

STARFINDER

DATA JOCKEY

ARCHETYPE OF

Level

SYSTEMS GURU

When using the Computers skill to:

- Destroy or repair a system module
- Detect a fake shell
- Disable or manipulate a countermeasure
- Gain root access
- Hack a computer system

Roll twice and take the better result.

TACTICAL ANALYSIS

As a move action, attempt a skill check to analyse a target using the Engineering, Life Science or Mysticism skills.

Level **DC = 15 + CR**

If successful, gain +1 to attacks on that target, and ignore 5 points of damage reduction or energy resistance.

Spend a second move action to grant this damage benefit to allies.

FAST RETRIEVAL

With access to an infosphere or downloaded data set, use the Computers skill to recall knowledge.

Pick one skill:

- ☐ Culture
- ☐ Medicine
- ☐ Engineering
- ☐ Mysticism
- ☐ Life Science
- ☐ Physical Science
- ☐ Profession: _____

Use half your Computers skill bonus in place of the skill bonus.

Spend 1rp to use your full Computers skill bonus.

If you gain at least half your Computers skill bonus in your chosen skill, you can change it to another skill.

Level **8** Second skill Level **14** Third skill Level **20** Fourth skill

MASTER OF LORE

Level **18** Use your full Computers skill bonus to selected skills, without spending rp.

