

# 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