



Artisan Bonus Career Skills: Astrogation, Computers, Knowledge (Education), Mechanics

**SOLID REPAIRS**

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

**COST 5****FINE TUNING**

When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

**COST 5****MENTAL TOOLS**

Always count as having the right tools for the job when performing Mechanics checks.

**COST 5****TECHNICAL APTITUDE**

Reduce time needed to complete Computer-related tasks by 25% per rank.

**COST 5****GRIT**

Gain +1 strain threshold.

**COST 10****SOLID REPAIRS**

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

**COST 10****FINE TUNING**

When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

**COST 10****GRIT**

Gain +1 strain threshold.

**COST 10****INVENTOR**

When constructing new items or modifying attachments, add ■ or remove ■ per rank of Inventor.

**COST 15****IMBUE ITEM**

Take the Imbue Item maneuver; suffer 1 strain and commit ○ to grant one weapon, piece of armor, or item an improvement while ○ remains committed. Suffer 1 strain every round ○ remains committed.

**COST 15****NATURAL TINKERER**

Once per session, may re-roll any 1 Mechanics check.

**COST 15****DEFENSIVE SLICING**

When defending computer systems, add ■ per rank of Defensive Slicing to opponent's checks.

**COST 15****SOLID REPAIRS**

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

**COST 20****FORCE RATING**

Gain +1 Force Rating.

**COST 20****DEFENSIVE SLICING**

When defending computer systems, add ■ per rank of Defensive Slicing to opponent's checks.

**COST 20****MENTAL FORTRESS**

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

**COST 20****MASTER ARTISAN**

Once per round, may take the Master Artisan incidental; suffer 2 strain to decrease the difficulty of next Mechanics check by 1, to a minimum of Easy (◆).

**COST 25****INTUITIVE IMPROVEMENTS**

When making check to craft or repair item, may add ○ no greater than Force rating to check. Spend ○ to increase hard points by 1, to max of +2.

**COST 25****DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**COST 25****COMPREHEND TECHNOLOGY**

Take Comprehend Technology action; make an Average (◆◆) Knowledge (Education) check to use Force rating as ranks in skills to use a single item.

**COST 25***SIGNATURE ABILITY*