

## [WC] Brygo Ironforge (Black Powder Mage)

Brygo serves as the unit's powder cook, weapon designer, musket repairman, and general tinkerer. His favorite creation is *Anvil*, his trademark Gatlin Musket.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d6, Intimidation d6, Knowledge (Blacksmithing) d6, Knowledge (Demolition) d6, Notice d6, Repair d8, Shooting d8, Weird Science d8

**Charisma:** 0; **Pace:** 5; **Parry:** 5; **Toughness:** 9 (3); **Sanity:** 5

**Hindrances:** Arrogant (major): loves to use Intimidation and shout insults at his enemies, Hard of Hearing (minor): -2 to Notice rolls requiring hearing, Quirk (minor): Brygo believes he has a guardian *genius* and talks to it while he's tinkering

### Edges

- **Arcane Background (Weird Science):** Arcane Skill: Weird Science (Smarts), Starting Power Points: 10, Starting Power: 1 (*burst*).
- **Gadgeteer:** Once per session may jury-rig one Weird Science device with half Mage's Power Point cap, one-time use only.
- **Power Points:** +5 Power Points.
- **Rock and Roll:** Ignore auto fire penalty.
- **Sunder:** Ignore 1 point of armor when using a melee weapon; ignore 2 points with a raise on the attack.
- **Trademark Weapon (Anvil):** +1 Shooting.

### Racial Abilities

- **Low Light Vision:** Ignore attack penalties for Dim and Dark Lighting.
- **Slow:** Pace of 5".
- **Tough:** Begin with a d6 in Vigor.

### Gear

- **Anvil:** Range (10/20/40); Damage: 2d8; RoF: 2; Auto; Shots: 8; 3 Actions to reload. Anvil can also fire special rounds that serve the Weird Science Power of *burst* (Power Points: 2, Range: Cone Template, Damage: 2d10, foes may make an Agility roll to avoid effects).
- **Warhammer:** Str+d6, AP 1 vs. rigid armor (plate mail).
- **Plate Corselet:** +3 Toughness over torso.

