

ENGINEER

Class Sheet

Description: A support class that uses science and technology

Weapon(s): Gloves, Makeshift

Starting Weapon: Worker Gloves (1H, d4)

Moves:

✓ **Find Weakness:** +2 to Knowledge rolls when finding the weakness of a robotic enemy.

☐ **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

☐ **Mechanic:** +2 to Intellect roll to repair a piece of machinery.

☐ **Chauffeur:** No roll necessary to pilot a vehicle

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

☐ **Surgeon (1 SP):** Roll+Intellect to revive an ally using technology.

- *Success* ⇒ Character is healed for 1d12 HP
- *Minor Success* ⇒ Character is healed for 1d12 HP but the replacement makes them lower Max HP, Max SP, or a Basic Move by 1

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

☐ **Inventor (5 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 item that can be sold
- *Fail:* Items are destroyed in the process