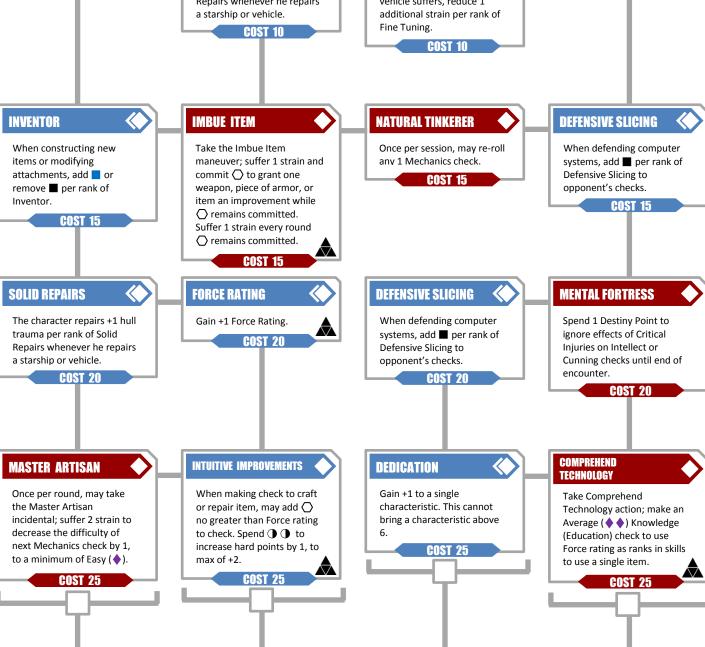
ARTISAN SENTINEL RANKED Artisan Bonus Career Skills: Astrogation, Computers, Knowledge (Education), Mechanics Force Sensitive only TECHNICAL APTITUDE **SOLID REPAIRS FINE TUNING MENTAL TOOLS** The character repairs +1 hull When reducing the amount Always count as having the Reduce time needed to trauma per rank of Solid of system strain a starship or right tools for the job when complete Computer-related tasks by 25% per rank. Repairs whenever he repairs vehicle suffers, reduce 1 performing Mechanics a starship or vehicle. additional strain per rank of checks. COST 5 Fine Tuning. COST 5 COST 5 COST 5 GRIT **SOLID REPAIRS FINE TUNING** GRIT Gain +1 strain threshold. The character repairs +1 hull Gain +1 strain threshold. When reducing the amount trauma per rank of Solid of system strain a starship or COST 10 COST 10 Repairs whenever he repairs vehicle suffers, reduce 1 a starship or vehicle. additional strain per rank of Fine Tuning. COST 10 COST 10 **DEFENSIVE SLICING INVENTOR** IMBUE ITEM **NATURAL TINKERER** When constructing new Take the Imbue Item Once per session, may re-roll When defending computer items or modifying maneuver; suffer 1 strain and any 1 Mechanics check. systems, add per rank of attachments, add or commit () to grant one Defensive Slicing to COST 15 remove per rank of weapon, piece of armor, or opponent's checks. item an improvement while Inventor. COST 15 remains committed. COST 15 Suffer 1 strain every round remains committed. **COST 15**



SIGNATURE ABILITY