

# Tech Specialist (Alternate)

The Tech Specialist has been modified as described in the following table:

Level	Attack	Fort	Ref	Will	Special	Def	Rep
1	+0	+0	+1	+2	Skill emphasis	+2	+0
2	+1	+0	+1	+3	Bonus class skill	+3	+0
3	+2	+0	+1	+3	Research	+3	+1
4	+3	+1	+2	+4	Tech specialty	+3	+1
5	+3	+1	+2	+4	Expert	+4	+1
6	+4	+2	+3	+5	Bonus class skill	+4	+1
7	+5	+2	+3	+5	Tech specialty	+5	+2
8	+6/+1	+3	+3	+6	Skill emphasis	+5	+2
9	+6/+1	+3	+4	+6	Expert	+5	+2
10	+7/+2	+4	+4	+7	Tech specialty	+6	+2
11	+8/+3	+4	+5	+7	Bonus class skill	+6	+3
12	+9/+4	+5	+5	+8	Tech specialty	+7	+3
13	+9/+4	+5	+5	+8	Expert	+7	+3
14	+10/+5	+6	+6	+9	Tech specialty	+7	+3
15	+11/+6/+1	+6	+6	+9	Skill emphasis	+8	+4
16	+12/+7/+2	+7	+7	+10	Tech specialty	+8	+4
17	+12/+7/+2	+7	+7	+10	Expert	+9	+4
18	+13/+8/+3	+8	+7	+11	Tech specialty	+9	+4
19	+14/+9/+5	+8	+8	+11		+9	+5
20	+15/+10/+5	+9	+8	+12	Tech specialty	+10	+5

## Updated Class Abilities

Tech specialists gain their class abilities at a slightly increased rate, as shown in the above table; as well, the Will save progression for the tech specialist has been increased. Finally, the following class abilities are either additions, or updates to previous class abilities, as described below.

**Starting Feats:** The tech specialist gains Weapon Group Proficiency (blaster pistols) in addition to his other starting feat.

**Skill Emphasis:** At 1<sup>st</sup>, 8<sup>th</sup>, and 15<sup>th</sup> level, the tech specialist gains the Skill Emphasis feat. The Skill Emphasis feat at 1<sup>st</sup> level sets the direction for your tech specialty, the Skill Emphasis feat at 8<sup>th</sup> level represents a secondary field of study with which you are proficient, and the Skill Emphasis feat at 15<sup>th</sup> level represents a minor field of study with which you are also somewhat skilled. Choose from the following skills:

Astrogate, Computer Use, Craft (select one), Demolitions, Disable Device, Knowledge (select one), Pilot, Treat Injury, or Repair.

**Bonus Class Skill:** At 2<sup>nd</sup>, 6<sup>th</sup>, and 11<sup>th</sup> level, a tech specialist may designate any one cross-class skill (except for a Force-related skill) as a class skill. This represents an area of expertise the tech specialist picks up outside his normal training.

**Tech Specialty:** At 4<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup>, 12<sup>th</sup>, 14<sup>th</sup>, 16<sup>th</sup>, 18<sup>th</sup>, and 20<sup>th</sup> level, the tech specialist gains a tech specialty. Each time, the tech specialist selects a specialty either from those listed in the *Revised Core Rulebook* on pages 53–54, or among those described below. It can be a different specialty each time, or the tech specialist can choose the same specialty as many as three times over the course of the eight selections.

*Computer Specialist:* Receive a +2 bonus on Computer Use checks. Additional selections of this tech specialty can improve the bonus to +4 and +6.

*Demolitions Specialist:* Receive a +1 bonus on Demolitions and Disable Device checks. Additional selections of this tech specialty can improve the bonus to +2 and +3 for both skills.

*Frugal Crafter:* The tech specialist knows how to stretch parts and raw materials, and uses them to the utmost efficiency. The tech specialist pays 10% less for the raw materials required to craft an item. Additional selections of this craft specialty can improve the cost reduction to 20% and 30%.

*Intuitive Crafter (Requires the Mastercrafter Tech Specialty):* The tech specialist need not spend as many experience points towards making a Mastercraft item. The cost in experience points for a Mastercraft item is reduced by 20% (round up). Additional selections of this craft specialty can decrease the required XP expenditure to 40% and 60%. This tech specialty applies to all items the tech specialist has the Mastercrafter tech specialty in.

*Mastercrafter:* This tech specialist ability remains unchanged from the description detailed on pages 53–54 of the *Revised Core Rulebook*.

*Mechanic:* Receive a +2 bonus on Repair checks. Additional selections of this tech specialty can improve the bonus to +4 and +6.

*Medical Specialist:* Receive a +2 bonus on Treat Injury checks. Additional selections of this tech specialty can improve the bonus to +4 and +6.

*Pilot Specialist:* Receive a +1 bonus on Astrogate and Pilot checks. Additional selections of this tech specialty can improve the bonus to +2 and +3 for both skills.

*Rapid Crafter:* The tech specialist uses his time even more efficiently when crafting an item. The tech specialist gains a +3 bonus to one Craft skill he currently has ranks in, but only towards the skill modifier (ranks in the appropriate Craft skill + your Intelligence modifier + whatever miscellaneous bonuses apply) for determining how much he progresses towards completing the crafting of an item. This bonus does **not** apply to the actual Craft check itself. Additional selections of this craft specialty can either improve this bonus to +6 or +9, or apply to a new Craft skill the tech specialist has the

*Surgical Specialist:* This tech specialist ability remains unchanged from the description detailed on page 54 of the *Revised Core Rulebook*.