


ARTISAN WRIGHT


Career Skills: **Alchemy, Athletics, Brawl, Crafts, Engineering, Negotiation, Perception, Resilience | Coercion, Crafts, Melee-Light, Streetwise**

INVENTOR ◆

When making a Crafts check, may add  to the check equal to ranks of Inventor. In addition, you may attempt to reconstruct devices you've heard described but have not seen or have any plans for.

COST 5

MIND OF WHEELS ◆

Remove  per rank of Mind of Wheels from all Crafts and Engineering checks.


COST 5

TOUGHENED ◆

Gain +2 wound threshold.

COST 5

MIND OF WHEELS ◆

Remove  per rank of Mind of Wheels from all Crafts and Engineering checks.

COST 5

GO WITHOUT ◆

Once per session, count as having the right tools for the job when performing the next skill check.


COST 10

ENDURING ◆

Gain +1 soak value.

COST 10

INVENTOR ◆

When making a Crafts check, may add  to the check equal to ranks of Inventor. In addition, you may attempt to reconstruct devices you've heard described but have not seen or have any plans for.

COST 10

REDUNDANT SYSTEMS ◆

Once per session, may take the Redundant Systems action: make an Average Crafts check to harvest components from a functioning device to repair a broken one without breaking the first device.



COST 10

QUICK FIX ◆

May spend a Destiny Point to temporarily repair one item you are currently engaged with. For a number of rounds equal to ranks in Crafts, the item may be used without penalty (even if it is unusable). When the effect ends, the item becomes damaged even further or destroyed.


COST 15

EYE FOR DETAIL ◆

When rolling a Crafts or Engineering check, may suffer strain up to ranks in Eye For Detail to convert that many  into .

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COST 15

TALK SHOP ◆

May use this talent when making a Charm check targeting a craftsman, engineer, scientist or similar individual to count ranks in Charm as equal to ranks in Crafts.

COST 15

HARDHEADED ◆

When Staggered or Disoriented, may take the Hardheaded action: make a Daunting Discipline check to remove the status. This difficulty is reduced by 1 per rank of Hardheaded.

COST 20

JURY RIGGED ◆

Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

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Choose 1 weapon, armor, or other item and give it a permanent improvement while it remains in use.

COST 20

KNOWN SCHEMATIC ◆

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

COST 20

DEDICATION ◆

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

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

HOW CONVENIENT ◆

Once per session, may use this talent to make a Hard Crafts check. If successful, one device involved in the current encounter (subject to GM's approval) spontaneously fails.

COST 25

STROKE OF GENIUS ◆

Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.

COST 25