INFINITE GALAXIES

THE SCIENTIST

NAME

LOOK

Body:
Eyes:
Fashion:
Hair:
Tools:

Assign the following to your Ability Scores: | +2, +1, +1, 0, 0, -1

STR	DEX	CON	INT	WIS	CHA
☐ Weak	☐ Shaky	☐ Sick	☐ Stunned	☐ Confused	☐ Scarred

DAMAGE DIE	**D6**	ARMOR		VITALITY 12 + CON		WOUNDS ☐☐☐

DEFAULT MOVE – CREATE DEVICE

When you create a device of your own design, or modify an existing device to do something else, state the purpose. The GM will give you 1 to 4 of the following requirements:
- First, you must _____
- It's going to take time: days, weeks, or even months
- It will require money: 1-Barter, 1-Credit, or more
- The best you can manage is a lesser, unreliable version
- You'll need help from _____
- You'll need to destroy / deconstruct _____ to build it
- You and your allies will need help from _____

Then, roll + INT. Any Success: You create the device. It works for no longer than the end of the next scene. Partial Success: The GM will give you another requirement; once this has been fulfilled, the device is created.

Select one of the following Packages. Take all of the moves.

☐ ENGINEER

☐ REPAIR: When you repair a piece of technology, roll + INT. Any Success: Restore 1d8 Hull/Vitality or 1 Critical/Wound; if the device does not have Vitality or Hull, you may restore its function. Complete Success: Restore another 1d8 Hull/Vitality or 1 Critical/Wound. Partial Success: Choose one: mark a Use of relevant Specialized Tools or pay 1-Credit or 1-Barter.

☐ ENGINEER'S HARNESS: You have an Engineer's Harness (0 Weight) to hold all of your tools. While you wear this harness, add +4 to your Load. If you lose this harness, you can get or make a new one (the GM will tell you how).

☐ MASTER OF MACHINES: When you Create Device that repairs, modifies, enhances, or replaces a machine, robot, or network, you may change one of the GM's requirements to "mark all remaining Uses of relevant Specialized Tools". If your device allows a robot or machine to recover Vitality or Hull, roll twice and use the higher value.

☐ PHYSICIAN

☐ FIRST AID: Add +1 to any moves made to assess or evaluate injuries. When you treat an injured person, mark 1 Use of Medic Gear and roll + WIS. Any Success: They regain 2d6 Vitality or 1 Wound. Complete Success: Add your WIS to the Vitality recovered. You don't need to mark Medic Gear.

☐ BIOLOGIST: Add +1 to Understand a new species. In addition, you can identify the effects of a virus, disease, or poison without rolling; the GM must tell you anything relevant about it or how to treat it; this is the equivalent of a Complete Success on Understand.

☐ PHARMACOLOGY: You may roll with WIS for Create Device. When you Create Device that cures, heals, enhances, or aids in a medicinal or biochemical capacity, you may change any of the GM's requirements to "mark all remaining Uses of Medic Gear". If your device allows the user to recover Vitality, roll twice and use the higher value.

☐ SABOTEUR

☐ DISMANTLE: When you break down a piece of technology for parts, roll + INT. Any Success: You recover a usable part; this counts as 1-Barter and you add +1 forward to the Barter move if needed. Complete Success: You can choose to create a Repair Module or restore a Use of Specialized Tools instead of using it for Barter.

☐ SERVICE DISRUPTION: When you carefully sabotage a computer, vehicle, or other complex object, state what you plan for it to do and roll + INT. Complete Success: The device acts as you intended. Partial Success: The change in the device's behavior draws unwanted attention or you mark a Use of relevant Specialized Tools.

☐ MACHINE SAVVY: When you interact with a machine or system and mark a Use of Specialized Tools or spend Barter as a result, add +1 forward when dealing with the same machine or system.

When you advance, you can acquire individual moves from the other packages.

MARK EXPERIENCE

Mark when you trigger a Drive or Relationship, or when otherwise directed:

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

THE SCIENTIST

DRIVES

When the first Milestone is introduced, mark two of the following as your current Drives:
- ☐ Bring someone or something back from the brink of death or destruction.
- ☐ Convey hidden knowledge to someone.
- ☐ Create or modify a device critical to the team's success.
- ☐ Investigate a new technology or species.
- ☐ Prove your intellectual superiority over your enemies.
- ☐ Take a valuable commodity for your future use.

Gain 1xp when you trigger the marked Drives. When a new Milestone is introduced, you may mark different Drives.

ORIGIN

Select one of the following:
- ☐ Academy-Trained: When a move calls for you to attract unwanted attention or be put in danger, you may mark a use of Medic Gear or relevant Specialized Tools instead of that outcome.
- ☐ Alien: You are not human. Name and describe your alien race. When you prove your technical superiority over humans, add +1 forward.
- ☐ Self-Taught: When a move result calls for you to mark Medic Gear or Specialized Tools to heal or repair, and this use triggers a Drive or Relationship, you and the subject add +1 forward.

RELATIONSHIPS

Choose a Relationship for each other character. You may make one of these a Special Relationship.

SR: I must keep _____ in tip-top shape.

Relationship: _____ and I must break something together.

Relationship: I must help _____ solve a perplexing mystery.

Relationship: _____ must protect me from injury.

Relationship: I need _____ to take me to new places.

Relationship: _____ must reward me for my services.

Gain 1xp when you trigger any of these Relationships.

EQUIPMENT

Your Load is (6 + STR):

You start with the following:
- Specialized Tools (Robot) (3 Uses, 1 Wt) and Specialized Tools (Starship) (3 Uses, 1 Wt) OR Medic Gear (3 Uses, 1 Wt).
- A Utility Belt (3 Uses, 1 Wt, Worn) and 2-Credit.

Choose 2 of the following options:
- ☐ +1 Credit or 1-Barter
- ☐ A Laser Pistol (+1 Damage, Far, Near, 3 Recharge, 1 Wt)
- ☐ Metabolic Tonic (Consumable, 0 Wt)
- ☐ Repair Module (Consumable, 1 Wt)
- ☐ Scanning Module (3 Uses, 1 Wt)
- ☐ Space Rations (3 Uses, 1 Wt)

ADVANCES

When you have marked 9 Experience and you Advance, select one of these options:

- ☐ Add +4 to your Vitality or add a Wounds checkbox*
- ☐ Increase Damage Die to D8
- ☐ Increase one of your Ability Scores by 1 (maximum +3)*
- ☐ Take a move from another starting Scientist package*
- ☐ Take a move from another Playbook#
- ☐ Permanently enhance a Basic or Special move*
- ☐ Take on a Companion
- ☐ Unlock a 3rd Drive. When a Milestone is introduced, you may mark 3 Drives.
- ☐ CYBORG: One of your arms has been replaced with an artificial one. You now have 1 Pod and may mount any item with the Integral tag on it.
- ☐ DIRECTED RESEARCH: When you Create Device and this triggers a Drive, you may change one of the GM's requirements.
- ☐ EPIDEMIOLOGIST: When you Understand a virus, disease, or poison, you can create a Use of it or an antidote to it without using Create Device. You must mark 1 Use of Medic Gear each time you do this.
- ☐ EXPERT SALVAGER: When you Dismantle something, you always get at least 1-Barter, even on a failure.
- ☐ EXPLOSIVES DISPOSAL: When you defuse an explosive, roll + INT. Any Success: The explosive is rendered harmless. Partial Success: Choose one: Mark a Use of Specialized Tools (Demolitions) or you are put in danger.

- ☐ FRIENDLY CIRCUITS: When you have a Relationship with a Robot, add +1d4 to healing you grant them.
- ☐ IMPROVED CYBORG (req. Cyborg): You have another Pod. This replaces an arm or is placed in your torso.
- ☐ IMPROVED FIRST AID: On any success using First Aid, add another +1d6 to the Vitality recovered.
- ☐ IMPROVED OVERPOWER: You may Overpower items other than weapons. On a success, add +1 forward to its function. On a Complete Success, add +2 forward.
- ☐ LASTING RESULTS: When you successfully Create Device, the resulting item lasts for the rest of the session.
- ☐ MACHINE EMPATHY: Add +1 to engage robots or computers in social interaction of any kind.
- ☐ REPAIR AND RENEW: When you trigger a Drive to heal someone or repair something, they also remove a Debility.
- ☐ NETWORK QUERY (req. Service Disruption): When you successfully sabotage a computer or network, you may ask the GM one question from the Analyze list.
- ☐ ON THE MEND: When you spend a Use of Medic Gear to heal someone, add +1d4 to the Vitality recovered.
- ☐ OVERPOWER: When you modify a powered, technological weapon to increase its damage output, roll + INT. Any Success: Add +1d4 Damage ongoing until the user misses or the end of the current scene. Complete Success: Increase the bonus to +1d6.

* = You may take this move up to 3 times | # = See Core Rules for more information on using this Advance