

# The Gearhead

Your home is where your workshop is. Your heart is in the wastelands. The Zone is a literal goldmine filled with wonders unceasing. You are the master of being able to recognize what looks like worthless scrap to others. Your ability to turn that scrap into amazing creations is what makes you one of the most sought-after specialists in your community. You can take the remains of the Old World and make things that help entire communities in ways they never dreamed before.

There is virtually no limit to what you can create if you have the time, materials, and plans necessary to craft it together. You are drawn to the more sophisticated, the complex, and the intricate creations, focusing on things that benefit the masses over the individual. You are a Gearhead!



## Talents Unique to Gearhead Role

**Inventor:** You are especially skilled at creating new devices. Your creative side is dominant.

**Tinkerer:** You are very skilled at repairing gear that has been damaged; a mechanic at heart.

**Motorhead:** You love vehicles. The workings of them come natural to you, both in operation & repair.

## MOVE

## WITS

### JURY-RIG

**Everywhere things from the Old Age lie about that you can use to build something new or help repair something old. You can sit down for a few hours or more to piece together a number of working items. Use this Play when you want to follow a Plan you've found to construct something complex; use your own intuition and experience to make something more commonplace; or just repair an item for a friend.**

**Components:** You should describe what parts you use and how you put them together. You use simple, often broken items and either repair a worn piece of gear or construct a new one completely from scratch. Common components are string, steel, iron, wire, duct tape, nails, plastic, synth, rubber, stone, glass, valves, fasteners, and other scrap of all types. Of course, you *prefer* to construct more complex items with greater impact to the community but *can* make nearly anything given the time and resources.

**Requirements:** Roll **1d6** to govern the number of hours, days, or weeks it takes to make your item. Generally, the more complex or bigger the impact of your creation, the longer it takes to construct. The number of scrap parts needed are determined by the item itself, with **special items** being required for some projects. Complex objects may require actual "plans" which can be found in the Zone or if you're really lucky, in one of the books in your library.

**Failure:** The device is too difficult to rig, and the scrap used is now completely useless. **You lose Momentum.**

**Success:** If you make the roll, your device works one time. You design things to last for one action, often to solve a particular problem or give an instant one-time bonus.

**Stunts:** For every extra success you get beyond the first, you can choose something from below:

- **Sturdy:** Breaks down according to normal rules.
- **Superior:** Gear bonus increases by one. \*
- **Multi-Barrel:** Allows extra shots before reloading. \*
- **Durable:** Armor rating is increased by one. \*
- **Cooked:** Explosive blast power is increased. \*
- **Hi-Tech:** Device can serve multiple functions.

**REPAIR:** You use this Play to fix damaged things in a way almost no one else can; even items that are totally broken if you're really skilled. Roll **1d3** to govern the number of parts needed and **1d6** for the repair time in days or weeks.