

DROID TECH - TECHNICIAN

CAREER SKILLS: COMPUTERS, COOL, LEADERSHIP, MECHANICS

PASSIVE TALENT RANKED TALENT

ACTIVE TALENT TALENT COST

FORCE TALENT

CONFLICT TALENT

MACHINE MENDER

When making a Mechanics check to help a character heal Wounds, the target heals 1 additional Wound per rank of Machine Mender.

HIDDEN STORAGE

Gain hidden storage in vehicl or equipment that holds items with total Encumbrance equal to ranks in Hidden Storage.

SPEAKS BINARY When directing NPC droids, may grant them | per rank of Speaks Binary on checks.

GRIT 1 Strain Threshold.

DI FT MAKER

Remove per rank of Deft Maker from checks to repair. modify, co struct, or program droids. Re luce the material cost to cra droids by 50%.

EYE FOR DETAIL

After making a Mechanics or Computers check, may suffer Strain up to ranks in Eye For Detail to convert that many 37 into 😲.

GRIT

Gain +1 Strain Thresho

SPEAKS BINARY

When directing NPC droids. may grant them I per rank of Speaks Binary on checks.

GRIT

Gain +1 Strain Threshold.

SUPREME SPEAKS BINARY

Once per encounter, may perform the Speaks Binary man euver. A number of NPC droids up to ranks in Speaks Binary may use the character's ranks for one skill of character's choice

IMPROVED SPEAKS BINARY

When directing NPC droids those droids grant additional in addition to other benefits.

HIDDEN STORAGE

Gain hidden storage in vehicles or equipment that holds items with total Encumbrance equal to ranks in Hidden Storage.

REDUI DANT SYSTEMS

Once per sesion, take the Redundant systems action; make a M chanics check to harvest components from a functioning divice, without it breaking, to beair a broken

MACHINE MENDER

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SPEAKS BINARY

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DEFT MAKER

Remove per rank of Deft Maker from checks to repair. modify, construct, or program droids. Reduce the material cost to craft droids by 50%.

EYE FOR DETAIL

After making a Mechanics or Computers ch. ck, may suffer Strain up to ranks in Eye For Detail to convert that many 2 into 43

REROUTE PROCESSORS

Once per encounter, may take a Reroute Processors action; make a V Computers check to red" one of a droid's characteristics by 1 and increase another of its characteristics

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

MACHINE MENDER

When making a Mechanics check to help a character heal Wounds, the target heals 1 additional Wound per rank of Machine Mender

SIGNATURE ABILITY





PASSIVE TALENT

ACTIVE TALENT TALENT COST

RANKED TALENT

FORCE TALENT CONFLICT TALENT

IRON BODY

Remove per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed at-tacks by 1 per rank of Iron Body (to a minimum of 1).

If wielding a Lightsaber or

Melee weapon when hit by a melee attack, suffer 3 Strain to reduce damage by 2 plus ranks in Parry.

Gain +1 Strain Threshold

PRECISION STRIKE en this character inflicts a

Critical Injury with a Lightsaber Melee, or Brawl weapon, may suffer 1 Strain to change the result to any Easy severity Critical Injury résult.

If wielding a Lightsaber or Melee weapor when hit by a melee attack, uffer 3 Strain to reduce damage by 2 plus ranks in Parry

TOUGHENED

Gain +2 Wound Threshold.

MARTIAL GRACE

Once per round, suffer 2 Strain to add damage equal to ranks in Coordination to one hit of a successful Brawl check.

GRIT

Gain +1 Strain Threshold.

UNARN ED PARRY

May Parry while unarmed. Reduce Strain or st to Parry while unarmed by 1 (to a minimum of

GRAPPLE

Once per round, may perform a Grappling man ning of the character's next turn, foes must spend two maneuvers to disengage the character.

IRON BODY

Remove per rank of Iron ordination and Resilience checks, Rec critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

IMPROVED PRECISION STRIKE

Once per round, when inflicting a Critical Injury with a Brawl or Melec weapon, may suffer 2 Strain to change the result to any Average severity Critical

OVERBALANCE

When a combat check made by an Engaged foe generates or ۞ ⊚ ⊚, may stagger the attacker until the end of his next turn

TOUGHENED

Gain +2 Wound Threshold.

MIND OVER MATTER

May spend a Destiny Point to recover Strain equal to his Will power rating.

GRIT

Gain +1 Strain Threshold

COORDINATION DODGE

When targeted by a combat check, may spend a Destiny Point to add ▼_equal to ranks Coordination o check.

DEDICATION

Gain +1 to a single charac istic. This cannot bring a acteristic above 6.

NATURAL BRAWLER

Once per session, may re-roll any one Melee or Brawl check

SUPREME PRECISION STRIKE

Once per session, when inflicting a Critical Injury with an unarmed attack, may suffer 3 Strain to change the result to any Hard severity Critical Injury.

SIGNATURE ABILITY