

# Engineer

Bonus Die

Push Yourself (take 2 stress) -OR- accept a Devil's Bargain

Name: \_\_\_\_\_

Alias: \_\_\_\_\_

**Insight** XP:

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Hunt
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Study
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Survey
<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tinker

**Prowess** XP:

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Finesse
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Prowl
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Skirmish
<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wreck

**Resolve** XP:

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Attune
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Command
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Consort
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Sway

**Special Abilities** XP:

- Electrician** – When you invent or craft a creation with electrical features, take +1 effect level to your roll (a 1-3 becomes a 4-5, etc). You begin with one design already known.
- Devil's Footsteps** – You can push yourself to do one of the following: *perform a feat of athletics that verges on the superhuman—maneuver to confuse your enemies so they mistakenly attack each other.*
- Jury Rigger** – You don't incur flashback costs for two gadgets per mission. You get +1d when you roll to resist consequences of improvised gadgets.
- Saboteur** – When you Wreck, your work is much quieter than it should be and the damage is very well-hidden from casual inspection.
- Physician** – You can Tinker bones, blood, and bodily fluids to treat wounds, perform surgery, or stabilize the dying. You may Study an ailment or corpse. Everyone in your crew (including you) gets +1d to their healing treatment rolls.
- Fortitude** – You may expend your special armor to resist a consequence of fatigue, weakness, or chemical effects, or to push yourself when working with technical skill or handling chemicals.
- Subterfuge** – You may expend your special armor to resist a consequence from suspicion or persuasion, or to push yourself for subterfuge.

Mark XP if you address a challenge with technical skill or by causing mayhem.

Load  3 light  5 normal  6 heavy

- ◇ A Pistol
- ◇ A 2nd Pistol
- ◇◇ Armour
- ◇◇◇ +Heavy Armour
- ◇ Burglary Gear
- ◇◇ Climbing Gear
- ◇ Arcane Implements
- ◇ Documents
- ◇ Subterfuge Supplies
- ◇◇ Demolition Tools
- ◇ Tinkering Tools
- ◇ Torch
- ◇◇◇ Gadgets

**Special items**

- ◇ Range extender
- ◇ Fine Tinkering Tools
- ◇◇◇ Gadgets
- ◇◇ Field Harness

Harm		
3		NEED HELP
2		-1D
1		LESS EFFECT

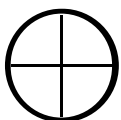
Stress

Source of stability: \_\_\_\_\_

Trauma

COLD–HAUNTED–OBSESSED–PARANOID  
RECKLESS–SOFT–UNSTABLE–VICIOUS

**Healing**



**Armour Use**

- Armour
- Heavy
- Special

**Investigative Skills (choose 3)**

Accounting, Archaeology, Architecture, Art History, Astronomy, Bureaucracy, Chemistry, Criminology, Cryptography, Data Recovery, Diagnosis, Electronic Surveillance, Forensic Pathology, Forgery, Fringe Science, High Society, History, Human Terrain, Languages, Law, Military Science, Occult Studies, Outdoor Survival, Pharmacy, Photography, Physics, Research, Streetwise, Tradecraft, Traffic Analysis, Urban Survival, Vampirology