

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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