Engineering Abilities

Rank 1

Mending

- With 30s of uninterrupted roleplay, you can make repairs to an item that is damaged, or call HEAL on an inorganic entity that is Incapacitated.

Padded Armour [2]

- Call PING to KABOOM.

Battlefield Repairs [3]

- You may instantly repair an item damaged by CRUNCH.

Shock Absorption

- If you are subject to BLAST you may throw yourself to the floor and take a CRUNCH CHEST to avoid calling KABOOM.

Rank 2

Trace the Faults

- With 30s to examine a damaged object you can determine how it was damaged or detect its weakest point.

Bolster Armour [3]

- Call YOU: GAIN PING KABOOM or YOU: GAIN PING STRIKEDOWN to an ally within reach.

Augment Weapon [3]

- Call YOU: GAIN RANGED STRIKEDOWN or YOU: GAIN MELEE PUSH to an ally within reach.

Rank 3

Rig

- You are capable of improvising mechanical solutions outside of a combat situation.
- Inform the Ref you wish to jury Rig a system together.
- You can then construct a Rig that performs a simple function (e.g. "moves object", "fires weapon") per 3 power levels.
- Use the Engineering Mishap Deck to determine the power level of your Rig and any Mishaps that may occur.
- Inform the Ref when you have done this and what you wish to have constructed

Example:

- *Upon entering a corridor you decide to rig up a trap for anyone who follows you in.*
- You play the Mishap deck and result in a power of 2 with no Mishaps.
- You: "I create a trap to **Trigger When Crossed** which will **Spray Shrapnel**"
- *The rig is created and when enemies later try to backstab the party there's a loud BOOM as they trigger the trap. The enemies take severe damage.*

Immovable Object [2]

- Call PING to PUSH.

Dazzle Paint [3]

- Call YOU: GAIN RANGED TAUNT.

Rank 4

Hardened

- Gain +2 Body Hits.

Reinforce [2]

- Call PING to CRUNCH.

Overcharge [4]

- Call YOU: GAIN RANGED CRUNCH.
- You may suffer a ZAP to make this call as YOU LOT.
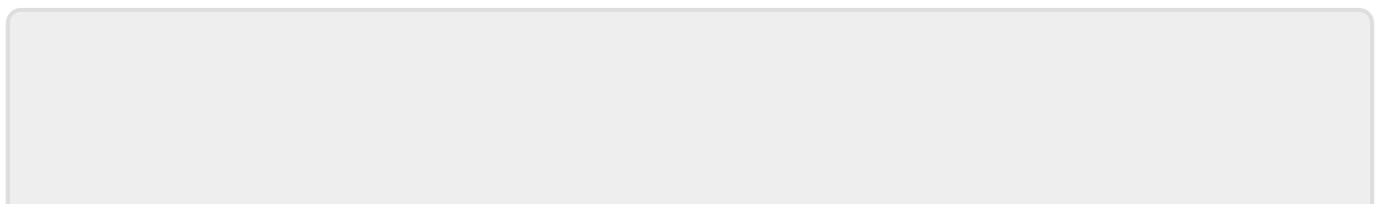
Rank 5

Hardpoints Mean Prizes

- You may rig up a mount for carrying an additional weapon or item (as if you had 3 hands) and use it as such.
- The item held in the third hand must be a ranged weapon or item, not a melee weapon.
- Feel free to make costumes for this (not required).

Ramming Speed [8]

- Call CHAAAAARGE.
- When you stop moving you **must** call MASS: CRUNCH.

Space Hulk [8]

- You may suffer a Severe Injury to call YOU LOT: GAIN PING ANYTHING every 10s until the end of the encounter.

From:

Permanent link:

https://planetfall.oxfordlarp.com/engineering?rev=1635012847

Last update: **2022/01/08 15:51**