## Description:

Out in the black, dependable technology is essential for survival, especially when its only a few millimeters of tin can between you and the lethal void of space. The Engineer specializes in ensuring that your entire crew doesn't die due to a terminal case of "Oh damn, wrong wire".

Strategy:

The Engineer is a heavy skill class, focused almost entirely on keeping a space ship or station in one piece. Engineers, both on ships, and in the wild are likely to make extensive use of repair checks and manual overrides. It combines best with other skill classes, such as Infiltrator. Combines poorly with other classes that will keep you busy during ship combat, such as Pilot.

Starting Bonuses:

- ☐ +4 rank Engineering
- ☐ +2 ranks in Strength, Dexterity, Persuade, Craft and Zero-G
- ☐ **Equipment:** Repair assistance drone - see rules insert.
- ☐ **Troubleshooter:** You may make one free Engineering check each turn without spending a beat.
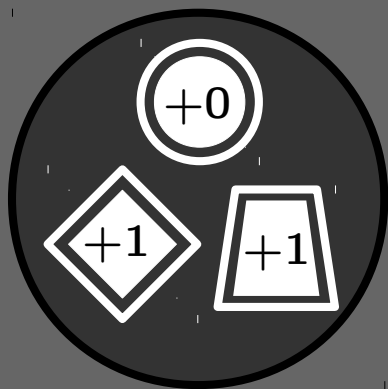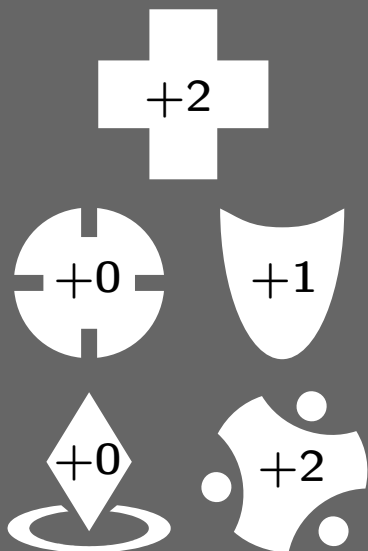
Character details:

Answer one (or more) of the following backstory details.

What was the name of the first ship or station you served on? Name one notable crew member on that ship, their role, and how you related to them now.

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Describe your attitude towards your ship/station. Is it your pride and joy? A finicky machine to be argued with? A soulless piece of metal that people romanticize too much?

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Name three different catastrophes you have witnessed (or averted!) in an engine bay. Anything from dangerously spilled coffee to industrial sabotage. What were the results?

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If you are a station mechanic, describe the current state of your space station - mechanically, economically and politically. If you are a ship's engineer, describe your ships crew.

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Repair Assistance Drones:
Start the game with one of the following RADs (select one):

- ☐ **Reckomart Rocklobster:** +8 Strength, +8 Dexterity, slow moving, but deals 2d4 armor crushing damage vs inanimate objects.
- ☐ **Oculus Salvage Scout:** +8 Perception and Zero-G. When active, its danger alarm gives everyone present +1 Reflexes vs environmental dangers (broken engines, etc)
- ☐ **Nine-Arm Locus:** +5 craft, computing, dexterity and piloting. Gains +3 on all skill checks dedicated towards multitasking in engineering challenging (For example "Squirm + stealth").

You can read more about RADs on page 31.

Grease Monkey

Gain a +2 bonus on any and all practical and physical skill checks made to repair or optimise a electrical or mechanical system. In particular, this applies to all skill checks you make to complete engineering challenges.

Persistence

Unlike other players, who must stop rolling engineering checks after their first failure each turn, you need not stop until your second failure.

Lateral Thinking

Requires: 1 Engineer feat

If you do not like your 'Plan A' for making a repair, you may roll to find a 'Plan B' using a DC 15 engineering check (as opposed to DC 20). You can roll engineering checks to find a Plan C, or even D, at DC 20.

Forward Planning

Requires: 1 Engineer feat

If you have a repair plan for what you need to do next, you may roll engineering (DC 15) to determine what you will need to do afterwards, and a DC 20 engineering check to determine what needs to be done *after that*.

Engine Bay Boss

Requires: Grease Monkey

You may spend a reaction to aid anyone within shouting distance with any single skill check associated with carrying out an engineering challenge. This grants a +2 bonus, and is treated as "Aid Another" for the sake of teamwork abilities. If multiple characters are making the same check (two players both rolling strength), the bonus applies to all characters. If one character makes multiple checks (squirm, then computing), choose which skill this bonus applies to.

RADs you command get +2 on skill rolls.

Contingency Planning

Requires: 3 Engineer feats.

Once per day, whenever something goes horribly wrong, you may say "Oh, I planned for this..." and describe some preparation you made to solve the problem. EG. a team mate falls to their death? "Oh, I've got us covered for this- Everyone in the team has a second and third rope attached."

Your prepared solution must either be mundane (bringing extra rope, a torch, etc), or must be directly related to at least one of your classes (hence, a social solution for a Liaison, flashbang grenades for a Wardog, or something keying off your partner's classes for a Duo). If your plan involves equipment, that equipment or its cost come out of your inventory.

The Bleeding Edge

Requires: 2 Engineer feats

Whenever attempting manual override, you may choose to push a system right to the bleeding edge.

The Bleeding Edge allows you to go *beyond* what is possible with a normal manual override. Any bonuses you would grant are doubled. In order to push a system this far however, you must complete *two* engineering challenges, and the critical failure range on all rolls is increased by 2.

Measure Twice, Cut Once

Requires: 2 Engineer feats

By spending extra time on a skill check (+1 beat, +1 reaction in combat), you may roll twice, taking the better of the two rolls.

Scrupulous

Requires: Measure Twice, Cut Once + 3 additional engineer feats

Whenever you would roll a 1 on a d20 in any circumstances, you may automatically re-roll.

Maintenance Regime

Robotic characters in your party (players and companions) heal an additional 2d4 hp overnight. If you are on ship, then each day spent repairing you may remove three times the number of problems that a normal character would.

Upgrades

Requires: 2 Engineer feats

Every time you level up, you may select a single system aboard your ship and grant that system a permanent upgrade. This upgrade will usually take the form of either a small, generally useful bonus ("+1 on all attacks with the starboard cannons"), or a narrower, but more powerful improvement ("+5 on resistance to laser damage"). You may also remove the defects from Roachtech, or up the power level on an RAD.

Every time you level up you may **also** select a single piece of equipment owned by one of your fellow players and make it 1 point better in whatever stat you like (crit range, attack bonus, damage, damage resistance, saving throw DC, etc).

Each item/ship system can only be improved once in this manner.

Inspiration

Requires 7 Engineer feats:

Upon selecting this feat, you gain inspiration for either a new ship design, or a new piece of Brinktech. Describe to your team what it is going to do. Each night, you may roll a single Engineering check, DC 25. Once you have passed three such checks, you will have proper plans and schematics. Once you have assembled the required components for your technological marvel (the work of one to two episodes), you will be able to build your masterpiece.

Feel free to make this device/ship absurdly powerful.