

# Specialist

In the great vastness of space an awful lot of expertise is needed. Specialists are those who find themselves simply never satisfied unless they can know, make, or tinker with more, and will go through any means to do so. **Engineers** apply their knowledge to create and modify complicated systems both of hardware and software. **Operatives**, meanwhile, encompass those determined to lift information by any means, and often find themselves slipping into secure places to sate their curiosity. **Scientists** prefer to discover how the world works and experiment with what is known to find out what is not.

## Class Feature: Specific Toolset

Specialists cannot leave well enough alone, and inevitably find themselves tinkering with what they know. Outside of direct combat, Specialists can apply their expertise to attempt to tinker with something - to bend its purpose or create something new. This can be dangerous, and often has side effects for the Specialist themselves.

- Specialists have a base 6 hits
- Specialist Abilities grant a number of uses per encounter and reset at the end of the encounter.
- With 30s of uninterrupted roleplay, Specialists may recover all of their hits.

### Tinkering

Three times per Mission, out of combat, Specialists may attempt to improvise work on something they've found. Inform the Ref that you are attempting some Tinkering. They will present you with the [Tinkering Deck](#) to determine the success and power of your Tinkering in time for the next encounter.

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## Engineer



## Rank 1 Engineer Abilities

### Armourer

- Your base hits are increased by 2.
- Once per encounter, out of combat, you may grant someone else two additional hits for the duration of the encounter (tell them this).

### Battlefield Repairs

- Three times per encounter you may call MEND.

### Shock Absorption

- Three times per encounter you may call PING to BLAST.

### Bolster

- Three times per encounter you may call YOU: GAIN PING STRIKEDOWN.

# Operative



## Rank 1 Operative Abilities

### Behind Lines

- Twice per encounter you may call WARP after which you must reappear within 10s.
- You may relocate and are aware of what happens in the meantime.

### Blind Steal

- Once per Tinkering - yours or someone else's - you may choose to Draw 3, Pick 1 for the next draw.
- The character Tinkering gets to pick.

### Hidden Blade

- Once per encounter you may call WARP.
- You may choose to reappear and call BREAK by melee at the same time, or may reappear without calling WARP.
- You may not move until you reappear and cannot make any other calls.
- If you are subject to a MASS or YOU LOT call while in Hidden Blade you must either leave WARP

or take a point of damage.

### Trick Shot

- Five times per encounter, when you call YOU: PEW at a target with a ranged weapon you may immediately call YOU: PEW on a second target within 1m of them.

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## Scientist



### Rank 1 Scientist Abilities

#### Communicator

- You may establish a communication link with an unresisting entity capable of communicating within reach.
- While this link exists, you may communicate at any distance with them unless there is something powerful blocking you.
- Those nearby will still hear you talking.
- Call a Ref over if you need to communicate with someone far away.
- You may only have one such link at a time and you may end the link at will.

#### Feedback Loop

- You may call YOU: DRAIN in response to a SCAN call.
- The SCAN does not need to have affected you for this to be possible.

## First Aid

- Three times per encounter you may immediately call HEAL 4.

## Experimental Surgery

- Once per Tinkering, when tinkering with something biological, you may choose to restart the draw if it's not going your way.

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