Technician: Modder Active | Career Skills: Astrogation, Computers, Coordination, Discipline, Knowledge (Outer Rim), Passive -Mechanics, Perception, Piloting (Planetary) Ranked (Modder Bonus Career Skills: Gunnery, Mechanics, Piloting (Space), Streetwise KNOW SOMEBODY TINKERER RESOLVE SIGNATURE VEHICLE May add 1 additional hard When a character Once per session, when Choose one starship or point to a number of items involuntarily suffers strain, attempting to purchase a vehicle up to silhouette 3 he suffers 1 less strain per egual to ranks in Tinkerer. legally available item. as Signature Vehicle. Each item may only be rank of Resolve, minimum reduce its rarity by 1 per Upgrade all Mechanics modified once. rank of Know Somebody. checks made on that vehicle once. Remove **II** per rank of May add 1 additional hard Upgrade all Charm Signature Vehicle can haw Gearhead from Mechanics Deception, and Negotiation point to a number of items a silhouette 1 larger per rank of Larger Project. checks. Halve the credit equal to ranks in Tinkerer. checks made in the cost to add mods to Each item may only be presence of Signature modified once. Vehicle once. attachments. Cost 10 Cost: 10 Cost: 10 RESOURCEFUL REFIT RESOLVE **LARGER PROJECT** TOUGHENED May perform the Resourceful Signature Vehicle can have When a character involuntarily suffers strain, he suffers 1 less strain per a silhouette 1 larger per rank of Larger Project. Refit action: make an Average (• •) Mechanics check to scavange an old attachment to construct a rank of Resolve, minimum new one, reducing its price by that of the dismantled attachment TINKERER GEARHEAD Gain hidden storage in May add 1 additional hard Choose 1 weapon, armor. Remove mer rank of or other item and give it a vehicles or equipment that point to a number of items Gearhead from Mechanics permanent improvement holds items with total equal to ranks in Tinkerer. checks. Halve the credit while it remains in use. encumbrance equal to Each item may only be cost to add mods to ranks in Hidden Storage modified once. attachments. CONC 20 Cost: 20 JURY RIGGED DEDICATION NATURAL TINKERER **CUSTOM LOADOUT** Choose 1 weapon, armor, Gain +1 to a single characteristic. This cannot Once per session, re-roll any 1 Mechanics check. May add 2 additional hard

bring a characteristic above

or other item and give it a

permanent improvement while it remains in use.

points to Signature Vehicle.