Technical

Technical represents a character’s skill with repairing, modifying, and operating technology.

Skills

• **Armament:** Repairing weapons and armor

• **Computers:** Operate and hack computer systems

• **Droids:** Build, repair, and interact with droids

• **Medicine:** Treat or diagnose injury and illness

• **Vehicles:** Repair speeders and starships

Bonuses

Technical 4. You can Use an Item once on your turn as a Free Action.

Technical 6. You can use a Vehicles-Only Action once on your turn as a Free Action.

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