

THE ENGINEER

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An Engineer's eight career skills are **Athletics**, **Computers**, **Knowledge (Education)**, **Mechanics**, **Perception**, **Piloting (Space)**, **Ranged (Light)**, and **Vigilance**. The Engineer automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

AN ENGINEER'S ROLE

There would be no Galactic Civil War if not for the massive technological capabilities of both the Empire and the Alliance. Machines of every size and weapons of every type are employed across great distances to hammer away at the enemy. These machines are imagined, designed, and built by Engineers, and Engineers are the ones who know how to keep them running—or to stop them cold.

Engineers speak the languages of computers, engines, and electrical conduits (they should, since they invented them). Most engineers prefer working with technology over people, especially in light of how chaotic the latter are. While some Engineers are fully (and eagerly) aware of the massive destruction their creations are capable of, most are merely fascinated with the challenge of creating something new, or fixing something thought beyond repair. Some focus their attentions on disrupting the machines of others, pitting their knowledge and talents against those of rivals working for the opposition.

Whether at the design table, in the hangar bay, or scurrying towards an access panel with explosives in hand, Engineers are a vital part of the Alliance's



war effort. They bring the Rebellion new weapons to fight with, keep its machines in service, and deliver devastating setbacks to the Empire's continuing agenda to craft superweapons of mass destruction.

ENGINEER SPECIALIZATIONS

Whether by fixing a busted droid, inventing a new type of droid, or rigging a droid to roll into and explode in an Imperial command center, the Engineer's three specializations all serve important functions.

MECHANIC—MAKING THINGS GO

Virtually no Alliance military unit can function without a competent Mechanic, due to the constant wear-and-tear on the mechanical and technical assets the unit relies upon to do battle. Mechanics do everything from minor tune-ups and adjustments to massive overhauls and repairs. They are both the gears of the Alliance machine and the grease that makes it run smoothly.

Mechanics gain four additional career skills—**Brawl**, **Mechanics**, **Piloting (Space)**, and **Skulduggery**. They gain a free rank in two of these (as long as this is the first specialization chosen). Tough and pragmatic, Mechanics tend to be able to take care of themselves in a fight, and they know the best places to get what *they need when normal supply chains fail*. They're also usually capable of flying or driving whatever they fix.

Most Mechanics are definitely "in the field" types. While they prefer to have a good place to work where they can keep their tools, they don't want to be too far away from the unit they support to do any good. A military-minded Mechanic always has a solid, portable kit for his tools and is ready to go into the line of fire to get a desperately needed tank or heavy cannon back up and running before the enemy overruns the position.

Many Alliance commanders are loath to promote their Mechanics, but this isn't due to a lack of confidence in a Mechanic's abilities or a failure to follow orders (though Mechanics in the Rebellion do have a reputation for being a surly, independent lot). Instead, such commanders fear that promotion will lead to their unit's loss of the service of a highly valued member of the team. Fortunately, most Mechanics have little use for rank, and even less use for the paperwork and bureaucracy that upper-echelon types have to deal with. They'd much rather take wrench in hand and get to work.

SABOTEUR—MAKING THINGS EXPLODE

Almost anathema to the usual technician's mentality, the Saboteur specializes in disrupting and destroying technical and mechanical assets. His job is to diminish the enemy's capacity to wage war by denying the enemy use of its weapons and vehicles. Of course, it

takes a high degree of understanding about how something works in order to ensure it ceases working, or better still, to ensure it never works again.

For a Saboteur, **Coordination**, **Mechanics**, **Skulduggery**, and **Stealth** are all additional career skills, and if this is the first chosen specialization, the PC gains a free rank in two of these. Saboteurs are, by nature, covert operation specialists with a strong need to be able to sneak in and out of enemy facilities. In addition, they understand that disrupting the computer networks that run such facilities is a key to success.

Blowing things up is a popular way to commit sabotage, and Saboteurs are often the best at handling demolitions tasks (often using a combination of Mechanics and Skulduggery). However, there are many other ways to disrupt and destroy machinery, and the Saboteur knows them all. Most often, he will seek a way to cause the most damage and the most chaos at just the right moment. For the Saboteur (especially one with a sense of style), timing is everything.

The Alliance makes quiet yet effective use of its Saboteurs. Though terrorism is not a part of the battle plan (and is expressly forbidden by Mon Mothma and the rest of the Alliance Council), acts of military sabotage are known to be highly effective in evening the odds before a battle. Most commanders in the Rebellion will simply indicate a target and a time frame, allowing the Saboteur to use his creativity and resourcefulness to achieve the objective.

SCIENTIST—MAKING NEW THINGS

With a fraction of the resources and funding of the Empire, the Alliance is constantly forced to find creative solutions to problems. These problems include matters of supply, housing, transport, effective weaponry and defenses, and a host of others. The people they turn to for those creative solutions are those who are trained and driven to identify a need and seek out a technical solution to it—in other words, Scientists.

The additional career skills for Scientists are **Computers**, **Knowledge (Education)**, **Knowledge (Lore)**, and **Medicine**. If this is a first specialization, the PC gains a free rank in two of these skills. Unsurprisingly, Scientists are among the most educated people in the galaxy, with a wide range of advanced knowledge in areas such as medicine and celestial mechanics.

Most Scientists pursue their work in labs, rarely venturing out into the greater galaxy. Their lives are spent on theories and research, pondering the latest mysteries of the universe comfortably away from conflict and strife. Some Scientists, however, seek the satisfaction of bringing their theories and their ideas into the galaxy in order to help others. They design solutions, help create the technology to implement those solutions, and actively test and use those solutions alongside others who are also trying to help make life better.

Though Alliance officials prefer to keep Scientists in the rear echelons, as far away from danger and risk as possible, there are more than a few who insist on being the ones to test their new devices directly in the field. Further, some Scientists sign on with the Rebellion for the express purpose of taking the fight to the Empire; they're just as prepared to fire a blaster at a stormtrooper as they are to devise a way to improve the power flow for that blaster to do more damage.

ENGINEER STORIES

Highly educated and proficient beings of technical and scientific ability can usually find safe and secure positions even in times of war, so one who seeks the more dangerous course of direct service during war is a special individual. Courage is certainly at work, yet there must be something more that drives an Engineer to the front lines of a struggle as desperate as this one. Engineers are problem-solvers; what about the problem of the Empire draws them to the Alliance?

- **Intellectualism:** Truly educated and enlightened beings have long held that tyranny is a poor and inefficient form of government. Perhaps an Engineer's compulsion to oppose the Empire derives from his clear understanding that the galaxy cannot long endure in a state of continued progress as the excesses of Imperial rule continue. This Engineer might see the worlds around him stagnating and even regressing over time, and could have determined that the best solution to the problem is to ensure the victory of the Rebellion.
- **Challenge:** The vast majority of the galaxy's population believes the Empire to be an unstoppable force, a juggernaut of such impossible strength that there is simply no hope of opposing it. An Engineer may well relish this observation as a worthy challenge to overcome, a puzzle to which he is determined to help provide the solution. To such Engineers, long-established truths are always meant to be challenged, and this particular test will be the most worthy one of their careers.
- **Guilt:** The technological might of the Empire came from somewhere, of course. The greatest minds of the galaxy designed and constructed the war machine that now rules civilized space. There are more than a few Engineers who have left the service of the Empire having become painfully aware of the atrocities their creations have been used to commit. Every day they serve the Alliance is another opportunity to atone for the sins that weigh upon their consciences.

TENDAAR – AN ENGINEER IN THE REBELLION

A certain amount of dignity, refinement, and gravitas is expected from academics on Dac, the Mon Calamari homeworld. Education is highly prized in Mon Calamari society, and success in the academic sphere is an essential part of social status. To be well educated is to be, by definition, well bred.

Tendaar Bel has always been a bit of an anomaly. Undeniably brilliant, Tendaar was an indifferent student at the Coral Collegium and a social misfit. In accordance with his family's wishes, he studied astrophysics. Or rather, he was enrolled in astrophysics classes that he never actually attended, instead preferring to spend time in the Lagoon, a community of renegade computer techs. These techs took delight in unorthodox solutions to seemingly unsolvable problems and in challenging what they saw as stodgy social conventions. Due to his reclusive lifestyle, Tendaar's social graces did not improve at the Coral Collegium.

His career would have continued to putter along this meandering path, had the Empire not arrived and enslaved his planet. Tendaar Bel went from frustrating Collegium student to indentured shipyard technician overnight. He spent years crafting starships and weapons of war for the Empire, nurturing a growing resentment that finally began to give him a sense of purpose.

When Dac was eventually freed and joined the Rebel Alliance, Tendaar eagerly signed on to do his part in undermining the Empire. Initially, Alliance High Command assigned him to work in the Mon Calamari shipyards, but Tendaar's disrespect for the social conventions of his own people proved problematic. He was reassigned to an R&D position on the A-wing project, where his unorthodox approach helped him solve certain persistent problems with the targeting computers. However, he still chafed against regulations. Tendaar helped save the base on Cardoone from an Imperial assault by randomizing all of the starfighters' IFFs mid-battle, sowing confusion for the untested A-wings to exploit. As a result, Alliance Command concluded that his true talent lay in his unconventional-to-the-point-of-crazy thinking and assigned him as a tech expert for Special Operations. Tendaar enjoys the ever-changing puzzles of his duties, and takes particular pleasure in finding unorthodox ways to fight the Empire.

Engineer: Mechanic Talent Tree

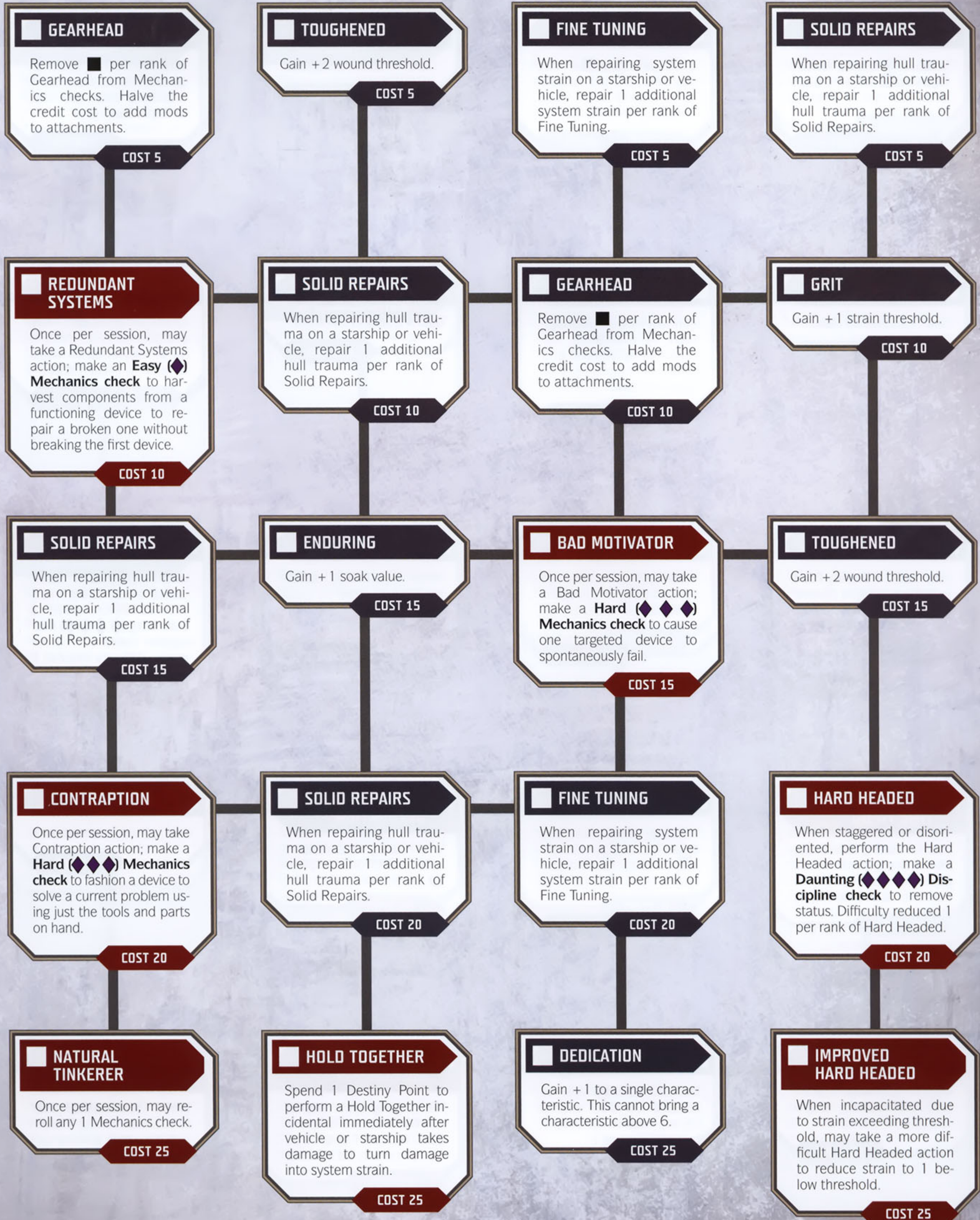
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space),

Ranged (Light), Vigilance

Mechanic Bonus Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery

ACTIVE

PASSIVE



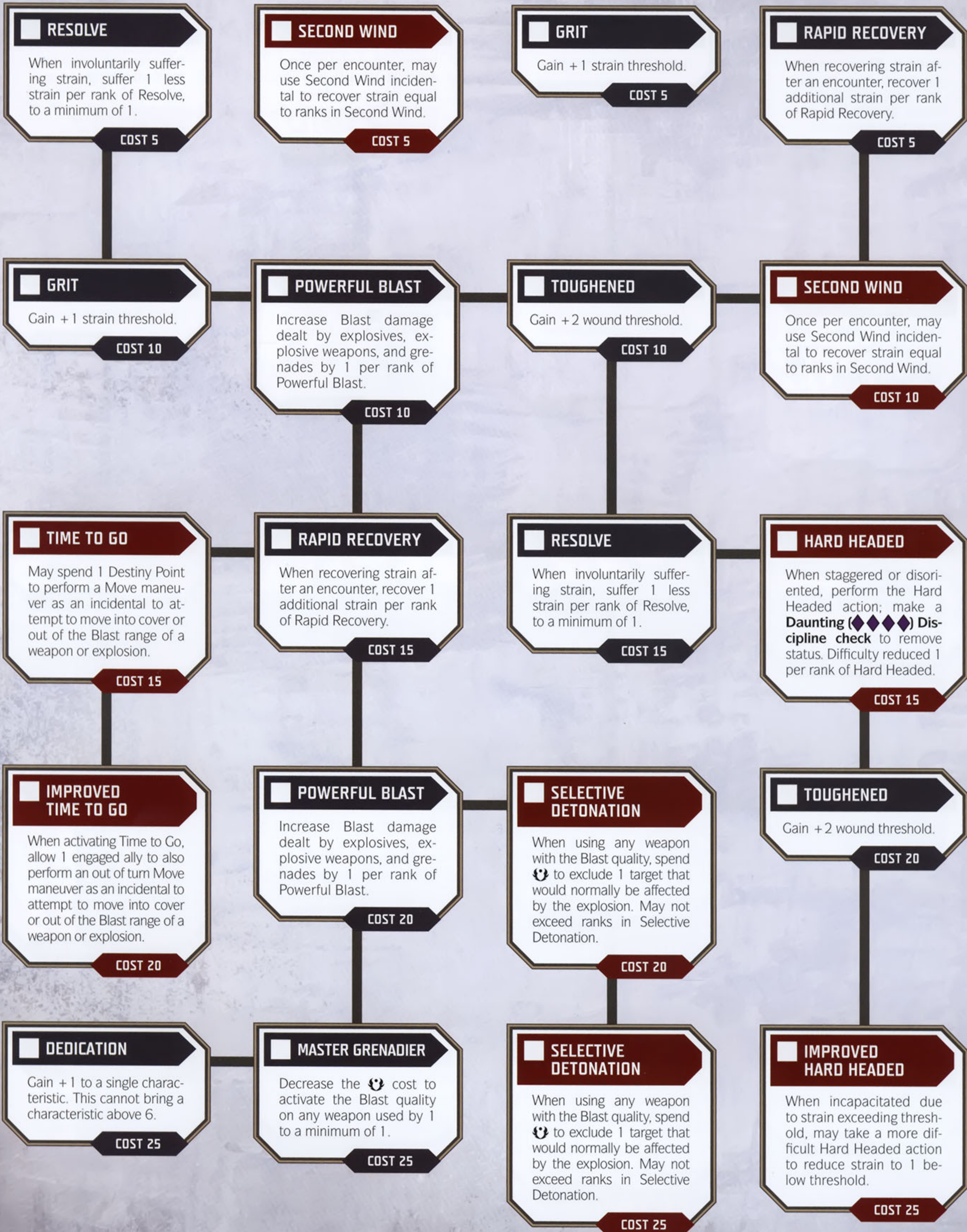
Engineer: Saboteur Talent Tree

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Saboteur Bonus Career Skills: Coordination, Mechanics, Skulduggery, Stealth

ACTIVE

PASSIVE



Engineer: Scientist Talent Tree

Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Scientist Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Lore), Medicine

ACTIVE

PASSIVE

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend 1 result to gain additional successes equal to ranks in Knowledge Specialization.

COST 5

RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one per rank of Respected Scholar.

COST 5

RESEARCHER

Remove 1 per rank of Researcher from Knowledge checks. Researching a subject takes half the time.

COST 5

SPEAKS BINARY

When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

COST 5

RESEARCHER

Remove 1 per rank of Researcher from Knowledge checks. Researching a subject takes half the time.

COST 10

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend 1 result to gain additional successes equal to ranks in Knowledge Specialization.

COST 10

HIDDEN STORAGE

Gain hidden storage in vehicle or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

COST 10

TINKERER

May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

COST 10

RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one per rank of Respected Scholar.

COST 15

MENTAL FORTRESS

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

COST 15

SPEAKS BINARY

When directing NPC droids, may grant them 1 per rank of Speaks Binary on checks.

COST 15

INVENTOR

When constructing new items or modifying attachments, add 1 or remove 1 per rank of Inventor.

COST 15

NATURAL SCHOLAR

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

COST 20

STROKE OF GENIUS

Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.

COST 20

INVENTOR

When constructing new items or modifying attachments, add 1 or remove 1 per rank of Inventor.

COST 20

TINKERER

May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

COST 20

INTENSE FOCUS

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

COST 25

CAREFUL PLANNING

Once per session, may introduce a "fact" into the narrative as if a Destiny Point had been spent.

COST 25

DEDICATION

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

COST 25

UTILITY BELT

Spend 1 Destiny Point to perform a Utility Belt incidental; produce a previously undocumented item or weapon (with restrictions) from a tool belt or a satchel.

COST 25