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+Tinker 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.

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

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

☐ **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.