to gain familiarity with a building or device's design.

COST 10

MIND OF WHEELS
Remove ■ per rank of Mind of Wheels from all Crafts and Engineering checks.

COST 10

CONSTRUCTION SPECIALIST
Remove ■ per rank of Construction Specialist from checks to construct defenses, positions, fortifications, and similar projects.

COST 10

POWERFUL BLAST
Increase the Blast damage dealt by explosives, explosive weapons, and magic by 1 per rank of Powerful Blast.

COST 10

TIME TO GO
When using a weapon or spell with the Blast quality, spend ⚙ to exclude 1 target that would be affected by the explosion, up to ranks in Time To Go.

COST 15

DURABLE
May reduce any critical injury suffered by 10 per rank of Durable to a minimum of 1.

COST 15

IMPROVISED DEFENSES
May make an Average Engineering check to fashion small defenses, which can provide cover for up to 4 characters for the rest of the encounter.

COST 15

POWERFUL BLAST
Increase the Blast damage dealt by explosives weapons and spells by 1 per rank of Powerful Blast.

COST 15

TRICK UP HIS SLEEVE
May spend a Destiny Point to use a Trick Up His Sleeve incidental: produce a previously undocumented item or weapon, with restrictions, from a tool belt, pack, or satchel.

COST 20

STRONG ARM
Treat thrown weapons as if they had 1 greater range.

COST 20

IMPROVISED DETONATION
Once per session, may take the Improvised Detonation action: make a Hard Crafts check to build an explosive device whose damage is equal to Intellect + ranks in Crafts + ✲.

COST 20

MASTER GRENADIER
Decrease the advantage cost to activate the Blast quality on any weapon by 1 to a minimum of 1.

COST 20

MASTER DEMOLITIONIST
When resolving an attack from an explosive weapon or spell, may spend ⚙⚙⚙ or ⊕ to have the weapon's Blast quality affect all characters within short ranged (instead of engaged). If the explosion normally affects all characters within short range, then the range of the effect is increased to medium range instead.

COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

COST 25

IMPROVISED POSITION
May make a Hard Engineering check to construct a secure position. This provides cover for the group and its mounts.

COST 25

MASTER ARTISAN
Once per encounter, may use the Master Artisan incidental: suffer 2 strain to decrease the difficulty of the next Crafts or Engineering check by 1, to a minimum of Easy.

COST 25