STAR WARS®

ROLEPLAYING GAME

Saga Edition Web Enhancement 1
The Tech Specialist

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A favored archetype of long-time Star Wars gamers, the tech specialist is a character that focuses on modifying and enhanced fantastic technology to fit his or her needs. Tech specialists range from brilliant engineers to prodigious outlaw techs, though all share a love for the guns, gear, and gadgets found in the galaxy far, far away.

This web enhancement includes a few rules (cut from the Saga Edition core rulebook for space) that allow heroes to take on the role of the tech specialist. Additionally, you will find sample heroic characters -- a Zabrak engineer and a Mon Calamari outlaw tech -- that illustrate two ways to build tech-oriented characters for your own campaign. Of course, these are just two examples, and a hero who wants to tinker with machines and electronics has a number of options available across many different classes.

Additionally, these rules will be featured in an upcoming sourcebook for reference at the gaming table, and will be expanded upon with more talents and rules to further enhance your game.

New Talent Tree

THE OUTLAW TECH

The following new talent tree is intended for use by characters with the scoundrel class. Scoundrels learn a variety of tricks that allow them to squeeze more life out of ailing technology, and they can enhance their gear in ways the manufacturer never intended.

Fast Repairs: Whenever you jury-rig an object or vehicle, the vehicle gains a number of temporary hit points equal to the result of your Mechanics check. Damage is subtracted from these temporary hit points first, and temporary hit points go away at the conclusion of the encounter.

Prerequisites: Trained in the Mechanics skill.

Hot Wire: You can use your Mechanics check modifier instead of your Use Computer check modifier when making Use Computer checks to improve access to a computer system. You are considered trained in the Use Computer skill for purposes of using this talent. If you are entitled to a Use Computer check reroll, you may reroll your Mechanics check instead (subject to the same circumstances and limitations).

Prerequisites: Trained in the Mechanics skill.

Quick Fix: Once per encounter, you may jury-rig an object vehicle that is not disabled. All normal benefits and penalties for jury-rigging still apply.

Prerequisites: Trained in the Mechanics skill.

Personalized Modifications: As a standard action, you may tweak the settings, grips, and moving parts of a powered weapon you wield, tailoring it

to your needs. For the remainder of the encounter, you gain a +1 equipment bonus on attack rolls and a +2 equipment bonus on damage rolls with that weapon. You can use this talent only on powered weapons (those that require a power cell to operate), including weapons connected to a larger power source, such as vehicle and starship weapons.

Encrypted Transmission: The Outlaw Tech Talent Tree

The Outlaw Tech talent tree fills some niches left by the existing Mechanics rules and options for repairing broken pieces of technology. Here's a behind-the-screen look at the design decisions that went into creating these talents.

Fast Repairs is designed to make jury-rigging more appealing to tech-oriented characters. As it stands now, jury-rigging an object or vehicle moves it up the condition track but does not provide temporary hit points. If your ship is at 0 hit points and you jury-rig it, it's still disabled from hit point loss. This new talent alleviates that problem, while still making jury-rigging useful for ships pushed down the condition track by other means (such as ion damage).

Quick Fix builds on **Fast Repairs** and gives a techie character a way to restore some hit points to a vehicle that's still in the fight, but brings with it the threat of becoming disabled at the end of the encounter. This new talent also gives ship engineers something else to do in combat, especially in desperate situations, and it can bring a vehicle back up to full fighting form very quickly.

Hot Wire is similar to the other skill-substitution talents and makes sense for a techie who may not be the best slicer around.

Personalized Modifications is designed to give a scoundrel another means of activating some of his other talents. For example, many of the scoundrel's talents from the Misfortune talent tree rely on a successful attack roll to activate. Combined with the Tech Specialist feat below, this new talent gets the scoundrel a small boost to attacks that can compensate for the difference between low base attack progression and Defense progression, even at high levels. The scoundrel might still need to work closely with his friends against tougher foes, but this talent is designed to capture the feel of tweaking your own weapon while still synergizing with many of the Misfortune talents.

New Feat

Tech Specialist

The new Tech Specialist feat allows a hero to make custom modifications to weapons, armor, droids, devices, and vehicles so that they function beyond their normal specifications.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can modify a device, suit of armor, weapon, droid, or vehicle so that it gains a special trait. Specific traits are given on the Tech Specialist Modifications table below. You may perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armor, weapon, droid, or vehicle, and you can't apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armor, weapon, droid, or vehicle you wish to modify or 1,000 credits, whichever is more. Completing the modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over from scratch if you wish.

Other characters trained in the Mechanics skill can assist you, reducing proportionately the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: This feat is considered a bonus feat for the noble and scoundrel classes.

Table: Tech Specialist Modifications

ARMOR TRAIT	BENEFIT
Agile Armor	Increases the armor's maximum Dexterity bonus 1.
Fortifying Armor	Increases the armor's equipment bonus to Fortitude Defense by 1.
Protective Armor	Increases the armor's armor bonus to Reflex Defense by 1.
DEVICE TRAIT	**BENEFIT**
Enhanced Strength	Increases the device's Strength score by 2.
Improved Durability	The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its base hit points.
Mastercraft Device	Skill checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1.
DROID TRAIT	**BENEFIT**
Enhanced Dexterity	Increases the droid's Dexterity score by 2.
Enhanced Intelligence	Increases the droid's Intelligence score by 2.
Enhanced Strength	Increases the droid's Strength score by 2.
VEHICLE TRAIT	**BENEFIT**
Enhanced Dexterity	Increases the vehicle's Dexterity score by 2.
Improved Speed	Increases the vehicle's speed by one-quarter of its base speed (minimum 1 square).
Improved Shields	Increases the vehicle's shield rating by 5.
WEAPON TRAIT	**BENEFIT**
Improved Accuracy	The weapon gains a +1 equipment bonus on attack rolls.
Improved Damage	The weapon deals +2 points of damage with a successful hit. If the weapon has a damage multiplier (for example, 6d10 x 2), apply the extra damage before applying the multiplier.
Selective Fire	An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon can be made to have an autofire mode.

Sample Characters

The Outlaw Tech

An outlaw tech is a master of making machines do what she wants them to do. Operating far outside the bounds of manufacturer intentions (and sometimes outside the law), she is able to hotwire starships and amp up weapons to the point where her after-market modifications can be considered illegal.

An outlaw tech works well on her own without the need of other classes for support. She can run-and-gun just as well as she can use a hydrospanner, and her strengths lie in areas where her own actions are what save the day. Though an outlaw tech has a less formal education than other technically minded characters, she is a good fighter and a fast worker who can fulfill a variety of roles.

Outlaw Tech   CL 7
Medium Mon Calamari scoundrel 7
Force Points 5
Init +5; **Senses** Low-light vision, Perception +15
Languages Basic, Binary (understand only), Huttese, Mon Calamarian, Ryl, Shyriiwook (understand only)

Defenses Ref 21 (flat-footed 19), Fort 17, Will 20
hp 39; **Threshold** 17

Speed 6 squares, swim 4 squares
Melee +5
Ranged heavy blaster pistol +8 (3d8+3)
Base Atk +5; **Grp** +5
Atk Options Careful Shot, Running Attack

Abilities Str 10, Dex 14, Con 10, Int 18, Wis 15, Cha 9
SQ breathe underwater
Talents Fast Repairs, Knack, Quick Fix, Personalized Modifications
Feats Careful Shot, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Mechanics), Skill Focus (Perception), Skill Focus (Use Computer), Tech Specialist, Weapon Proficiency (pistols, simple weapons)
Skills Deception +7, Gather Information +7, Knowledge (Galactic lore) +12, Knowledge (technology) +12, Mechanics +17 (+18 when using mastercraft tool kit), Perception +15, Pilot +10, Swim +15 (may reroll Swim checks and accept the second roll; may take 10 even under pressure), Use Computer +17 (+18 when using mastercraft datapad)

Possessions heavy blaster pistol (improved accuracy), comlink, mastercraft datapad, mastercraft tool kit, various personal belongings

The Engineer

An engineer is more of an academic designer than a jury-rigging mechanic. He considers the outlaw tech's work to be a sloppy imitation of real ingenuity and can use his knowledge to create more solid and reliable designs. An engineer is much more of a team player, and many heroes find that an engineer helps them get out of scrapes by encouraging them to work together. Because he's familiar with coordinating teams, an engineer has the knowledge and resources to create all-new (and significantly improved) pieces of technology that function reliably under all conditions.

Engineer CL 7

Medium Zabrak noble 6/scoundrel 1
Force Points 5
Init +9; **Senses** Perception +10
Languages Basic, Binary (understand only), Bocce, High Galactic, Huttese, Mon Calamarian, Shyriiwook (understand only), Sullustese, Zabrak

Defenses Ref 21 (flat-footed 20), Fort 18, Will 22
hp 37; **Threshold** 18

Speed 6 squares
Melee +3
Ranged hold-out blaster +7 (3d4+3)
Base Atk +4; **Grp** +3

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 13
Talents Coordinate, Inspire Haste, Trace, Wealth
Feats Linguist, Skill Focus (Knowledge [technology]), Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Mechanics), Tech Specialist, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Initiative +9, Knowledge (Galactic lore) +11, Knowledge (physical sciences) +11, Knowledge (technology) +16, Mechanics +16, Perception +10 (may reroll any Perception check and keep the second roll), Persuasion +9, Pilot +9, Use Computer +16 (+17 when using masterwork datapad or masterwork portable computer)
Possessions hold-out blaster (improved accuracy), comlink, masterwork datapad, masterwork portable computer, personal holoprojector, various personal belongings