

The Engineer

...holds the ship together.

...holds the crew together.

...is coming apart.

Rank

Lieutenant, Sergeant, Senior Technician, Doctor

Names

Chen, N'Gala, Flanigan, Hoffman, Kramer, Stickney, Davalos, Torres, McKay

Stats

Pick from the following stats:

- **Over Your Head:** Helm -2, Comms=0, Tactics -1, Engineering+2, Science +2
- **Brilliant Introvert:** Helm +1, Comms -2, Tactics=0, Engineering +2, Science +2
- **Youngest Officer:** Helm=0, Comms -1, Tactics +1, Engineering +2, Science +1
- **Engine Core Monkey:** Helm +1, Comms -1, Tactics=0, Engineering +2, Science +1

Moves (Pick Two)

- **The Right Tool For the Job:** when you need a piece of regular tech, roll+Engineering. On a 10+, you have the right piece of equipment on you with full tech tags. 7-9, you can rig something up but it comes with four -tags or uses up one supply.
- **The Hum of the Deck Plates:** when you *hold steady* on your ship roll+Engineering instead of roll+Helm.
- **Divert Power:** Take +1ongoing to *reconfigure the ship's systems*.
- **Reverse Engineer:** When studying an alien species' tech, roll+Engineering. On a hit, you develop a tech that gives the crew +1ongoing during their next interaction with the aliens. On a 7-9, give the tech two of the following tags: *-unreliable, -harmful, -inefficient*.
- **Prototype:** You may choose one additional ship expansion from any active playbook or an additional advanced ship technology from your current ship's playbook.
- **I Don't Need a Dry Dock:** When repairing the ship's hull in deep space, roll+Engineering. On a 10+, you can repair all damage for one supply. On a 7-9, it's a one for one trade, damage for supplies. On a miss, the damage is worse than you thought.
- **Engineering Prodigy:** You get +1engineering (engineering+3).

Ship move:

That's My Girl: Increase three ship stats by +1 or one stat by +2 while on board.

Away Team move:

Heart of the Ship: Convince the rest of the crew to unwind and take a break. The morning after, choose one: Take +1 ongoing for the next day or give everyone who let loose +1 forward.

Links (Pick One)

- Bad Luck
 - The ship hasn't been the same since _____ came aboard. Mark XP whenever you blame misfortune on your target.
 - Exhaust this Link when they get someone killed. Take an Advance and claim *Vigilant*
 - Break this Link when you see them take heroic action. Take an Advance and claim *Penitent*.
- Who Touched MY Engines?:
 - They may outrank you, but _____ doesn't know anything about your baby. When you argue with someone messing with your ship, mark XP.
 - Exhaust this link when their lack of experience causes you harm. Claim an Advance and take *Wounded Pride*
 - Break this link when your ship saves someone's life. Claim an Advance and take *Overprotective*

Harm Conditions

Minor	Major

Tech Picks:

Pick three +tags and two -tags to describe the technology available to the crew. +tags can be activated for a +1 forward once per session. -tags may be activated by the MC to impose a -1 after the roll once per session.

Communications System

+instant, +long-distance, +implant, +translator, +encrypted
-audio, -jammable, -hackable, -short-range, -costly

Ship's Computer

+AI, +autopilot, +friendly, +scanners, +encyclopedic
-hackable, -alien, -outdated, -cold, -monitoring

Faster Than Light Drive Ship Expansion: (Pick 1).

- **Jump Drive:** When using your FTL in a tense situation, roll +Helm. On 10+, choose 3. On 7-9 choose 1.
 - You jump to a safe destination
 - You use little fuel
 - You lose your pursuers
 - You may immediately jump again
- **Lightspeed Drive:** When using your FTL in a tense situation, roll +Engineering. On 10+, choose 3. On 7-9 choose 1.
 - You find nearby allies to protect you
 - You outrun any pursuit
 - You use little fuel
 - Your engine holds together
- **Jump Gate:** When using your FTL in a tense situation, roll +Science. On 10+, choose 3. On 7-9 choose 1.
 - The builders of the jump gate are unaware you used it
 - Your pursuers cannot immediately access the gate
 - Your ship is not damaged
 - No one is waiting at your destination gate