

Technical and Tech Index

Tech index affects your Technical skill rolls in two ways.

*First, the tech index of the item you're creating, maintaining, or repairing modifies the opposition you face, as indicated in **Chapter 8: Technology**. The basic opposition is equal to either the creation or maintenance difficulty (page **XX**), or the severity of the consequence (page **XX**) in the case of a repair. If you're repairing a null pistol (a T7 (+2) device), the opposition is increased by +2; if you're manufacturing a disintegrator rifle (a T10 (+5) device), it's increased by +5. At the same time, the opposition is increased by +1 for every tech index you are below the tech index of the item, or decreased by -1 for every tech index you are above. Your Technical skill is added to your roll as normal.*

Example: you're a T4 Industrial Age technician with a Good (+3) Technical skill trying to repair a mild consequence (Fair (+2) opposition) to a T7 (+2) null pistol. The mild consequence indicates a relatively minor repair job, with an opposition of Great (+4), but

the +3 for the difference in tech indices makes this a significant but possible repair for our Industrial Age technician, with a total opposition of Epic (+7).

Second, if you must rely on unfamiliar local tools for your efforts, your Technical rolls are penalised by the difference between your own tech index and the tech index of your tools. This penalty can usually be avoided by having an appropriate technical kit.


Example: you're a T9 Second Age of Space Commonality-trained technician with a Good (+3) Technical skill and the Starship Engineer stunt, trying to repair a moderate consequence (Great (+4) opposition) to your T9 starship which has crashed on a T4 Industrial Age world. The base opposition is Legendary (+8), and if you don't have the necessary tools, that will increase by +5 (the difference between your tech index and the planet's tech index) to a massive +13!

♦ Vanish


Once per scene, spend a fate point to vanish while in plain sight, placing a *Vanished* situation aspect on yourself. While you're *Vanished*, opponents may not make attack actions or create advantages against you, unless they first succeed at a Notice overcome roll (basically meaning they have to give up an exchange to try). The aspect goes away as soon as you invoke it, or someone makes the overcome roll.


Technical

Technical represents your practical ability to create, maintain, and repair things, whether mechanical items, organic beings, or virtual or even cultural objects. Whereas Science enables you to make a breakthrough in scientific understanding, Technical lets you create a technological device utilising that understanding. It automatically assumes you have the tools needed for basic uses of the skill. See page **XX** for more on repairing and creating devices.

 **Overcome:** Create, maintain, repair, and even destroy devices, assuming you have the time and tools you need. Also, take at least a few minutes to perform first aid to help others recover from mild physical con-

sequences; more serious consequences usually require medical facilities (page **XX**). Actions with Technical are often part of a more complex situation, making it a popular skill for challenges (page **XX**). For example, if you're just fixing a broken hatch, neither success nor failure is interesting — you should just succeed and move on. However, if you're trying to get the airlock to cycle while a squad of attack droids is closing to attack...

 **Create an Advantage:** Create advantages representing features of a device, whether a useful feature or strength (*Rugged Construction*, *Armour-Plated*) or a vulnerability you can exploit (*Exposed Exhaust Port*, *Hasty Work*); also including quick and dirty sabotage efforts or jury-rigging of devices. You might rig a *Makeshift Grav Lift* to get to the deck above, or cause the automated defences to overheat and gain a *Warped Targeting Alignment* to make it harder to hit you.

 **Attack:** Usually you won't use Technical for attack actions, unless you're in a conflict specifically about using devices (perhaps involving cargo handlers or trash compactors...). Usually, weapons you create

with Technical will be used with other skills to attack — someone who makes a blaster still needs Ranged Combat to fire it well.

🛡️ **Defend:** As with attack actions, usually you won't use Technical to defend, unless you're somehow using it to control a piece of machinery that you block an attack with.

STUNTS

♦ *Always Making Useful Things*

You never have to spend a fate point to declare you have the proper tools for a job, even in extreme situations (like being imprisoned and separated from all your stuff).

♦ *Artist*

The items you create have artistic as well as practical value. Gain a +2 bonus to create advantage actions when creating a work of art.

♦ *Better Than New!*

When you succeed with style on an overcome action to repair an item, give it a new situation aspect (with a free invoke) reflecting the improvements you've made, instead of just a boost.

♦ *Collateral Damage*

Use Technical to make attack actions against opponents, as long as there are devices and structures in the area that you can use to cause damage, like power conduits that could be ruptured, power plant exhaust ports that could be opened, gears that could be thrown.

♦ *Craft*

You're trained to use Technical at a tech index lower than your own; choose a tech index from page XX. You may take this stunt multiple times.

♦ *Eidolon Engineer*

You're skilled in the creation, maintenance, and modification of eidolons, the advanced artificial personalities assembled from thanograms which inhabit synthetic bodies. Gain a +2 bonus to Technical rolls when working on eidolons; you also have access to an **eidolon rig** (page XX), allowing you to use your skill. You can also use Technical to treat **eidolon crisis** (page XX). See page XX for more on eidolon creation.

♦ *Genurgic Engineer*

You're skilled in the creation and implementation of genurgic enhancements, the advanced physical modifications common in the Commonality (page XX). Gain a +2 bonus

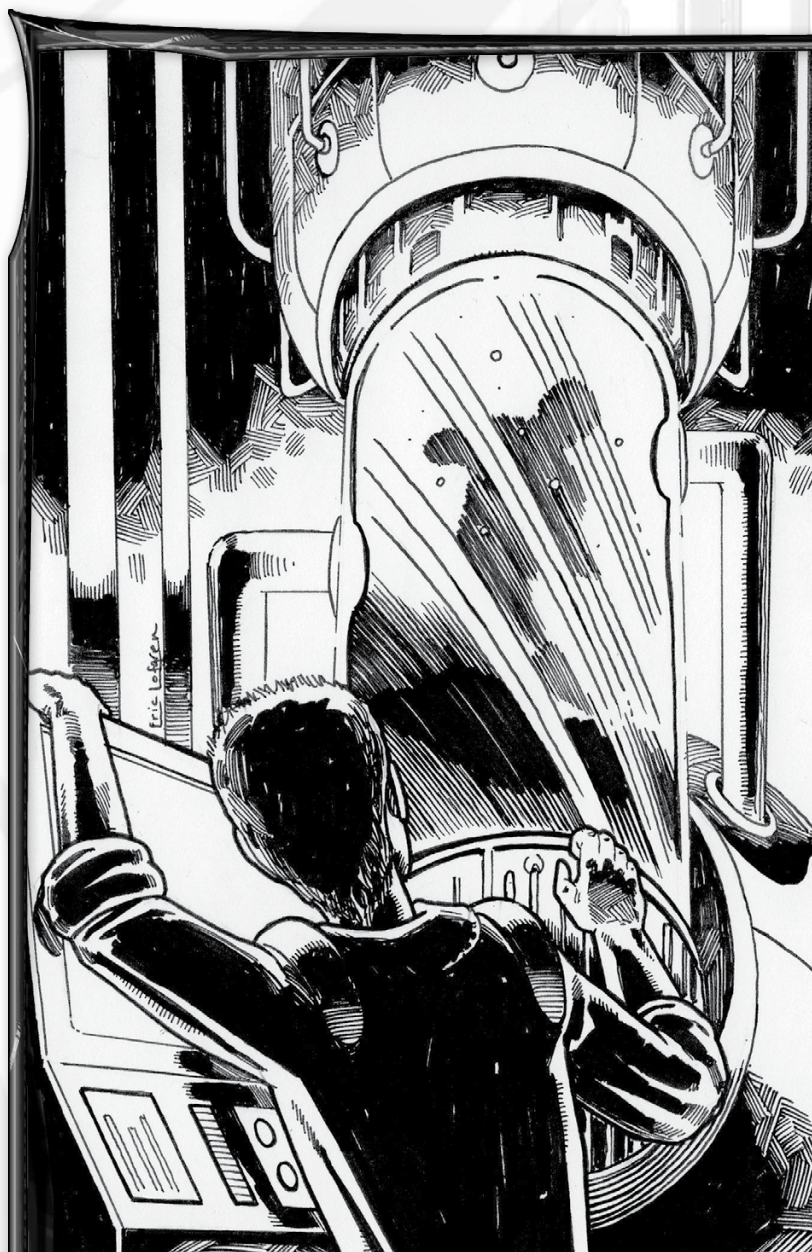
to Technical rolls when providing someone with a genurgic enhancement, or creating, repairing, or modifying one. A successful roll can act as a permission for another character wishing to gain an enhancement. You also have access to a genurgy lab (page XX).

♦ *Meditech*

You're skilled in the treatment of wounds and sicknesses suffered by organic beings (including organic synthetics); gain a +2 bonus to overcome actions when treating physical consequences. You have access to medical facilities, and may treat mild, moderate, and severe consequences (page XX).

♦ *Memetic Engineer*

You're skilled at creating, maintaining, and modifying memes (page XX). Use Technical in cultural actions; you may also take a culture extra (page XX).



✦ **Mindscape Engineer**

Requires Special Ops or Black Chip

Gain a +2 bonus to create advantage actions to modify the structure of the Mindscape, create virtualities, impossibilities, and technurgy items, affect the functioning and usability of haloes (page XX), and so on. This can be actively resisted. See page XX (**Chapter 11: The Mindscape**) for more.

✦ **Miner**

Gain a +2 Technical bonus when mining ore (page XX); you have access to mining equipment.

✦ **Push the Jump Maximum**

Requires Starship Engineer

Create bypasses and new routings to squeeze an extra jump out of a starship power plant that has exceeded its jump maximum (page XX). This is hazardous, but is sometimes the difference between life and death. Roll against passive opposition from any appropriate ship consequences (such as those incurred when exceeding the jump maximum). On a success, none of these consequences apply to the subsequent Planing roll; on a failure, the ship must take a consequence to its power plant equal to the shifts by which the roll was failed, regardless of whether the Planing roll succeeds or not.

If the jump was successful, you can try for another jump, at a +1 opposition. Further jumps can be attempted until the ship is finally overhauled or its power plant explodes and the ship is taken out (page XX).

✦ **Starship Engineer**

You're skilled in maintaining and repairing starship systems. Use your Technical skill for starship actions, including recovery obstacles (page XX).

Scenario Hook: Rogue Eidolon

An ambitious but deluded Successor State engineer has been working on an intelligent synthetic soldier using the thanograms of dead warriors. His experiments have ended in disaster, and the prototype left the eidolon rig with only Level-2 Compliance: stable and coherent, but completely psychotic.

The characters are called in to what remains of the engineer's laboratory to track down the deranged synthetic.

✦ **Surgical Strikes**


When using Technical in a conflict involving large devices, machinery, etc, you can filter out unwanted targets from whole-zone area effect attacks without having to divide up your shifts (normally you'd need to divide your roll between your targets).


✦ **Synthetics**


Gain a +2 bonus to overcome rolls dealing with the creation and repair of synthetics, whether organics, mechanicals, or installations. You have access to a synthetics lab.


Unarmed Combat

Unarmed Combat represents your ability in weaponless close-quarters combat (within the same zone), including attacks made by animals using natural weapons like claws and teeth. For the armed counterpart, see Melee Combat (page XX); for the ranged counterpart, see Ranged Combat (page XX).

 **Overcome:** Show off your martial arts prowess in a contest or demonstration; participate in a regulated sports bout.

 **Create an Advantage:** Perform special moves like: dirty tricks, attempts to disarm or assess an opponent's fighting (or martial arts) style, or spot weaknesses in a form you can exploit. See page XX for more examples.

 **Attack:** Make unarmed hand-to-hand physical attack actions; you must be in the same **zone** (page XX) as your opponent.

 **Defend:** Defend against attack or create advantage actions made with Unarmed Combat or Melee Combat, and any action where interposing yourself could prevent it from happening. You can't use Unarmed Combat to defend against Ranged Combat attacks, unless you have an enhancement such as a Defence Chip (page XX).

STUNTS

✦ **Heavy Hitter**

When you succeed with style on an Unarmed Combat attack action and reduce the result by one to gain a boost, gain a full situation aspect with a free invoke instead.

✦ **Killing Stroke**

Once per scene, when you force an opponent to take a consequence, spend a fate point to increase that consequence's severity (mild becomes moderate, moderate

becomes severe). If your opponent was already going to take a severe consequence, he must either take a severe consequence **and** a second consequence, or be taken out.

◆ **Martial Arts Specialist**


You specialise in martial arts, possibly a specific school or style. Gain a +2 bonus to create an advantage actions when using your martial arts moves.


◆ **Mindscape Defence**


Your mental preparedness lets you fend off sentinel attacks and related attempts to create advantages in the Mindscape. Gain a +2 bonus when using Unarmed Combat to defend against Mindscape sentinels.


Will

Will represents your mental fortitude, in the same way that Physique represents your physical fortitude. It's a key skill for resisting mental attacks, and for using intrusive, aggressive, or dominating technopsi abilities via the Mindscape.

 **Overcome:** Solve puzzles and riddles or decipher codes, or overcome obstacles where it's a matter of time, will power, and brute mental force; contests include examinations or difficult games like chess, or the aggressive use of technopsi abilities.

 **Create an Advantage:** Gain advantages from states of deep concentration or focus.

 **Attack:** Make technopsi attack actions using the corresponding stunts below (page XX).

 **Defend:** Defend against mental attacks from Provoke, representing your control over your reactions, or defend against technopsi attacks (see below).

Special: Will gives you additional mental stress boxes and consequence slots (page XX). Average (+1) or Fair (+2) Will gives you a 3-point stress box; Good (+3) or Great (+4) gives you a 3-point and a 4-point stress box; and Superb (+5) Will and above gives you an additional mild consequence slot as well as the 3-point and 4-point stress boxes.

STUNTS

◆ **Domination**

Requires Probe, Special Ops or Black Chip

Initiate a Will vs Will technopsi contest against any Mindscape-connected being; if successful, you may control the

target's physical actions for that exchange. If you win the contest, you gain control of the target for the rest of the scene; if the target wins, it breaks your control and you may not try again this scene.

Dominated targets move clumsily and jerkily, and there's no fine control; you can't dominate someone to fly a starship or perform an operation, for example. However, domination **is** effective against sentient starships...

◆ **Fortress of the Will**

Gain a +2 Will bonus to defend against Provoke and Will attacks to deal mental stress or control your actions. If you have a special ops or black chip, this includes technopsi attacks.

◆ **Hard Boiled**

Once per session, ignore a mild or moderate consequence for the rest of the scene; it can't be compelled against you or invoked by your opponents. At the end of the scene, the consequence returns, much worse: a mild consequence becomes moderate; and a moderate consequence becomes severe.

◆ **Illusion**

Requires Mindscape Implant

Gain a +2 Will bonus to use technopsi in create advantage actions to create images in a target's mind or optic nerve. This can be resisted using Will.

◆ **Indomitable**

Gain a +2 bonus to defend against Provoke attacks related to intimidation and fear.

◆ **Mindburn**

Requires Special Ops or Black Chip

The classic and much-feared Mindscape mental attack; use Will to make attack actions causing mental stress against another target in the Mindscape, sending waves of overwhelming Mindscape routines burning into the target's Mindscape implant and eventually irrevocably burning their brain. Mindburn may also be used to disrupt halo abilities (page XX).

◆ **Probe**

Requires Special Ops or Black Chip

Use technopsi to interface directly with an opponent's Mindscape implant and perceive his surface thoughts. Gain a +2 bonus to create an advantage actions to discern the surface thoughts of a target. If you succeed with style, you gain two aspects; one for the target's surface thoughts, and one for any thoughts the target is trying to suppress.