

NAME:  
 PLAYER:  
 OCCUPATION:

CLASS: **TECHNOLOGIST**  
 ALIGNMENT:  
 XP:

LEVEL:

	MOD	TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

LUCKY ROLL:  
 FAVORED WEAPONS:

**COMBAT**

SPEED:  
 ACTION DICE:  
 INIT:

CRIT DIE:  
 CRIT TABLE: II  
 ATTACK BONUS:

HD: d6  
 HP:

**SAVE**

REFLEX:  
 FORTITUDE:  
 WILL:

### SPECIAL ABILITIES:

Proficient in daggers, clubs, staves, hand axes, crossbows, pistols & rifles of any era, grenades and explosives of any era, any type of armor and shields.

Tinkering: 1d20 + INT bonus + skill (by alignment).

See Table C22. Failure tables USG p. 88-89.

### EQUIPMENT:

### TREASURE & WEALTH:

ARMOR			
AC:			
CHECK PENALTY:			
ARMOR DIE:			
FUMBLE DIE:			
PIECES	[i]	f	a
BASE AC:			
MAX FUMBLE DIE: none			
SPECIAL:			

AC is usually 10 + Ref save + shields.

[Impervious] armor does not degrade.

f: Feeble pieces degrade on a 1-2.

a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.

TINKERING	
Weapon Repair	
Bot Repair	
Computer Use	
Vehicle Repair	
General Tech	
Use Alien Device	