

THE SCOUT

Scouts are straightforward people. Trained in navigating any terrain and pathfinding for less mobile troops, scouts are often the eyes and ears for their Astir allies.

NAME _____
DEFY SENSE KNOW CLASH TALK

When fighting on foot, your approach is: **mundane**

You Look:
wild cold sharp cocky brash

You Wear:
gleaming plate well-worn uniform survivalist's gear rugged leathers

You Fight With:
brute strength dextrous moves practiced discipline raw tenacity

GEAR

1 Scout Weapon
2 Scout Equipment
Any tier I weapons that feel appropriate
Clothes that match your look

SCOUT EQUIPMENT

Maps and Charts (You can always find a route)
Gatherer's Tools (You can always feed your party)

SCOUT WEAPON

Astircleaver II (melee / bane, cleave, 2H)
Crossbow+ II (ranged / infinite, blitz, 2H)
Force Ballista II (sniper / reloading, ruin, 2H)

First Aid Kit (You can tend to basic injuries)

Traps and Nets (You can always set up a defence given time)

risk peril

risk peril

risk peril

MOVES

Field Scout

You can wield tier II weapons without much difficulty, can reload weapons easily while on the move or under fire, and don't need to bite the dust when threatened by harm from a higher tier than you.

When you hold your own against Astirs or show yourself completely above the rank-and-file, advance a GRAVITY clock with someone who sees you and is impressed.

Mobility

When you're fighting somewhere with the room to be acrobatic and mobile, roll +DEFY. On a 10+, hold 3. On a 7-9, hold 1. You can spend 1 hold at any time to do one of the following;

- Escape from something that binds, traps or impedes you
- Acquire high ground or a defendable position
- Get to somewhere or something before others can
- Avoid an incoming source of physical harm.

Improvisation

At the beginning of a Sortie, hold 3. You may spend 1 hold to change your approach for a single move. Explain to your Director what you did or used to do this.

Patch Job

When you **cool off** to remove a *risk* or the 'overheating' tick from an Astir, you can do it in a few moments rather than minutes, even while the Astir is still moving. Instead of the usual result, on a 7-9 you attract unwanted attention.

Natural Leader

When participating in a group move, you can always make the roll in place of whoever has the lowest relevant trait.

Pathfinding

When you're leading a group that is travelling a long distance, hold 3, and spend it 1-for-1 on the following options while you travel;

- You lead the group past an area of difficult terrain without issue.
- You find a comfortable, sheltered place to set up camp.
- You're familiar with the area; **dispel uncertainties** regarding it or the things in it with Advantage.
- You find a shortcut, reducing the length of your journey but adding complications.

Strong As Hell

You can carry and wield tier III weapons by taking a *risk*

Guerilla

When you attempt to evade detection or sneak past others, roll +KNOW. On a 10+, choose 2. On a 7-9, choose 1, or choose 2 and take a *risk*.

- You avoid detection.
- You find something hidden or forgotten.
- You find a good vantage point to strike a foe from.
- You find a way to allow others to follow you without being detected.

Team Player

When you **read the room**, you may pass the information you gain along and allow an ally to act with Advantage instead of you.

When you do so, you may start a GRAVITY clock with them or advance an existing one.

THE CAPTAIN

Even the best of teams need guidance. Overlooking sorties from the Carrier's helm, the Captain commands the crew and ensures those in the field get the help they need.

NAME _____
DEFY SENSE KNOW CLASH TALK

When fighting on foot, your approach is: **mundane**

You LOOK:
noble upright callow eager intimidating

You WEAR:
immaculate uniform casual clothes armoured clothing officer's coat

You LEAD WITH:
gut feelings well-informed advice stoic instruction tested experience

GEAR
2 Ornate Weapons
1 Bonus Carrier Module
Clothes that match your look

ORNATE WEAPONS
Gilded Sidearm I (ranged / blitz, distinct)
Ruinlock I (ranged / **profane**, reloading, ruin)
Duelist's Blade I (melee / bane, distinct)
Arcane Mantle I (ranged / **arcane**)

CARRIER MODULES
Construct Sensors (Can detect & identify II-V magical constructs approaching the Carrier) ■
Sending Stones (Can send long-distance messages quickly) ■
Construct Bay (Steed Golems for everyone) ■
Cloaking Rituals (Can hide the Carrier from sight)

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MOVES

Coordinator

When you roll a 10+ to **help or hinder** and choose to help, give increased level of success instead of Advanatage.

When you roll a 6 or below while rolling +CREW, advance a GRAVITY clock with someone who has put their trust in you.

In Command

You are the Carrier's captain, and naturally have command of its crew. While at the helm of the Carrier, you may order the crew to;

- **Exchange blows** and **strike decisively** with +CREW, using the Carrier's Armament.
- **Weather the storm** with +CREW to perform evasive actions.
- **Read the room** with +CREW to assess the battlefield.

Additionally, both Carrier and crew are part of your character as far as *risks* and *perils* are concerned, just like an Astir is an extension of its channeler. You are defenceless at 4 dangers while at the helm of your Carrier, rather than 3.

Tactical Genius

When you're supervising allies from afar during a Sortie, you can lever your tactical know-how into better positioning. Take 3 hold at the start of a Sortie, and spend it 1-for-1 to do the following;

- Remove one *risk* from an ally.
- Give an ally Advantage on their next move, describing how you advise or support them.
- Have an ally appear somehow in a place they are needed.

Resupply Priority

Your Carrier gains 1 SUPPLY whenever you start Downtime.

Fire Support

When you provide instruction and call shots for the Carrier's crew, you may **exchange harm** and **strike decisively** using +KNOW and the Carrier's Armament.

Force Multiplier

You acquire something - a tool, a ship upgrade, a caged malevolent sentience, etc - that allows the Carrier and its staff to operate far better than usual, but it has a downside. Once per Sortie you may increase your level of success on a move, but choose 1;

- It whispers in your ear - change one of your Ideals to represent its demands.
- It's *fragile* and prone to being damaged or broken.
- It takes up a lot of resources - spend 1 SUPPLY on it when someone **leads a Sortie**, or it stops working until you reawaken it by spending 3.

Human Resources

When you **read the room**, you may also choose from the following questions;

- What is the crew's mood like?
- Who is responsible for a problem onboard the Carrier?
- What could be a problem for the crew in the immediate future?

Surprise Requisition

When you dispatch supplies to another character or reveal something extra you had them deployed with all along, roll +CREW. On a 10+, choose 1 for free. On a 7-9, you had to requisition that gear personally - pay 1 SUPPLY, or drop 1 Stake from a Faction as they spread themselves thin to help you.

- A weapon rendered unusable by damage or lack of ammo is replaced/rearmed.
- A weapon gains the *bane* tag until the end of the Sortie.
- A weapon gains the *ruin* tag for one shot or strike.
- A piece of Gear is airdropped and can be used until the end of the Sortie.

Information Network

When you have your crew search for information, you may **dispel uncertainties** with +CREW.

When you contact your superiors for relevant intel, you may **dispel uncertainties** with +TALK.

THE ARTIFICER

Between necessary repairs and wholly unnecessary tinkering, Artificers do their best to keep their allies equipped and their Astirs functioning.

NAME _____
DEFY SENSE KNOW CLASH TALK

When fighting on foot, your approach is: **mundane**

YOU LOOK:
tough filthy punky weary wise

YOU WEAR:
pristine overalls casual clothes patched jumpsuits homemade armour

YOUR HANDIWORK LOOKS:
clean and utilitarian fancy and artistic like it barely holds together unremarkable

GEAR
2 Artificer Tools
1 Transport or Service Golem II
Construct Manuals (*dispel uncertainties*)
regarding construct & Astir design with Advantage)
Clothing that matches your look

ORNATE WEAPONS

Heavy Wrench I (*melee / bane*)
Beam Cutter I (*melee / reloading, ruin, decisive*)
Steelfuser I (*ranged / elemental*)
Alchemical Gel I (Advantage when **cooling off** to

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MOVES

Expert Repairs

You're an expert at fixing broken constructs, and gain an additional downtime move which you can only spend to mend something. Additionally, you may **mend something** with +KNOW if you wish. When you tend to someone's body or Astir, advance a GRAVITY clock with them if you have one.

Jury-Rigger

When you take random parts or objects and attempt to create something useful out of them, roll +KNOW. On a 10+, choose 3. On a 7-9, choose 2;

- It fits the purpose you had in mind.
- It stops working after hours, not minutes.
- It doesn't explode when it stops working.
- It doesn't look like garbage stuck together.

Augmenter

When you **work on a project** during Downtime, you may fill an additional clock segment on a result of 10+ or 7-9.

You may **work on a project** to create and install magical enhancements or alterations to living creatures.

Arcane Generator

You've built a magical device, small enough to be worn on your back or at your hip, that generates arcane power for you. When you start it up, roll +KNOW. On a 10+, you are considered to have CHANNEL at +2. On a 7-9, you have CHANNEL at +1 instead. This lasts for the duration of a Sortie.

Should the generator be broken or damaged you lose your CHANNEL score, and if you are currently piloting an Astir the connection is severed (meaning it shuts down). It has the *magic* and *distinct* tags.

Counterspell

When you use your expertise in magical machinery to try and break a construct or magical mechanism, you may **exchange blows** and **strike decisively** with +KNOW using the following profile;

- Counterspell III (*melee / slow, ruin*)

From Scratch [Requires: Arcane Generator]

When you tap into magical power to create something long-lasting quickly, roll +CHANNEL. On a 10+, you can create something as big as a tower or as complex as a lock, and it takes but a few minutes of work. On a 7-9, choose 1;

- You must overclock your generator to do so - reduce your CHANNEL to -1.
- You are unable to conjure any sturdy materials, and everything you have built has the *fragile* tag.
- The work is taxing - take the *peril* (exhausted).

Field Testing

You're used to testing out new equipment, and can easily get to grips with new tech. Take Advantage when trying to use, analyse, or figure out something about unfamiliar equipment, constructs, or similar magical machinery.

It's A Prototype

Once per Sortie, you may reveal what prototype upgrade you've made to a Astir that you reasonably had access to recently. When you do so, choose 2;

- You didn't have to disassemble anything for parts.
- Your invention doesn't draw unwanted attention.
- The upgrade burns out at the end of the Sortie, rather than after one use.
- Using the upgrade isn't dangerous in any way.

Combat Engineer

You supplement your Artificer training with something more conventional - choose a move from the Scout list instead and a piece of Scout Equipment.

THE DIPLOMAT

Not every war is fought with weapons. For a Diplomat, the battlefield is a boardroom, the landmines are a host's hospitality and the only weapon you need is a winning smile.

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YOUR HANDIWORK LOOKS:
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GEAR

1 Diplomacy 'Tool'
3 'Diplomacy' Tools
Clothing that matches your look

'DIPLOMACY' TOOLS

Listenbugs (overhear anyone during Downtime near a bug you've hidden - they're *fragile*)
Lockpicks (Useful for picking locks)
Silencing Matrix (Removes all noise from a tier I weapon)

DIPLOMACY 'TOOLS'

Frost Charms I (*ranged / restraining, elemental*)
Fencing Blade I (*melee / defensive, distinct*)
Arcane Dagger I (*melee / bane, small, arcane*)
Shimmershape Clothing (Clothing can magically change colour and design)
Agents (take *shore leave* with Advantage when searching for info or evidence)
Transport (You have a mount/vehicle that's fast and quiet - probably a tier II construct)

risk peril

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MOVES

Negotiator

You may **read the room** with +TALK when mediating or taking part in a conversation/discussion. When you successfully negotiate or advocate for something important to you, advance a GRAVITY clock with another party in the discussion.

Under The Table

When you set up a clandestine meeting, choose 2;

- There's no risk of an ambush or interference.
- Third parties aren't privy to the contents of the meeting.
- All parties are willing to discuss in good faith.

Sharp Tongue

When you **exchange blows** with +TALK, on a roll of 12+ your opponent is put in *peril*.

Sharper Knives

Daggers and other *small* weapons are your forte; you can always keep at least one concealed on your person, no matter how well checked, and you **strike decisively** with Advantage while using one to cause harm. You probably struggle not to show off or toy around with knives in casual situations. It's unsettling.

Connected

When you meet someone of note, roll +TALK. On a 10+, you're familiar with them, and you may choose whether their view of you is positive or negative. On a 7-9, as previous, but the GM decides how they think of you.

Irrefutable

When you argue or advocate for something and back up your point of view with hard evidence or facts, hold 1. When you reach 3 hold, you may spend them to **strike decisively** with +TALK against someone who isn't defenceless.

Stir The Crowd

When you attempt to inspire dissent against the Authority, roll +TALK. On a 10+, choose 1. On a 7-9, choose 2, or let your GM choose 1.

- It takes a tragedy to truly galvanise people.
- In doing so, you become known and targeted.
- You have no control or influence over any acts of protest.
- People feel better, but nothing really changes.

Beaurocrat

When you would **exchange blows** with +TALK to slow someone down or distract them with regulations, bylaws, or whatever piece of red tape you can think of, you also choose one from the below even on a fail;

- You're not lying - they'll really be in trouble if they don't listen to you.
- You can hold them up for more than a brief moment.
- You don't seem suspicious.
- You don't need to take a *risk*.

Shree Klime

During Downtime, you may also prepare an alias or disguise when you **make plans**. Most people will believe you are who you say you are, unless you're disguised as someone they're very familiar with, or they are given reason to thoroughly check your person or any identification. You may spend the hold from **making plans** 1-for-1 to supplement your disguise with the following;

- You have ID that is either legitimate or so well faked it is impossible to tell the difference.
- There's a reason or expectation for someone fitting your disguise to show up.
- You've had something useful planted ahead of time - select a weapon or piece of equipment (one you have access to) to be hidden just where you'll need it.

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|-----------------------|--|--------------------------|--|--------------------------|--|--------------------------|
| | | | | | | CREW |
| | | | | | | V |
| CARRIER LAYOUT | | | | | | |
| LV1 | | <input type="checkbox"/> | | <input type="checkbox"/> | | <input type="checkbox"/> |
| LV2 | | <input type="checkbox"/> | | <input type="checkbox"/> | | <input type="checkbox"/> |
| WEAPON | | | | | | |
| WEAPON | | | | | | |

ASTIR & MISC

GRAVITY

NOTES, GEAR, ETC.

When you earn an advancement, you may choose from the options below:

- Choose a new Move from your playbook (up to 3).
- Increase a Trait by 1, to a max of +3.
- Rewrite as many of your Ideals as you want.

Once you have marked off 3 of the above, you can choose from the additional options found in the 'Advancement' section of the *Armour Astir: Advent* core book.

IDEALS