

THE TECHNICIAN

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Technicians are both knowledgeable and handy, and their skills show it: **Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Mechanics, Perception, and Piloting (Planetary)**. He automatically gains one rank in four of these skills (of his choosing) without spending experience, and he receives a discount when he spends experience to purchase ranks in any of these skills.

THE TECHNICIAN'S ROLE

Pretty much anything to do with technology or mechanical devices lies within the Technician's purview. He knows how to operate, maintain, repair, and upgrade just about anything with power or gears. Most Technicians would rather deal with machines and droids than people; the latter are just too unpredictable.

Technicians can be found almost anywhere, at any tier of society or in any location where there's even a few machines. Formality—even cleanliness—tends to fall far outside their daily concerns. They usually smell of some kind of grease, solvent, or other substance that's used on machines, and even their cleanest clothes are seldom free from stains. Even those Technicians that move among the higher echelons come off as rumpled and slouching; it's just not in their nature to put on a professional front. They let their work speak for itself.

Note that Technicians do have a sense of pride, and it resides in the work they perform. If a Technician brings someone a piece of tech that he's not only repaired but upgraded with some very useful modifications, the reaction of the recipient can make or break his entire day.

This is why Technicians tend to gravitate to one another socially, or bond with someone who has an appreciation for machinery. Gadgeteer-oriented Bounty Hunters and Smugglers are most likely to befriend a Technician in a group. This can be a mutually beneficial relationship, considering all of the wonderful things a technically proficient individual can do for someone's gear.



Like Pilots and Doctors, Technicians of almost any specialization will have a relatively easy time finding work in the Outer Rim. Every operation, from small farmsteads to large space stations, has need of those who can keep the tech running. Criminal overlords particularly enjoy having a Technician on their payroll, not only to take care of their many assets, but also to craft the occasional “toy” for them with which to surprise their enemies.

TECHNICIAN SPECIALIZATIONS

The three specialization paths for the Technician are briefly discussed, giving an overall context in relation to the career.

MECHANIC—MAKING STUFF WORK

Depending on who is asked, Mechanics are either the glue that holds everything together or the grease that makes it all go. Most Mechanics would tell you they do both, and then get back to work.

The additional career skills of a Mechanic indicate his practical versatility: **Brawl**, **Mechanics** (of course, and this gives him the opportunity to have two starting ranks in the skill), **Piloting (Space)**, and **Skulduggery**. If this is the character’s starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. Pragmatic and tough are two key traits that come out of a Mechanic’s talent tree, as are the many ways he is capable of fixing what’s broken and being prepared for any mechanical contingencies that arise.

While it is relatively easy to find a Mechanic almost anywhere in the galaxy, it’s considerably more difficult to find a *good* one, and even harder to find one that can be *trusted*. Ship captains will literally travel across systems to get to a Mechanic they can trust to do a good job for them, which is why Mechanics tend to be in high demand.

A Mechanic that’s hooked up with the typical Player Character group has likely decided he doesn’t want to spend all of his time in a work pit or engineering hangar. He probably wants to see a bit of the galaxy and get some flight time in. Fortunately, Mechanics tend to pick up a few things about how to take care of themselves in tough situations, and given a few minutes and some random devices, they may well cobble together a rather explosive means of dealing with real problems.

OUTLAW TECH—MAKING THINGS BETTER

Outlaw Techs are the specialists others call on when they want something out of the ordinary. A blaster that works beyond factory tolerances? No problem. A transponder that identifies a smuggler’s freighter as a

religious pilgrimage craft? It’ll cost a few credits, but sure. A protocol droid altered to carry out an assassination? Just how big is that credit line, anyway?

The Outlaw Tech adds the following to his available career skills: **Knowledge (Education)**, **Knowledge (Underworld)**, **Mechanics**, and **Streetwise**. If this is the character’s starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. This gives him the opportunity to have two starting ranks in Mechanics, if he also chooses that as one of his free starting career skill ranks. With his talents, the Outlaw Tech is adept at doing fantastic things with technology that he probably shouldn’t. He’s also tough, clever, and adaptable.

Outlaw Techs find the Outer Rim very comfortable. They’re able to practice their unique style of work with far less chance of running afoul of Imperial agents or other repressive government restrictions. They also find it far easier to make the contacts and get the kinds of customers that really appreciate their services. Of course, it’s a lot harder to get true state-of-the-art equipment, but making do with what’s on hand is a specialty of the Outlaw Tech.

Outlaw Techs in a Player Character group will be highly prized, especially for their ability to make all kinds of improvements on other characters’ gear. They are also adept at keeping ships and vehicles operational, and in some situations, they’re as handy at acquiring certain goods as some Explorers. Without a Smuggler in the group, an Outlaw Tech may be the best bet for dealing with the local black markets.

SLICER—MAKING THE DATA FLOW

For the Slicer, a computer or datapad is just a puzzle to solve with prizes for doing so. “Slicing” is the term used for the invasive efforts to steal or alter data in a system. With practically the entire galaxy wired to computerized systems, Slicers are extremely valuable people to know, and dangerous to cross.

Slicers naturally tend towards the underworld, yet they are also highly intelligent and knowledgeable. They add these skills to their career skills: **Computers**, **Knowledge (Education)**, **Knowledge (Underworld)**, and **Stealth**. If this is the character’s starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. Their talents mainly focus on making computerized and electronic systems dance to their tune.

Slicers are among the most valued professionals in the Outer Rim, especially to the criminal world. A Slicer’s worth, however, is only as good as his reputation; success and loyalty will earn him top credits, while blowing key operations or double-crossing an employer will tend to make his prospects far less attractive.

A Player Character group without a Slicer will have something of a handicap, especially where acquiring data or handling computerized problems is concerned. A Slicer might join a group for a chance to get away from a bad deal, or simply because he's ready to see the next planet. Slicers tend to be a quirky bunch, so there might be any number of motivations at work.

TECHNICIAN STORIES

The skills of a good Technician are always in demand, both in the Core Worlds and in the Outer Rim. Given that fact, it's no surprise that most Technicians live fairly quiet and simple lives, acting as engineers or repair techs, either in their own workshops or employed by a corporation or cartel. Of course, some Technicians—the sort most likely to become Player Characters—just can't live that kind of life. Either they can't settle for anything that humble, or they've got some troubles in their past that force them to keep moving. Some examples include:

- **Mad Genius:** It's not the Technician's fault if no one understands his genius. Granted they just asked for cooling condensers, but an arctic environment generator accomplishes so much more! A mad genius Technician probably has one or more misunderstandings in his past. He finds bureaucracy stifling (especially all the paperwork one must fill out after a moderate-sized explosion that might happen to eradicate a city block) and chafes at regulations or anyone trying to limit his genius. He must keep moving and continue searching for the perfect opportunity to display his genius, not to mention exciting new things to stimulate his curiosity and puzzles to solve.
- **Scavenger:** A Technician born and raised in the Outer Rim may have never seen a new machine fresh from the factory. He works strictly with second-hand stuff, some of it decades or even centuries old. The good ones can take old, broken-down machines and cobble together anything one could want, creating amazing, one-of-a-kind inventions that can never be replicated. Scavengers are always on the lookout for interesting new pieces of scrap to play with, and on the Outer Rim, there's always new scrap. There's also old scrap, sometimes very old scrap indeed, from civilizations long dead that could be extremely valuable to all the wrong people.
- **Sentimental:** Some Technicians get attached to one particular machine, perhaps a droid or a starship. Maybe it's a design they find fascinating, or maybe it's a machine they've known all their lives. For whatever reason, the Technician can't help but keep tinkering, always making small improvements to the machine and keeping it in top shape. People may come and go, die or betray you, but the machine...it's a constant.
- **Secret Blueprints:** Some Technicians come into possession of knowledge that can be downright dangerous. For some, it's information they stole or stumbled across, schematics for a secret superweapon or illegal technology. For others, it's a machine whose construction and design may have been their life's work up until its completion...until their employer decided to shut the project down, and with it all loose ends. These Technicians find that a life on the run is the only option, always trying to keep one step ahead of the corporate or Empire or underworld thugs who seek to do them in, always trying to find some way to turn that knowledge that's such a huge liability into an asset.

DROID COMPANIONS AND FAVORITE TOYS

The loyal droid companion is a common element in *Star Wars* stories, and the Technician character is a perfect opportunity to include one. Of course, most droid prices are well outside the budget of a starting character, even after accepting additional starting Obligation. Still, a Game Master may choose to add a plucky astromech or easily-flustered protocol droid to the Technician's list of assets. Such a droid would be an NPC controlled by the game master, and an opportunity for the GM to insert his or her own voice into PC discussions.

Technician PCs who wish to consider a PC droid as their personal droid companion are advised to discuss it with that droid's player beforehand.

Droids aren't the only pieces of advanced technology that Technicians might wish to customize heavily. A Slicer PC might have a tricked-out datapad, a mechanic may have a lovingly-customized starship, and an Outlaw Tech...well, there's no limit to what they might choose to modify! Technician players who are interested in customized technology should read the relevant sections of **Chapter V: Gear and Equipment** and **Chapter VII: Starships and Vehicles** carefully.



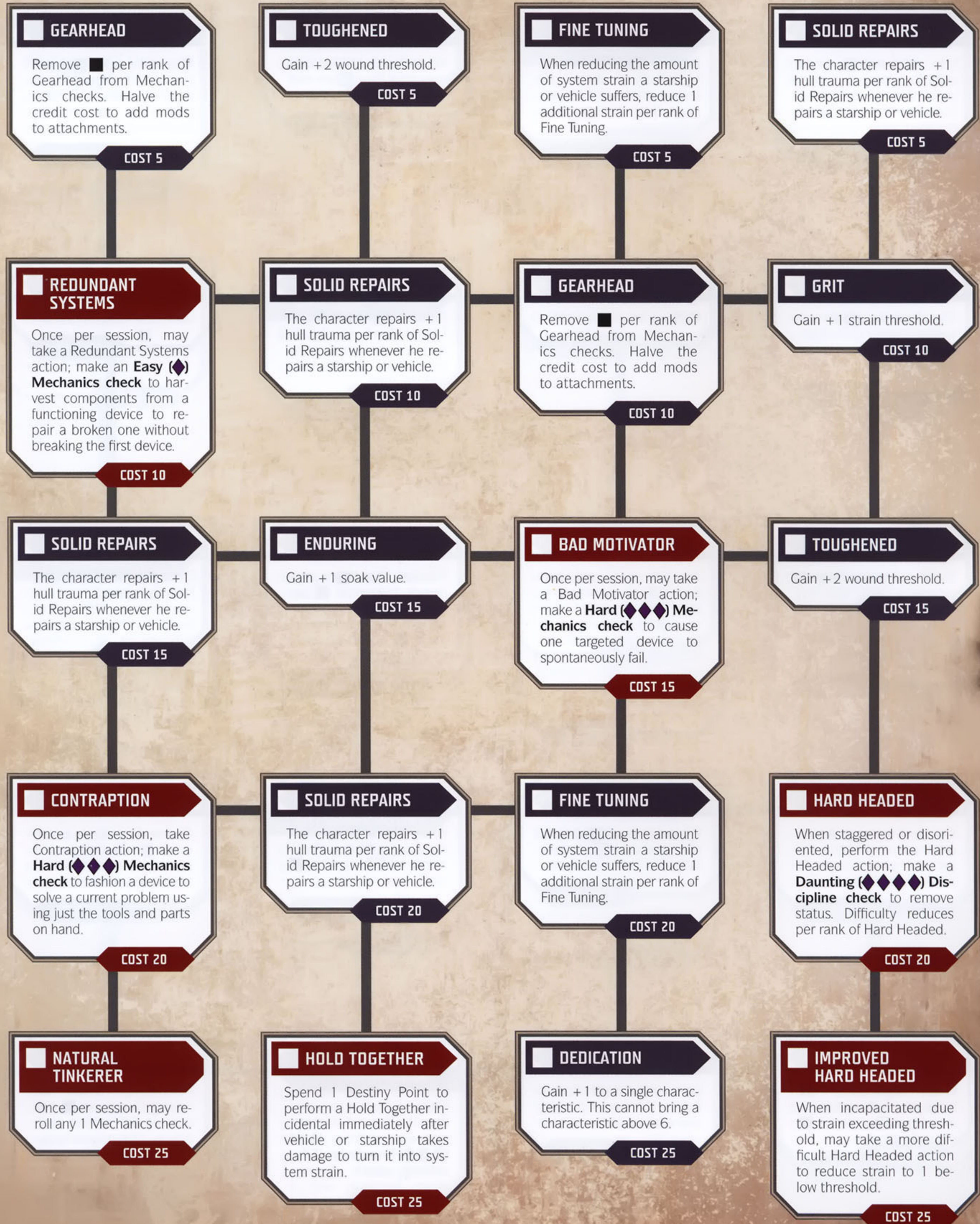
Technician: Mechanic Talent Tree

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

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

ACTIVE

PASSIVE



Technician: Outlaw Tech Talent Tree

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

Outlaw Tech Bonus Career Skills: Knowledge (Education), Knowledge (Underworld), Mechanics, Streetwise

ACTIVE

PASSIVE



Technician: Slicer Talent Tree

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

Slicer Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Underworld), Stealth

ACTIVE

PASSIVE

