

"I've got to pry it open and take a look inside"
- Artefis Wayland

The Mad Scientist

You stand between worlds. While others see only material reality, you perceive what lies beyond—spirits that linger, dreams that manifest, and the Otherworld bleeding through. This gift isolates you. People fear what you see, doubt what you know, and resent truths you reveal.

But the presence of the Otherworld speaks to you, the Dreamscape opens before you, and phenomena that terrify others become navigable territory. You translate the incomprehensible, commune with what lies beyond, and walk paths where few dare to tread.

Motivation

Novelty — You are drawn to everything new that hasn't been discovered.

Darkness

Obsession — The work consumes you. You do not notice what you will destroy to feed it.

Complication

Overclocked (Prosthetic Arm): When Artefis fails a Pushed action using her prosthetic arm, the arm malfunctions and becomes unusable until repaired. She cannot make actions with both hands. While her prosthetic arm is unusable, Artefis is considered one-armed. All **Creation Actions** are at **Formidable Difficulty (3 Successes)**.

Significant Items

Missus Pry (Gear): A pry tool fashioned in the miniature brass likeness of a lady, mounted on a rod with a hydraulic pressure handle. Its reverse-opening jaws can force open doors and other mechanisms. It can also be used as an improvised weapon.

Damage: +1 Harm, **Improvised (-1P)**

Impact: +2 on **Breaking and Entering Undertakings**

Brass Ball of Wonders (Gear): A versatile clockwork device that Artefis made on her own after "obtaining" some of the Clockwork Faction's devices.

Auto-Lockpick: Affixed to a door or other surface, its winding mechanism manipulates the lock through a series of angles and lengths until it opens it. It performs a lockpicking Undertaking with a dice pool of 3 (2d6 + 1d8).

Smoke Bomb: When thrown, it releases a dense cloud of smoke in a 2 m radius. Characters within the area can avoid the effect at Hard Difficulty.

Alarm: Its winding clockwork mechanism can be set to sound an alarm after a specified interval.

Focus Abilities

Prosthetics (Abomination Ability): Passive
When not hiding their physical peculiarities, characters with Abomination abilities have a **Flaw on Social (Intimacy)** rolls. For each point in Prosthetics, mark **1 Permanent Harm** on the Harm Track and gain **1 Armor**. Armor can be reduced due to wear or damage, prosthetics require maintenance.

Integrated Extra Tools (Prosthetics Ability):

Her mechanical arm incorporates lenses, screwdrivers, tongs, cutters, and other tools. It provides **2 Impact** worth of integrated tools, which can be stored within the arm. The tools can be replaced or modified as needed.

Iron Grip (Prosthetics Ability): Pushed beyond normal specifications, the mechanical arm can crush and hold extreme weights. +2 Major Bonus on **Grappling** and against **Disarm**.



Missus Pry