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

☐ **Tinker:** +2 to Intellect roll to repair a piece of machinery.
   ☐ **Repair Armor:** Can use Tinker to repair armor
   ☐ **Repair Weapon:** Can use Tinker to repair 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 item that can be sold
- *Fail*: Items are destroyed in the process

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