

# THE TECHNICIAN

*If it needs repairing, taping, whacking, or fixing, this is who you call.*



HEAD

*Intelligence,  
planning*



HAND

*Strength,  
combat*



HEART

*Empathy,  
stability*



GROUP

*Networking,  
negotiation*



TECH

*Use items,  
abilities*

NAME & PRONOUNS:

APPEARANCE:

ATTITUDE:

## SPACE

WORKROOM – A place to repair, to rebuild, to design, to destroy, to work

## INTUITION

Remove an Intuition to change a roll to an Incredible Success or to avoid all harm in one event.

Good  Done For

## HARM & STRESS

Mark a harm when you're injured. At 5 harm you are unstable.

Healthy  |  Dying

Mark a stress when directed. Erase a mark after downtime. After the 5<sup>th</sup> stress mark, you are panicked.

Alright  Exhausted

## SCARS

Note any Scars you acquire, location/type, & how it affects you:

## MOVES

*Pick two:*

**Whack It:** Sometimes things just won't work. Once per Crisis, when you fail an important +tech roll you can roll again. On a 10+, this "magically" fixes the problem. On a 7-9, you barely succeed. On a miss, it's even worse than before.

**Chaotician, actually.:** You thrive on chaos, and somehow think better under pressure. Take a +1 bonus when attempting a +tech roll during a stressful situation but take a -1 to +tech when things are peaceful.

**Science the Sh\*t Out of This:** You feel a certain kind of glee when facing a tough challenge. Remove a stress when you roll a 10+ while *Acting Under Fire*.

**I Could Have Done That:** You're competitive, and nothing drives you like wanting to be the best. If another spacer gets a 10+ on a +tech roll in your presence, you gain a +1 forward on your next +tech roll.

## GEAR

Choose your gear from the handbook list and write it here:

## STATS

Choose one set of ability ratings:

- Head +2, Hand 0, Heart -1, Group 0, Tech +2
- Head +1, Hand -1, Heart 0, Group 0, Tech +2
- Head +3, Hand -1, Heart -1, Group 0, Tech +1
- Head +1, Hand +1, Heart +1, Group 0, Tech 0
- Head -2, Hand +1, Heart +1, Group 0, Tech +1

## CONNECTIONS (Cx)

In your game journal (or other note area) make a list of all the player characters. Then on your turn during the Cx phase, go around the table and ask each character some or all of the following:

- Do you let me geek out about tech to you? Cx+/-3
- Do you listen to my professional advice? Cx+/-2
- Have you ever broken my equipment before? Cx+/-2

For everyone else, mark Cx+0.

## EXPERIENCE

Mark an experience when you fail a move. After you reach five, you level up. Pick an improvement, then clear the boxes and start again.

## IMPROVEMENTS

When you level up, pick an improvement. Once you've leveled up five times, you can also pick from the Advanced Improvements.

- Add +1 Tech, max +3
- Add +1 Tech, max +3
- Add +1 Head, max +2
- Add +1 Group, max +2
- Take another Technician or Technician variant move
- Take another Technician or Technician variant move
- Take one (or another one) of the variant's space upgrades, your choice.
- Take one (or another one) of the variant's space upgrades, your choice.
- Take a move from another playbook
- Take a move from another playbook

### ADVANCED IMPROVEMENTS

- Add +1 to any stat, max +3
- Advance 3 basic moves, your choice
- Advance 3 more basic moves, your choice
- Create a new character to play
- Retire this character to safety
- Change this character's Archetype

# TECHNICIAN | VARIANTS

To make a variant, fill out the character sheet above, but write in your variant title above the Archetype name.

## THE ENGINEER

*If it's useful, then they're probably the ones that made it. They excel at coming up with solutions, even if the solutions are too bloated to be of any real use.*

## MOVES

■ **Givin' All She's Got, Captain:** You tell the captain that you're getting 100% out of things, but really it's probably more like 80%. Gotta hold something back for emergencies, right? Whenever you're *trying to make an escape in a ship or vehicle*, roll +tech. On a 10+ you coax enough out of the engine to escape unscathed. On a 7-9, it's a choppy ride. On a miss, something breaks that needs fixing immediately.

■ **Bouncy Graviton Particle Beam:** You just make shit up, and somehow it works. You can choose to immediately succeed on a *Use/Repair an Advanced Item* roll, but the Speaker will change one of your future +tech rolls to a fail.

## SPACE | UPGRADES

Your space is your sanctuary, and you keep all the things you need in it. Pick two from the following list to upgrade your Workroom:

- A clean-room  
(+1 to +tech when *Repairing an Advanced Item in your workroom*)
- An extensive database  
(+1 when *trying to Assist in your space*)
- A portable space-ready work kit  
(+1 to +tech when *Repairing while wearing an EVA suit*)
- A VR room  
(+1 to +group when *trying to Influence Someone in your workroom*)

## THE HACKER

*What they do is not always legal, but if you've got computer problems, then they probably have answers (if they didn't cause the problems in the first place).*

### MOVES

■ **Knock Knock:** You're really good at getting into places that you shouldn't. Whenever you're *trying to hack into a secured system or place*, roll +head. On a 10+, you break in without triggering any alarms. On a 7-9, you can get in but it's only a matter of minutes before they'll notice you. On a miss, you're locked out and they know where you are now.

■ **Bite Me:** Your system is impenetrable. Well, almost. But just in case anyone manages to get in, you've got a secret weapon. Whenever *an enemy tries to hack into your system*, roll +tech. On a 10+, your secret weapon succeeds at destroying their computers and stopping the attack. On a 7-9, you protect your secrets but it's going to cost you to do so. On a miss, they get exactly what they're looking for before destroying your stuff.

### SPACE

SERVER ROOM – A place to connect from, to integrate, to bypass, to decode, to encrypt, to block, to maintain

### SPACE | UPGRADES

Your space is your sanctuary, and you keep all the things you need in it. Pick two from the following list to upgrade your server room:

- A wall of monitors  
(+1 to +head when trying to Survey a Scene from your space)
- Advanced cooling system  
(+1 to +tech when repairing broken computer parts)
- The latest software  
(+1 to +tech when Use an Advanced Item in your space)
- A gaming console  
(+1 to +group when trying to Influence Someone in your server room)

## THE MECHANIC

*Master of all things vehicular, from ships to rovers. Just don't ask them anything about the computer, they're strictly hardware.*

### MOVES

- **Come On You *Bosh'tet*:** You're a mechanical genius, even if no one else appreciates it as much as they should. Whenever there's a *mechanical failure of some kind*, roll +head. On a 10+, you suss out the problem quickly and know how to fix it. On a 7-9, its going to take you some time to stay and examine it first. On a miss, you definitely think you know how to fix it.
- **Mine's the Nicest:** You put a lot of effort and love into the ships and colonies you maintain, and you know them like the back of your hand. Roll +tech instead of +head when you *Survey the Scene* on your own ship or colony.

## SPACE | UPGRADES

Your space is your sanctuary, and you keep all the things you need in it. Pick two from the following list to upgrade your workshop:

- A jeweler's bench  
(+1 to +tech rolls when repairing small mechanical items)
- A repair bay  
(+1 to +tech when repairing vehicles)
- Modification station  
(+1 to +tech when attempting to modify a mechanical item)
- A minifridge  
(+1 to +group when trying to Influence Someone in your workshop)