

# EXPERIMENTATOR

Your calling is to try new things, to look for old ones and explore technologies both current and those of forgotten eras. A tinkerer, an engineer, an alchemist, and explorer...

## Starting gear

- 3d6 gold pieces
- Rations(3 uses)
- Lantern - Solar
- Cudgel d6
- Field toolkit - based on your field
- Resources (3 uses) - based on your field



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Names: Amias, Emmeline, Karolis, Kosma, Peijo, Rúta

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d6

What is your main field of experimentation?

1

New things – You use contemporary tools and items, and perhaps some old artefacts, in order to make technological breakthroughs – **work tools, bolts and various metal pieces** (3 uses).

2

Old things – You look for artefacts of yore and try to restore them – **archaeological tools, an old tome and an assortment of gem dusts** (3 uses).

3

Nature – You seek rare plants and look for new uses of them. **Distillery kit, vitriol** (3 uses).

4

The Sun – You want to harness the power of the sun and seek to fuse it with magic and/or technology. – **Small solar collector, Imbued clay** (3 uses).

5

Magic – You pursue magical items and resources and look to imbue their power into mundane tools, objects or weapons. **Enchanting equipment, rune carving templates** (3 uses).

6

Flesh – You focus on the hybrid of flesh and technology or magic, bringing life where it once was (and, perhaps, ought not to be) – **Book of the Dead, prosthetic blue prints, embalming equipment** (3 uses).

d6 What experimental device are you the proudest of?

- 1 **Self-cleaning ceramic**, which you currently use in your **Canteen**.
- 2 **Small portable distillery**, specifically intended for mushrooms.
- 3 **Solar flame disk for lanterns**. Lasts for 24 hours, then needs to be recharged for a shift on the sun.
- 4 **Small rune engraved ball**. Once a day, you can throw it at yours, or someone's feet, to create a sphere that protects from one attack of any strength.
- 5 **Robotic nose**. Functions on a clockwork windup mechanism. You can send it to run around and smell up to a distance of 30 meters.
- 6 **Rifle of Light** - (d12 bulky), shoots projectiles of light (6 uses), that pierce resistance to normal weapons. After the cartridge is used up, it needs to be recharged a full day in the sun.

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