

STARFINDER

DATA JOCKEY

ARCHETYPE OF

Stufe



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

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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.

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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: _____

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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.

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Second skill

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Third skill

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Fourth skill

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

