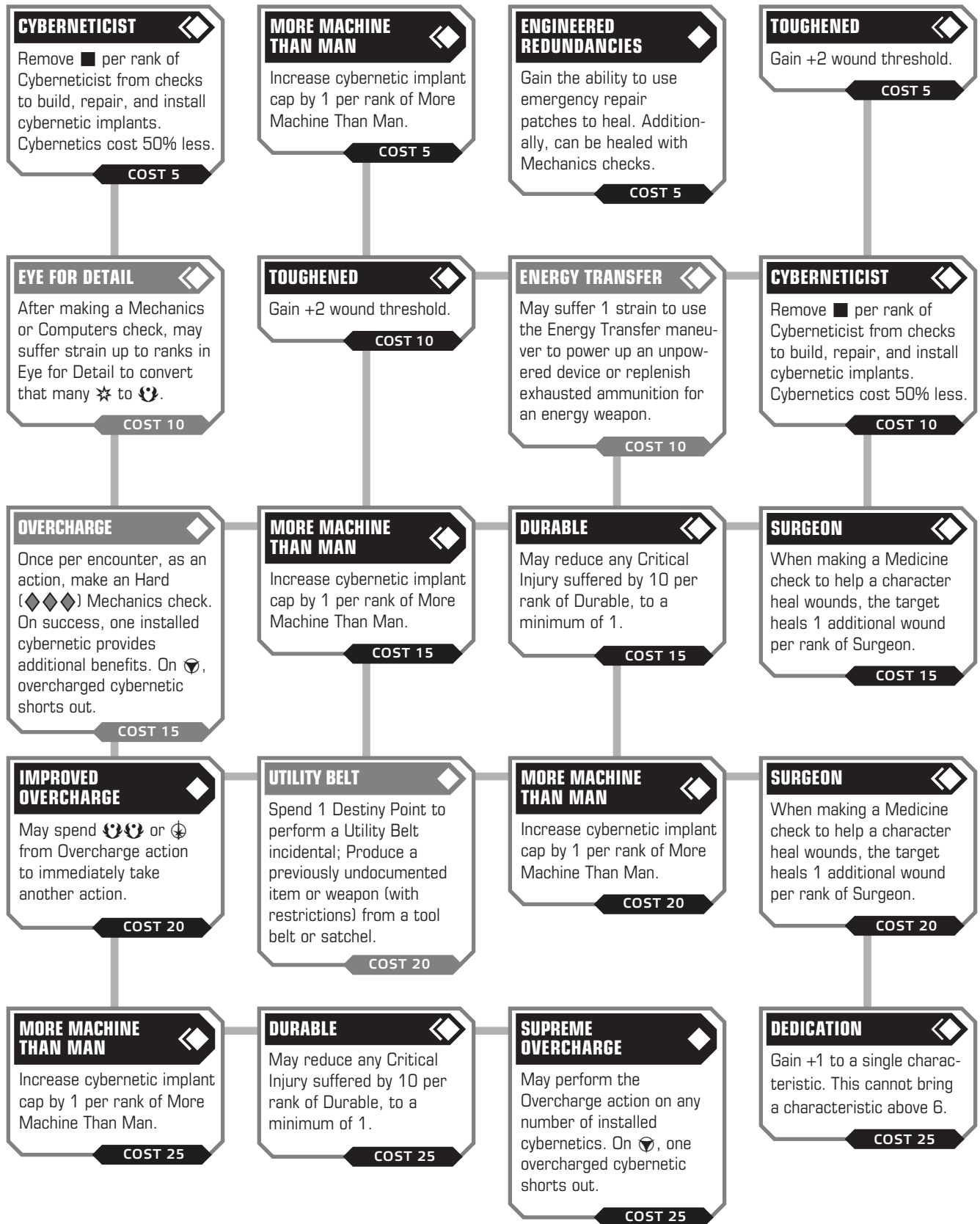


TECHNICIAN CYBER TECH

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Athletics, Mechanics, Medicine, Vigilance**

Inspired by handouts on beggingforxp.com

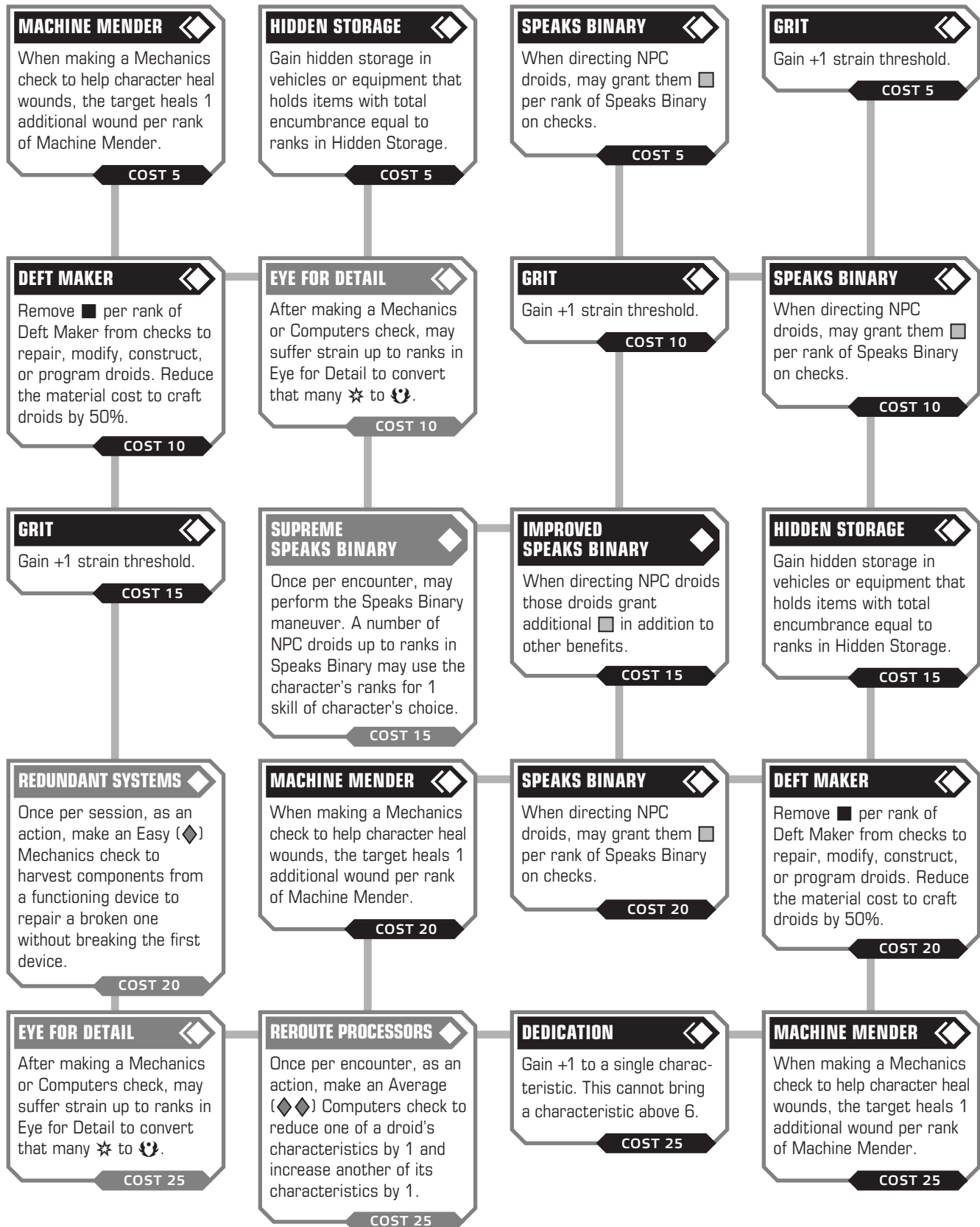


TECHNICIAN DROID TECH

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Computers, Cool, Mechanics, Leadership**

Inspired by handouts on beggingforxp.com

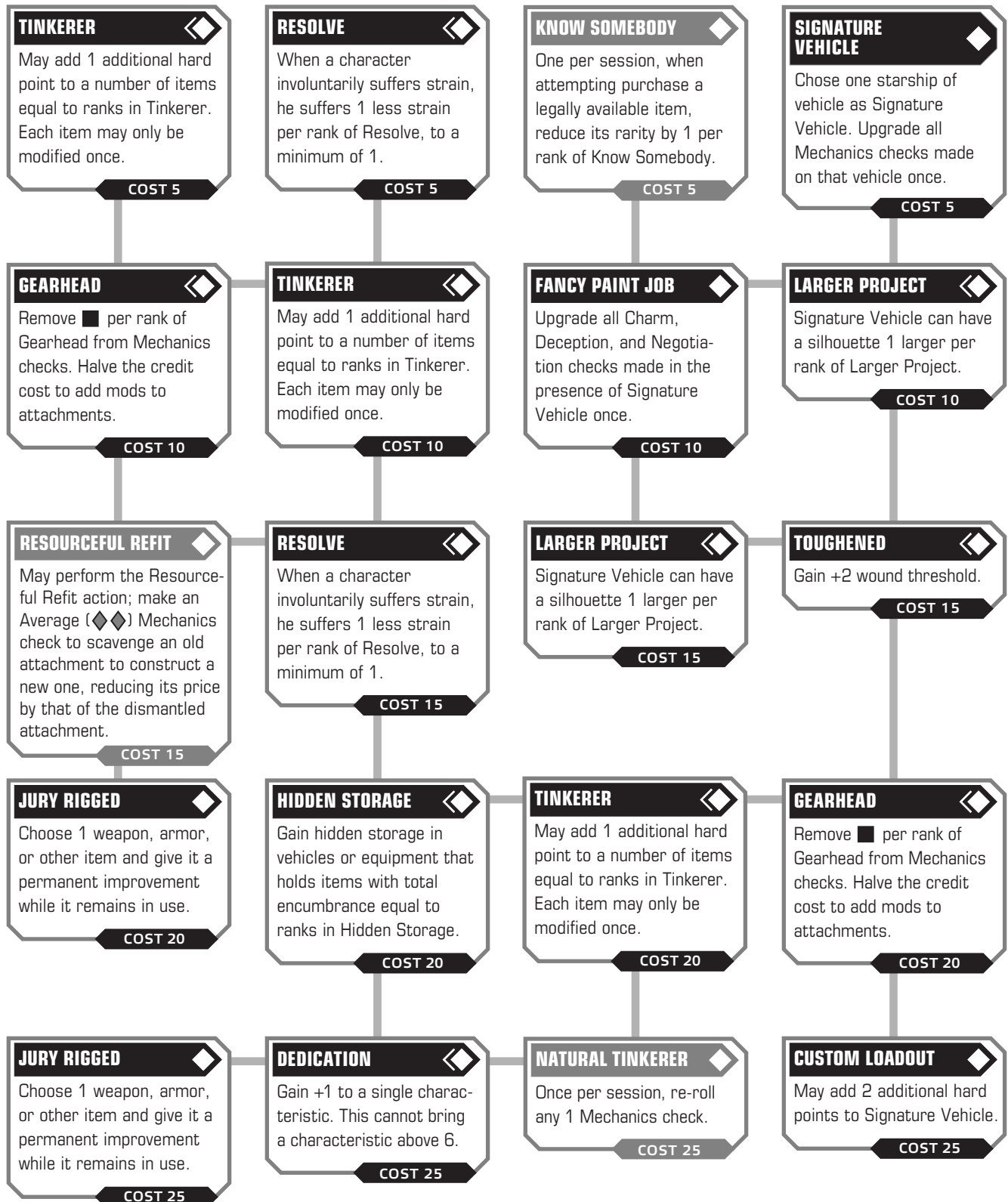


TECHNICIAN MODDER

ACTIVE 
 PASSIVE 
 RANKED 

Spec Bonus Career Skills: **Gunnery, Mechanics, Piloting (Space), Streetwise**

Inspired by handouts on beggingforxp.com



CAREER

TECHNICIAN


BASE ABILITY 

UPGRADE 

RANKED 









Career Skills: **Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, Piloting (Planetary)**


Inspired by handouts on beggingforxp.com

INVENTIVE CREATION BASE ABILITY 

Once per game session, as an action, the character may spend 2 Destiny Points and make a Daunting (◆◆◆◆) Mechanics check. If he succeeds, the character immediately uses available parts to build a device that functions as an item of his choice with a rarity of 5 or lower. The item functions until the end of the encounter, at which point it falls apart, shorts out, or otherwise ceases to function permanently. The exact nature of the device the character is trying to construct, as well as the end results, must be approved by the GM.









COST 30

<p>REDUCE SETBACK </p> <p>Remove ■ from skill check to activate Inventive Creation.</p> <p>COST 10</p>	<p>INCREASE RARITY </p> <p>Increase the rarity of the device the character can build by 1.</p> <p>COST 10</p>	<p>REDUCE SETBACK </p> <p>Remove ■ from skill check to activate Inventive Creation.</p> <p>COST 10</p>	<p>INCREASE RARITY </p> <p>Increase the rarity of the device the character can build by 1.</p> <p>COST 10</p>
<p>REDUCE DIFFICULTY </p> <p>Reduce the difficulty of the skill check to activate Inventive Creation to Hard (◆◆◆).</p> <p>COST 15</p>	<p>INCREASE RARITY </p> <p>Increase the rarity of the device the character can build by 1.</p> <p>COST 15</p>	<p>DESTINY </p> <p>Inventive Creation costs 1 Destiny Point instead of 2.</p> <p>COST 15</p>	<p>CHANGE SCALE </p> <p>May create a vehicle of silhouette 2 or smaller using Inventive Creation.</p> <p>COST 15</p>

UNMATCHED CALIBRATION BASE ABILITY 

Once per game session, as an action, the character may spend 2 Destiny Points to reroll up to two dice in the character's dice pool. Unmatched Calibration cannot be used on a ◻.

COST 30

<p>REMOVE SETBACK </p> <p>May remove ■ instead of rerolling it.</p> <p>COST 10</p>	<p>INCREASE NUMBER </p> <p>Unmatched Calibration affects one additional die per Increase Number upgrade purchased.</p> <p>COST 10</p>	<p>FREQUENCY </p> <p>Unmatched Calibration can be used one additional time each game session per Frequency upgrade purchased.</p> <p>COST 10</p>	<p>INCREASE NUMBER </p> <p>Unmatched Calibration affects one additional die per Increase Number upgrade purchased.</p> <p>COST 10</p>
<p>DESTINY </p> <p>Unmatched Calibrations costs 1 Destiny Point instead of 2.</p> <p>COST 15</p>	<p>MINIMIZE RISK </p> <p>Downgrade one ◻ to be rerolled with Unmatched Calibration to ◆.</p> <p>COST 15</p>	<p>OPTIMIZATION </p> <p>Upgrade one ◆ to be rerolled with Unmatched Calibration to ◻.</p> <p>COST 15</p>	<p>SHARED ACUMEN </p> <p>Unmatched Calibration can also be used on the dice pool of a willing ally withing short range.</p> <p>COST 15</p>