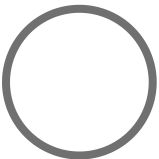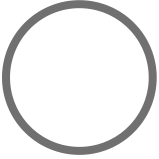# The Scientist

You're an expert in math, physics, chemistry, and biology. If anybody can reverse engineer advanced technologies, it's you. If there's a weird phenomenon that can be explained through scientific reasoning, you can figure it out faster than most.
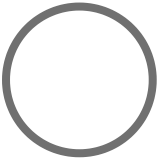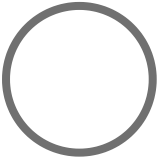
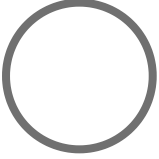◯ **Charm**
Manipulate Someone

◯ **Cool**
Act Under Pressure, Help Out

◯ **Sharp**
Investigate, Read a Bad Situation

◯ **Tough**
Kick Some Ass, Protect Someone

◯ **Technobabble**
Reverse the Polarity

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

☐ ☐ ☐ ☐ ☐ ☐ ☐

Harm

When you reach 4 or more harm, mark Unstable.

☐ ☐ ☐ ☐ ☐ ☐

☐ Unstable

Experience

Mark experience when you roll a 6 or less, or a move tells you to.

☐ ☐ ☐ ☐ ☐

Moves

You get all the basic moves, plus three Scientist moves.

Pick three of these:

☐ **Anomalous readings:** Your equipment helps alert you when something isn't normal (+1 investigate, read a bad situation)

☐ **Well, in theory…** If someone suggest a crazy idea, you can usually figure out how to make it work (+1 reverse the polarity)

☐ **Reverse engineering:** You can pick apart alien technology and figure out how it works (+1 investigate on technology)

☐ **Scientific authority:** You can convince others that something good or bad will happen based on current evidence (+1 manipulate someone)

☐ **Backseat driver:** You can walk someone through how to do technical tasks if you're not there (+1 help out)

☐ **Mad scientist:** You've always got some crazy gadget that you cooked up in the lab that you can use in a pinch (+1 kick some ass, protect someone)

☐ **Accuracy and precision:** When you're in the zone, you can do complicated tasks quickly and perfectly (when you successfully act under pressure, you get an automatic 12 on your next reverse the polarity roll)

☐ _____
_____

☐ _____
_____

Gear

You get a standard issue sidearm: 9mm handgun (2 harm, close, loud). Then you may pick a serious weapon and either armor or special equipment.

Serious weapons (pick one):

☐ **Submachine gun** (3 harm, close, area, loud, reload)

☐ **Stun gun** (1 harm, close, stun)

☐ **Core sample drill** (2 harm, close, slow, messy)

☐ **Tranquilizer gun** (1 harm, close, stun, useful)

Armor and special equipment (pick one):

- [ ] **Flak jacket** (2 armor, heavy)
- [ ] **Protective vest** (1 armor, light)
- [ ] **Geiger counter** (be alerted when radiation starts getting severe)
- [ ] **Microscope** (study alien biology and minerals in the field)
- [ ] **Advanced toolkit** (take apart or repair complex equipment in the field)

Introductions

When you get here, wait for everyone else to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Scientist by name and look, and tell the group what they know about you.

History

Go around the group again. When it's your turn, pick one of each for the other explorers.

- *This explorer is intimidated by your intellect*
- *This explorer doesn't understand half of what you say, but plays along*
- *This explorer almost died as a result of one of your experiments*
- *This explorer only cares about science that advances weapons and defenses*
- *This explorer took one of your classes in college*
- *This explorer recommended you for this job*
- *This explorer saved your life*
- *This explorer somehow always manages to destroy your samples or screw up your research*
- *This explorer always wants to be the first to try out new things that you develop*

Leveling Up

Whenever you roll a 6 or lower, or a move tells you to do so, mark an experience box. Once you've marked all five boxes, you level up. Erase the marks and pick an improvement from the following lists.

Improvements

- [ ] Get +1 Sharp (max +3)
- [ ] Get +1 Technobabble (max +2)
- [ ] Get +1 Charm (max +2)
- [ ] Get +1 Cool (max +2)
- [ ] Take another Scientist move
- [ ] Take another Scientist move
- [ ] Gain an ally
- [ ] Take a move from another archetype
- [ ] Take a move from another archetype

Advanced Improvements

Once you have leveled up 5 times, you may pick options from the Advanced Improvements list.

- [ ] Get +1 to any rating (max +3)
- [ ] Get back one used Luck point
- [ ] Change this explorer to a new type
- [ ] Create a second explorer to play in addition to this one
- [ ] Mark two of the basic moves as advanced
- [ ] Mark another two of the basic moves as advanced
- [ ] Retire this explorer