

# Technician

The hum of a well-made (or well-repaired) machine is what you love. Cars, stereos, computers, even a factory assembly line ticking along at its prescribed pace is what gives you the greatest pleasure. You're good with machines, though, maybe not so good with people. It doesn't matter. An evening in your workshop beats any kind of evening party.

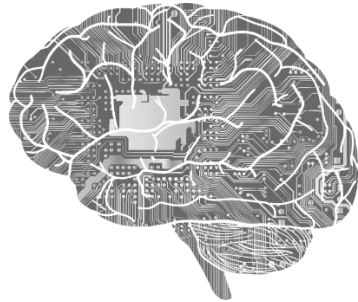
You tend to be good at technical skills: engineering, electronics, mechanics, computers, and even the sciences on occasion. You love machines with moving parts, and electronics powered up with juice.

The mumbo-jumbo of the paranormal and magic might be only a passing fancy for you. But, it might be your next "tech challenge." Maybe you can concoct some sort of "ghost detector,..."

## Technician

An engineer, techie, a computer, mechanical, or electrical wizard. Your character's recommended highest characteristics are:

*Intelligence, Education  
(Int, Edu)*



### Step 1: Qualifications or Draft

Make the Qualifications check by rolling 2D6 and adding (or subtracting) the modifier for your character's Intelligence. You must roll the indicated number or higher:

*Qualifications*      6+ (Int)

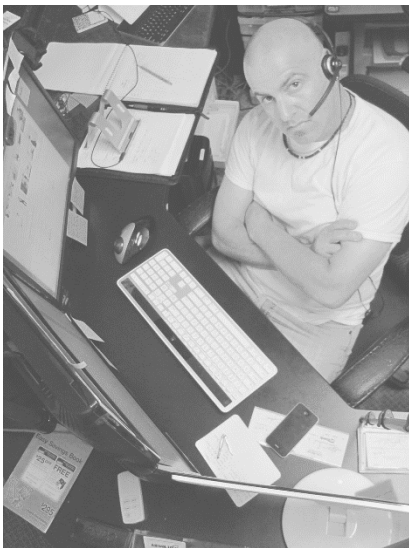
If you succeed, go to **Step 2: Begin at Rank-0** for Technician, next column.

If you fail, roll on the Draft table:

#### Draft

Roll	Career / School
1	Soldier
2	Scientist
3	Drifter
4	Rogue
5	Chaos Mage
6	Physician

and then go to **Step 2: Begin at Rank-0** of the playbook for the career or school you were drafted into.



### Step 2: Begin at Rank-0

At starting Rank-0 you have the following skills:

- Wheeled Vehicle-0
- Linguistics-0 (your native language and English)
- Electronics-0
- Computer-1

Note these on your character sheet under "Skills."

### Step 3: Career Term

Proceed through a) Survival, b) Advancement, c) Special Op's, and d) Aging to complete one career term.

#### a) Survival

Make the Survival check by rolling 2D6 and adding (or subtracting) the modifier for your character's Education. You must roll the indicated number or higher:

*Survival*                      5+ (Edu)

If you succeed the Survival check, choose one of the Skills Tables on the next page. You may only choose the Advanced Skills table if your character's Education is 8+. Then, roll 1D6 to gain one skill from the table you chose. Note your new skill on your character sheet.

**Gaining Skills**  
 Unless the skill indicates [Skill Name]-0 you receive a new skill at level 1: [Skill Name]-1. If your character already possesses a skill and you roll that skill again, increment that skill higher by one. For example, if you character has Recon-1 and you roll Recon again, your skill is now Recon-2. Gun Combat-0 becomes Gun Combat-1, etc.

If you fail the Survival check, you do not gain a skill, and you may not go to b) Advancement. Instead, proceed directly to c) Special Op's.



**b) Advancement**

Make the Advancement check by rolling 2D6 and adding (or subtracting) the modifier for your character's Education. You must roll the indicated number or higher:

*Advancement*      7+ (Edu)

If you succeed the Advancement check, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, you may choose the new skill rather than rolling for it. Note your new skill. You also proceed one rank higher on the Rank & Skills table, below. Also note any new skill you receive if you reach Rank-3.

*Rank & Skills*

Rank	Rank & Skills
0	<i>Broom Sweep</i> Wheeled Vehicle-0 Linguistics-0 Electronics-0 Computer-1
1	<i>Shop Assistant</i>
2	<i>Technician</i>
3	<i>Engineer</i> <b>Engineering-1</b>
4	<i>Specialist</i>
5	<i>Junior Master</i>
6	<i>Senior Master</i>

Regardless of whether you succeed the Advancement check, proceed to c) Special Op's.

**c) Special Op's**

Make the Special Op's check by rolling 2D6. You must roll the indicated number or higher:

*Special Op's*      6+

If you succeed, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, roll 1D6 to gain one skill from the table you chose. Note your new skill.

**Skills Tables***Personal Skills*

Roll	Skill / Characteristic
1	+1 Dex
2	+1 Int
3	+1 Edu
4	Athletics
5	<b>Melee Combat</b>
6	<b>Gun Combat</b>

*Service Skills*

Roll	Skill
1	<b>Engineering</b>
2	Bureaucracy
3	Computer
4	Investigation
5	<b>Sciences</b>
6	Jack of all Trades

*Specialist Skills*

Roll	Skill
1	Computer
2	Security
3	<b>Engineering</b>
4	Medical: Human
5	Investigation
6	<b>Sciences</b>

*Advanced Skills (requires Edu 8+)*

Roll	Skill
1	Linguistics
2	Demolitions
3	Broker
4	Medical: Human
5	Carousing
6	Gambling

Cascade skills are shown in **bold**. Cascade skills are made up of two or more component skills. When your character receives a cascade skill, you must select one component skill of the cascade skill from the "Skills List."

**d) Aging**

Note your character's age. The character begins at age 18, but each career term lasts 4 years, so upon first completing this step your character is age 22.



You may either go to Step 4: Muster Out or enter a new career term by repeating a) Survival, b) Advancement, c) Special Op's, and d) Aging.

The maximum number of career terms you may attend without penalty is four. For the fifth term you may subtract your Strength score by 1 or lose 1 level in a skill. For the sixth term you may subtract your Dexterity score by 1 or lose 1 level in a skill. For the seventh term you may subtract your Strength and Dexterity scores each by 1 or lose 2 levels in any two skills. The absolute maximum number of career terms is seven.

**Step 4: Muster Out**

For each term served, you receive one roll of 1D6 on the Cash Benefits table. If your character is rank 4 or higher, add +1 to the roll. These credits may then be spent to purchase equipment for your character.

*Cash Benefits*

Roll	Credits
1	5,000
2	10,000
3	10,000
4	15,000
5	20,000
6	50,000
7	50,000

Also, for each term served, you may choose one benefit from the Material Benefits table. It helps to choose something for which your character has the correct skill. For instance, a Medical Kit may only be used adequately if the character has the Medical skill. Choosing a weapon makes the most sense if the character possesses the relevant weapon skill.

*Material Benefits*

Fortextron Model-2 Laptop
<b>Weapon (full ammo)</b>
Electronics Toolkit-1
Mechanical Toolkit-1
Any Science DB-1
Shieldbreaker-6
Wheeled Vehicle

Material benefits shown in **bold** are a category in "Equipment." Choose one item from that category in the "Equipment" chapter.

**Step 5: Equipment & Encumbrance**

Purchase any items you think your character might need for the adventure from "Equipment."

Calculate your character's Encumbrance Limit. This is 10+ your character's Strength DM. For instance, a character with a Strength of 9 has a Str DM of +1, for an Encumbrance Limit of 11. A character with a Strength of 5 has a Str DM of -1, for an Encumbrance Limit of 9. Note the Encumbrance Limit on the character sheet.

On the character sheet jot down the equipment's name, its encumbrance, and any notes about its use. If you have an Encumbrance Limit of 10, and your equipment totals up to an Encumbrance of 11 or higher, your character must take a -2 DM to all skill rolls.

**Step 6: Combat Power**

Calculate your character's Combat Power. Combat Power is an indication of how lethal your character is in combat. To calculate it, add up the following values:

Characteristic DM's for: Str + Dex + End

+

Skill Level/DM's for: Athletics + Gun Combat + Melee Combat

+

# of dice of the single weapon possessed by the character which does the most damage + armor

Note your character's Combat Power on the character sheet.

**Multiple Careers & Schools**

After you Muster Out, you may make a Qualifications check for another career or school. But, there is a -2 DM to the roll. Also, aging effects and term limit rules as stated above apply to the new terms gained in the new career or school.

