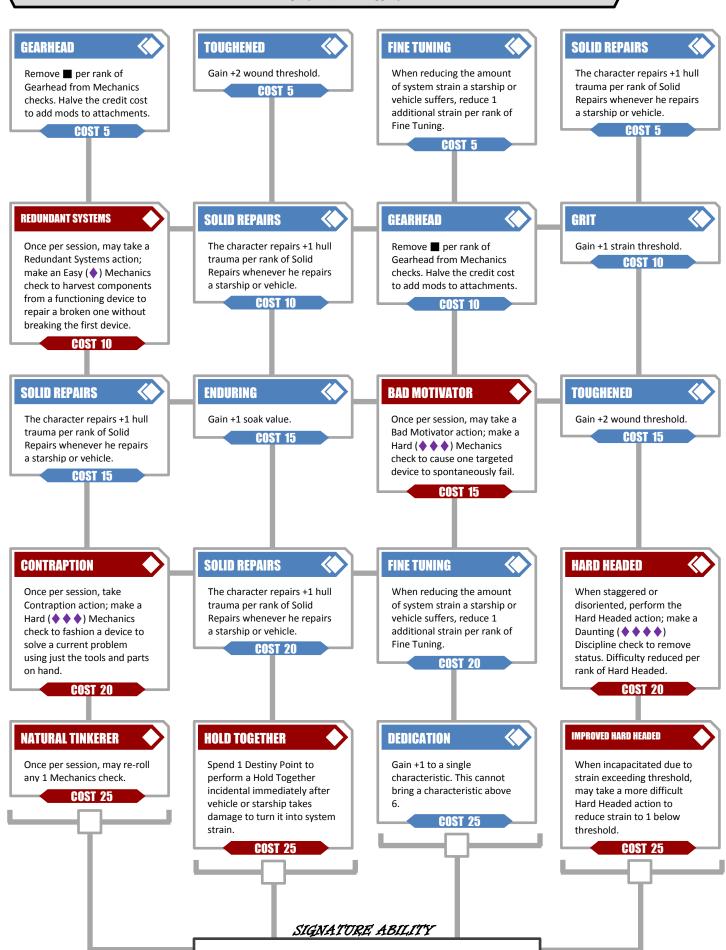
**ENGINEER** 

## **MECHANIC**



Mechanic Bonus Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery

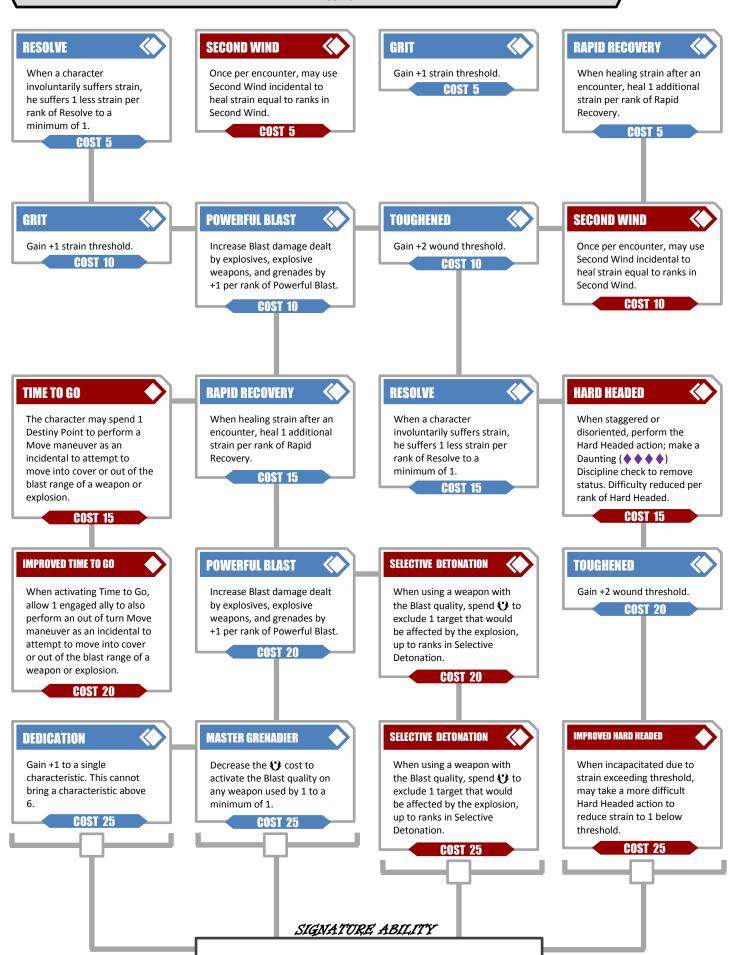


**ENGINEER** 

**SABOTEUR** 



Saboteur Bonus Career Skills: Coordination, Mechanics, Skulduggery, Stealth



**ENGINEER** 

## **SCIENTIST**



Scientist Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Lore), Medicine KNOWLEDGE SPECIALIZATION **RESPECTED SCHOLAR** RESEARCHER **SPEAKS BINARY** When acquired, choose 1 May downgrade difficulty of Removes E per rank of When directing NPC droids, Knowledge skill. When checks to interact with Researcher from all may grant them per rank making that skill check, may institutes of learning by one Knowledge checks. of Speaks Binary on checks. level per rank of Respected spend result to gain Researching a subject takes COST 5 additional successes equal to Scholar. half the time. ranks in Knowledge COST 5 COST 5 Specialization. COST 5 RESEARCHER KNOWLEDGE SPECIALIZATION **HIDDEN STORAGE** TINKERER When acquired, choose 1 May add 1 additional hard Gain hidden storage in Removes per rank of Knowledge skill. When vehicles or equipment that point to a number of items Researcher from all Knowledge checks. making that skill check, may holds items with total equal to ranks in Tinkerer. Each item may only be Researching a subject takes spend result to gain encumbrance equal to ranks half the time. additional successes equal to in Hidden Storage. modified once. ranks in Knowledge COST 10 COST 10 COST 1 Specialization. COST 10 **RESPECTED SCHOLAR** MENTAL FORTRESS **SPEAKS BINARY INVENTOR** May downgrade difficulty of Spend 1 Destiny Point to When directing NPC droids, When constructing new checks to interact with ignore effects of Critical may grant them **[** per rank items or modifying institutes of learning by one Injuries on Intellect or of Speaks Binary on checks. attachments, add **o**r level per rank of Respected Cunning checks until end of remove E per rank of **COST 15** Scholar. encounter. Inventor. **COST 15** COST 15 **COST 15** NATURAL SCHOLAR **STROKE OF GENIUS** INVENTOR TINKERER Once per session, may re-roll May add 1 additional hard Once per session, make one When constructing new any 1 Knowledge skill check. skill check using Intellect items or modifying point to a number of items rather than the characteristic attachments, add 📕 or equal to ranks in Tinkerer. COST 20 linked to that skill. remove E per rank of Each item may only be modified once. Inventor. **COST 20 COST 20** COST 20 **INTENSE FOCUS CAREFUL PLANNING** DEDICATION **UTILITY BELT** Perform an Intense Focus Once per session, may Gain +1 to a single Spend 1 Destiny Point to maneuver: suffer 1 strain and introduce a "fact" into the characteristic. This cannot perform a Utility Belt upgrade the ability of the narrative as if a Destiny Point bring a characteristic above incidental; produce a next skill check once. had been spent. 6. previously undocumented item or weapon (with **COST 25** COST 25 **COST 25** restrictions) from a tool belt or satchel. COST 25 SIGNATURE ABILITY