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# **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 [2]**

• You may instantly repair an item damaged by BREAK.

# **Shock Absorption**

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

# Rank 2

#### **Trace the Faults**

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

# **Bolster Armour [2]**

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

#### **Augment Weapon [2]**

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 [2]

• Call YOU: GAIN RANGED TAUNT.

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# Rank 4

#### Hardened

• Gain +2 Body Hits.

#### Reinforce [2]

Call PING to BREAK.

### Overcharge [3]

- Call YOU: GAIN RANGED BREAK.
- You may suffer a DRAIN 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 or shield.
- This may be used to allow you to hold a one-handed melee weapon and then a two-handed ranged weapon.
- Feel free to make costumes for this (not required).

# **Ramming Speed [5]**

- You make an impassioned charge toward the enemy.
- When you stop moving you **must** call MASS: BREAK.
- For 10s, while moving directly toward a target, you may call MISS to any "YOU: PEW" call.
- You cannot generate energy while charging a target.
- The effect ends early if:
  - You make a call other than PEW or a reaction
  - You stop moving directly toward the original target
  - You are subject to a multi-target "YOU LOT" or "MASS" call
  - ∘ You are subject to a "YOU: DRAIN" call

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# Space Hulk [5]

- Suffer a Severe Injury.
- For the rest of the encounter, you may call YOU LOT: GAIN PING ANYTHING every 10s.

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