

Doctor

Whether healers trained in the ways of their land's traditional medicine or modern, scientific physicians, doctors heal the wounded and cure the sick.

1 point:

Bandage: mends wounds

Medicine: removes ill effects

Diagnosis: Passive, instantly know wounds/hits of any target or ally, as well as any other effects.

2 points:

Anatomy: study an organic target's weak points. Your next attack is automatically a critical hit, and 9+ also renders the target helpless.

Prescription: Give a single ally a +1 bonus to all rolls for the next two rounds.

3 points:

Intensive Care: Revive a character that has been dead no longer than 5 minutes. Bonus granted for access to appropriate tools. -2 modifier imposed for lack of any tools.

Engineer

Modern society depends upon tools -- tools that can't easily be made or fixed by the common person. Engineers specialize in repairing those tools, as well as solving problems with their aid.

1 point:

Repair: Fixes damaged machines. Crits prevent the next successful attack against that machine from breaking it.

Assessment: Evaluate a machine or structure for existing damage, needed repairs, or function.

Binary: You speak the language of machines. +1 to any roll when dealing with them nonviolently.

2 points:

Sabotage: Study a mechanical target's weak points. Your next attack is automatically a critical hit, and 9+ also renders the target helpless.

Efficiency: Temporarily improve a given machine. The next roll with that machine is improved by +1. Crit fails will harm the next roll; crit successes more drastically improve it.

3 points:

Customization: You may combine mechanical devices to merge their effects, or you may attempt to improve a given device (can only be performed successfully once). You will need tools and proper resources. DC dependent upon goals and circumstances.

Scientist (version 2.5)

Regardless of specialty, scientists and scholars are a major part of any Royal Space Fleet crew.

0 point (only once):

Specialty: Passive. Pick a specialty (subject to GM approval).

Examples of specialties: Astronomy, Physics, Xenolinguistics, Xenobiology, Exoplanetary Geology, Xenoarchaeology, Equestrian History, Medieval Literature, Cookery

1 point:

Advanced Degrees: Passive. Pick a specialty (subject to GM approval). +2 to all rolls when investigating that subject. Can be taken multiple times for different specialties.

Examples of specialties: Astronomy, Physics, Xenolinguistics, Xenobiology, Exoplanetary Geology, Xenoarchaeology, Equestrian History, Medieval Literature, Cookery

Research Experience: Passive. Lowers search DCs by 3.

Lecture: Allies within earshot can use one technology (or language, machine, etc.) related to your Doctorate. This lasts for the duration of combat or for the rest of the day, if outside combat.

2 points:

Reverse the Polarity: Cooldown 2. Reverse the effects of something -- poisons become healing serums, paralysis becomes freedom of movement, an attack bounces off you and sticks to them. Must be justified, however half-assedly, using at least one of your specialties. Crit increases the effect; crit-fail makes the effect much worse.

Technobabble: Create something related to your specialty, subject to GM approval. Requires appropriate materials and tools.

3 points:

Eureka!: Temporarily make an object related to your specialty do whatever you want it to do. Crit fail on 4 or less. Must be justified (again, however half-assedly) with your specialty.

Note: This doesn't have to be a machine. If, for instance, you find a book, and your specialty is literature, you can make it say what you want it to say through the magic of post-structural textual analysis!

Scientist (version 2.0)

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1 point:

Doctorate: Passive. Pick a specialty (subject to GM approval). +2 to all rolls when investigating that subject. Can be taken multiple times for different specialties.

Examples of specialties: Astronomy, Physics, Xenolinguistics, Xenobiology, Exoplanetary Geology, Xenoarchaeology, Equestrian History, Medieval Literature, Cookery

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