

ENGINEER

Class Sheet

Description: A support class that uses science and technology

Weapon(s): Gloves, Makeshift

Starting Weapon: Worker Gloves (1H, d4)

Starting Equipment: None

Moves:

☐ **Makeshift Weapon (1 SP):** Roll+Intellect to create a makeshift melee weapon out of an object.

- *Success* ⇒ The weapon does d8 damage
- *Minor Success* ⇒ The weapon does d6 damage

☐ **Makeshift Projectile:** The weapon is a ranged weapon

☐ **Makeshift Explosive:** The weapon is an explosive that can be set

☐ **Tinker:** Roll+Intellect to repair a piece of machinery.

- *Success* ⇒ Fix the machine entirely
- *Minor Success* ⇒ Partially repair the machine or fully repair with a consequence

☐ **Repair Armor:** Roll+Intellect to repair a piece of armor

☐ **Repair Weapon:** Roll+Intellect to repair a weapon

☐ **Hack:** +2 to Solve for hacking into any computer or robotic system

☐ **I'll Drive:** No roll necessary to pilot a vehicle

☐ **Hard worker:** +2 to Brawn roll when doing manual labor

☐ **Combine (4 SP):** Roll+Intellect to take two objects and combine them into a single object

- *Success:* Combination produces a useful item
- *Minor Success:* Combination produces a non-useful that can be sold
- *Fail:* Items are destroyed in the process

☐ **Hack:** +2 to Solve for hacking into any computer or robotic system

Class Mastery Move (Requires all other moves in this class to be acquired)

☐ **More Machine (7 SP):** Roll+Intellect to revive an ally using technology as the first action after a battle.

- *Success* ⇒ Character is healed for 1d12 HP
- *Minor Success* ⇒ Character is healed for 1d12 HP but the replacement makes them lower a stat permanently by 1