

Engineer: Droid Specialist

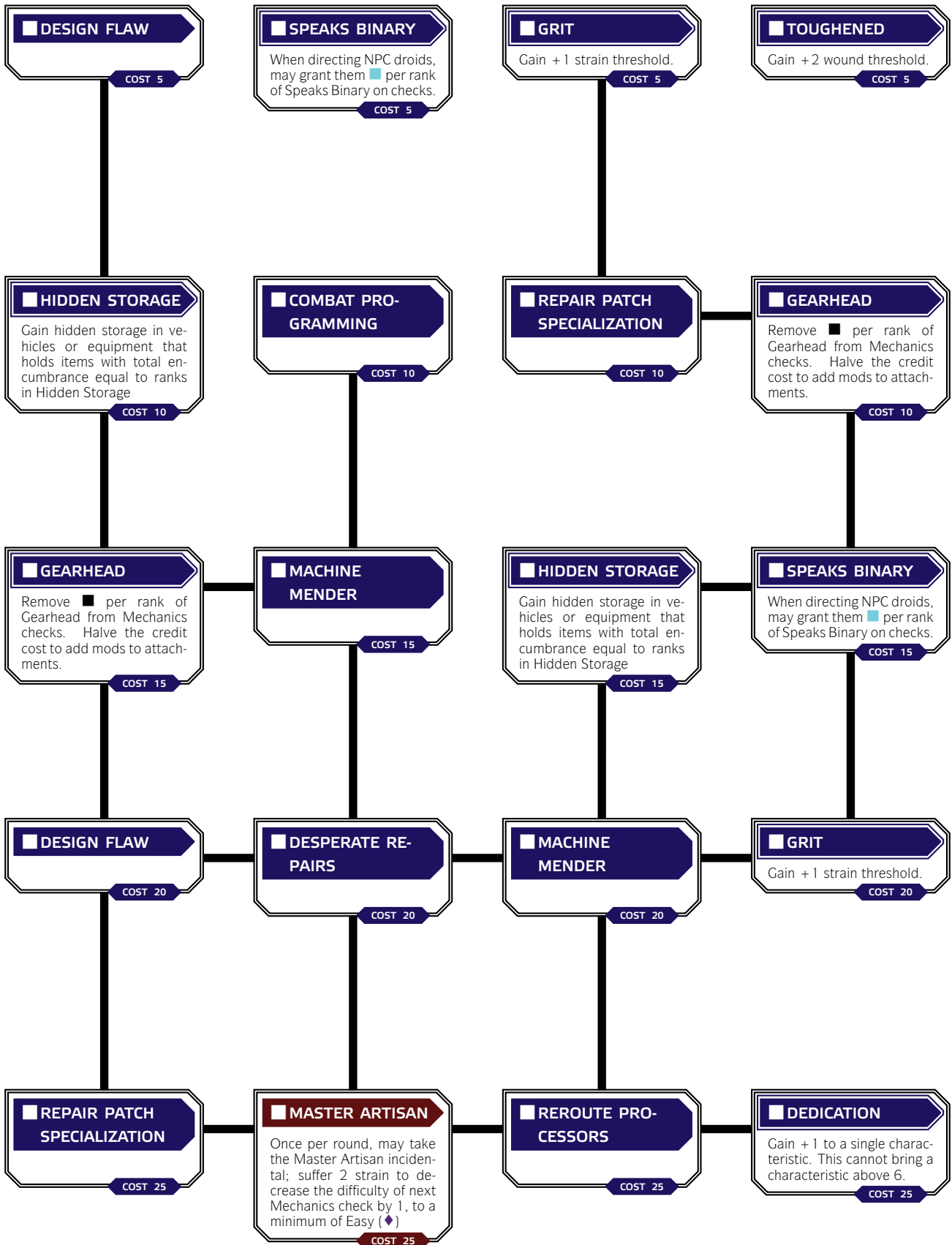
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Computers, Cool, Mechanics, Melee

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Mechanic

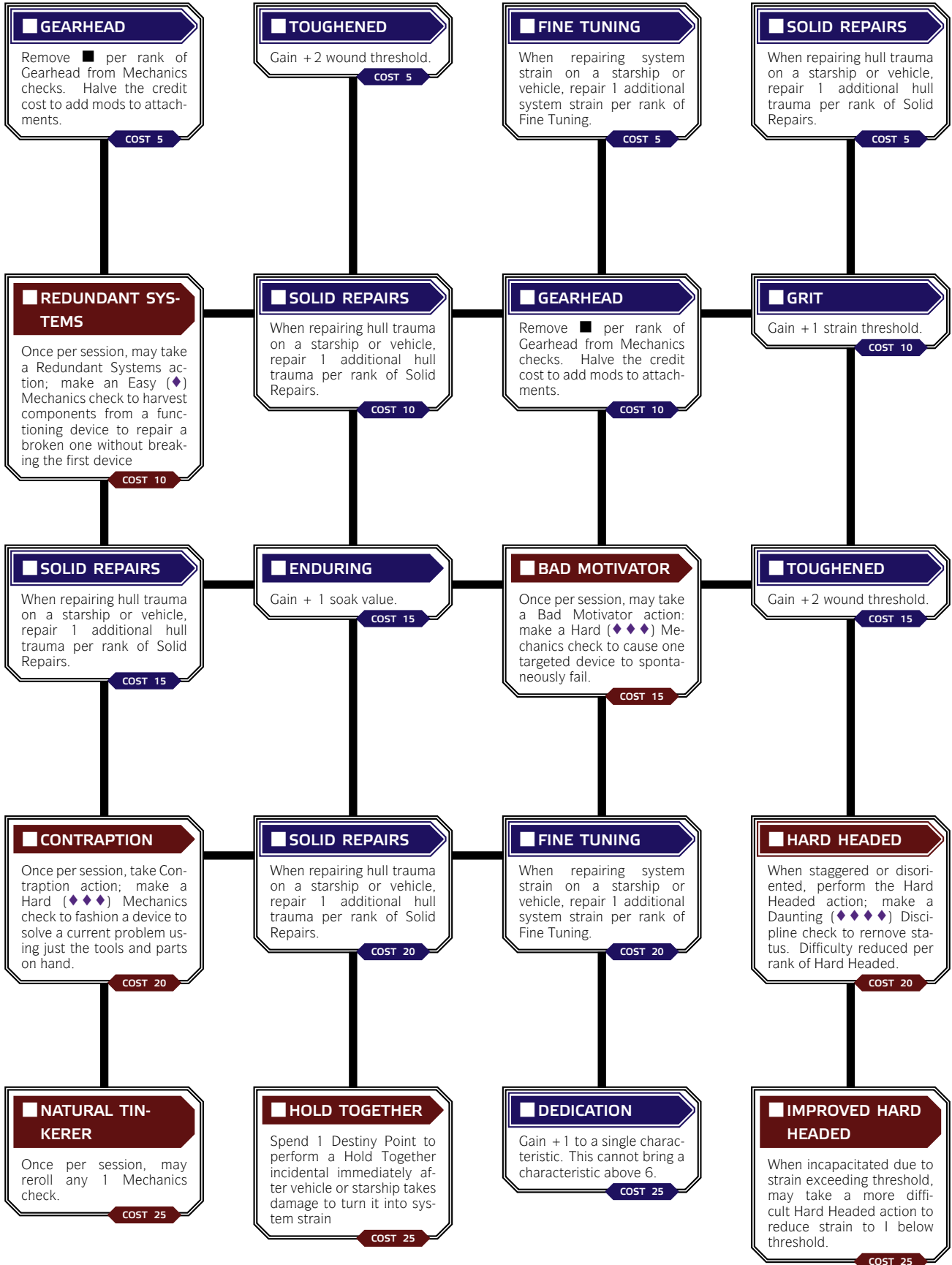
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Brawl, Mechanics, Piloting (Space), Skulduggery

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Saboteur

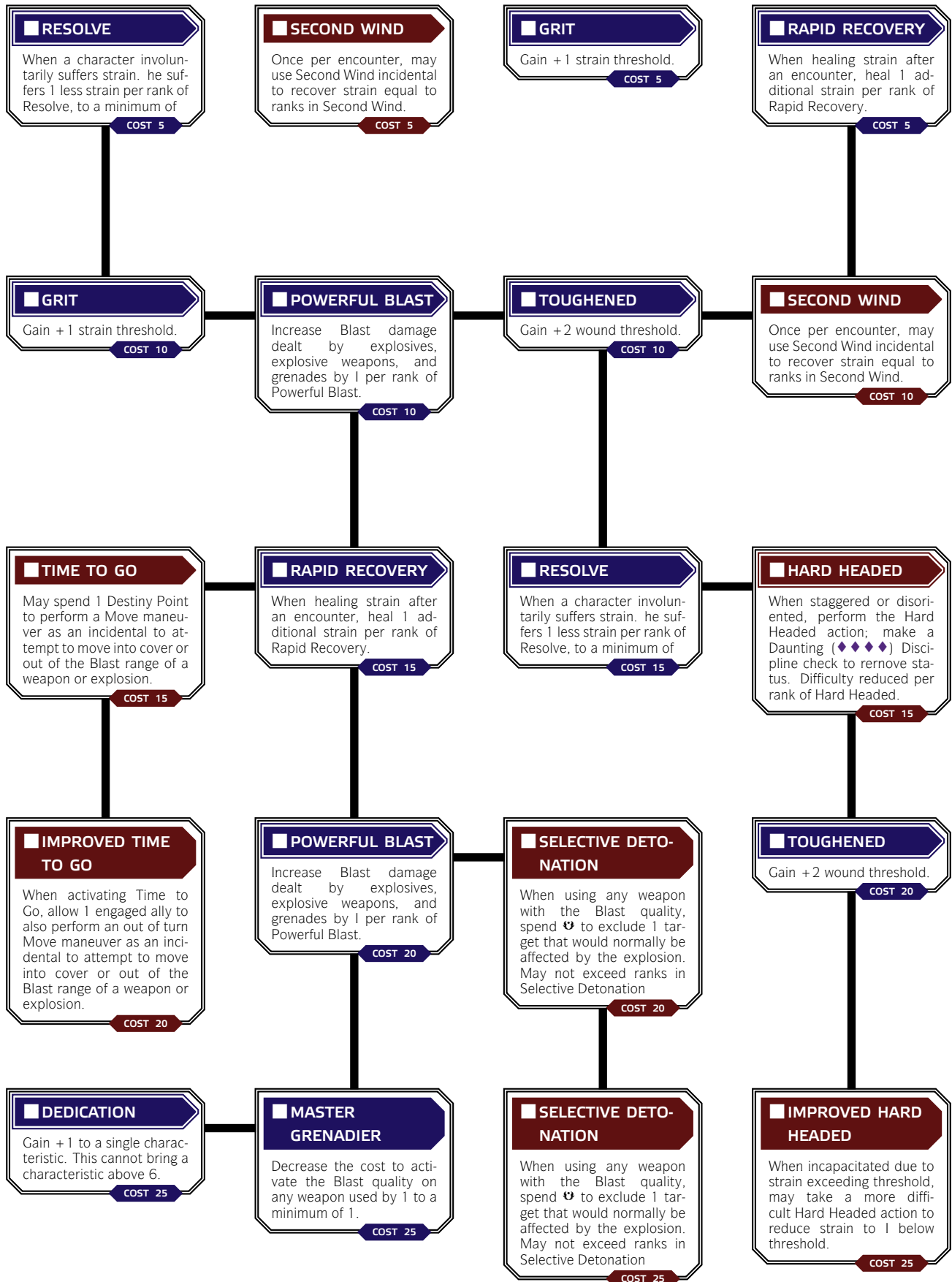
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Coordination, Mechanics, Skulduggery, Stealth

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Sapper

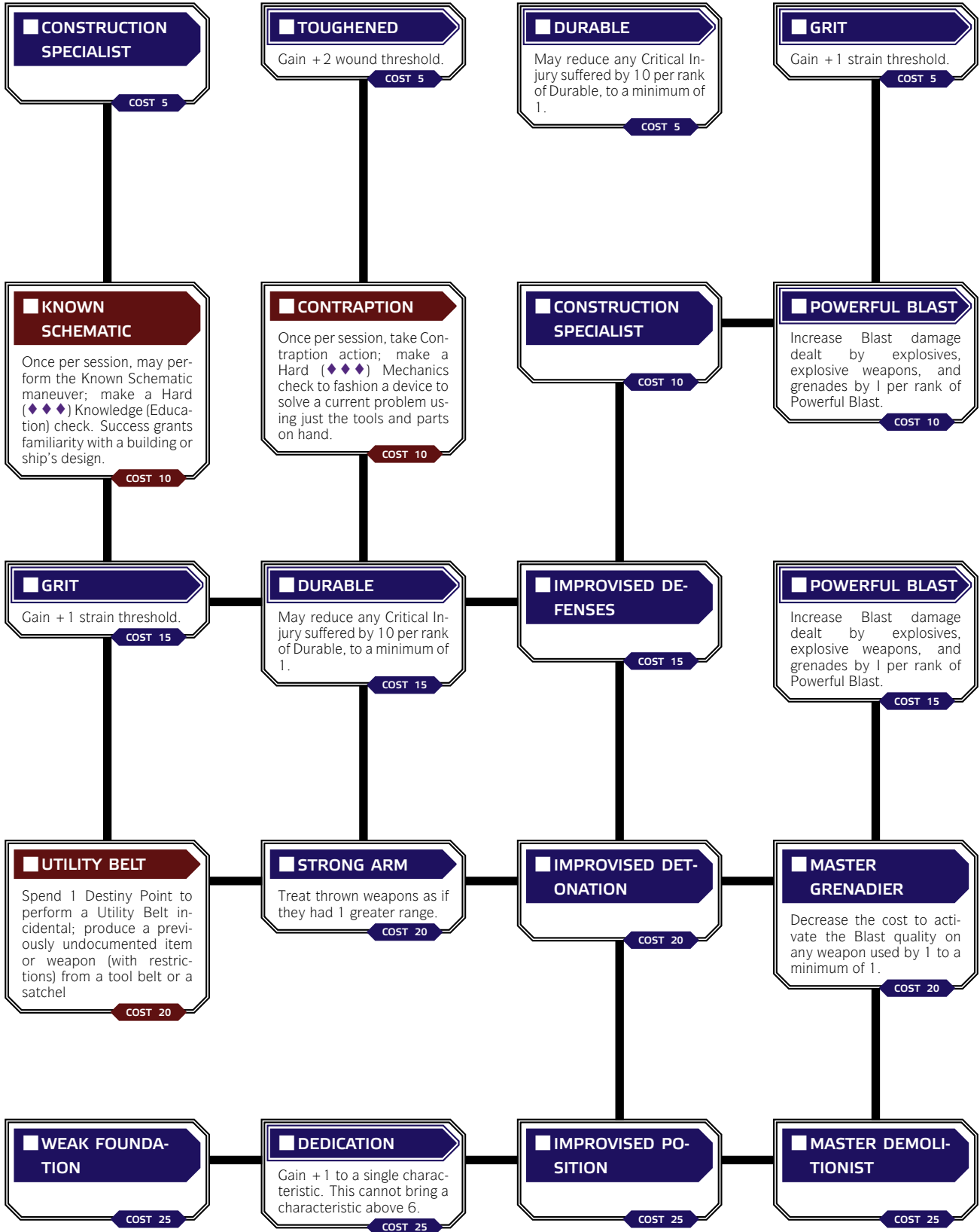
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Athletics, Knowledge (Warfare), Mechanics, Survival

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Scientist

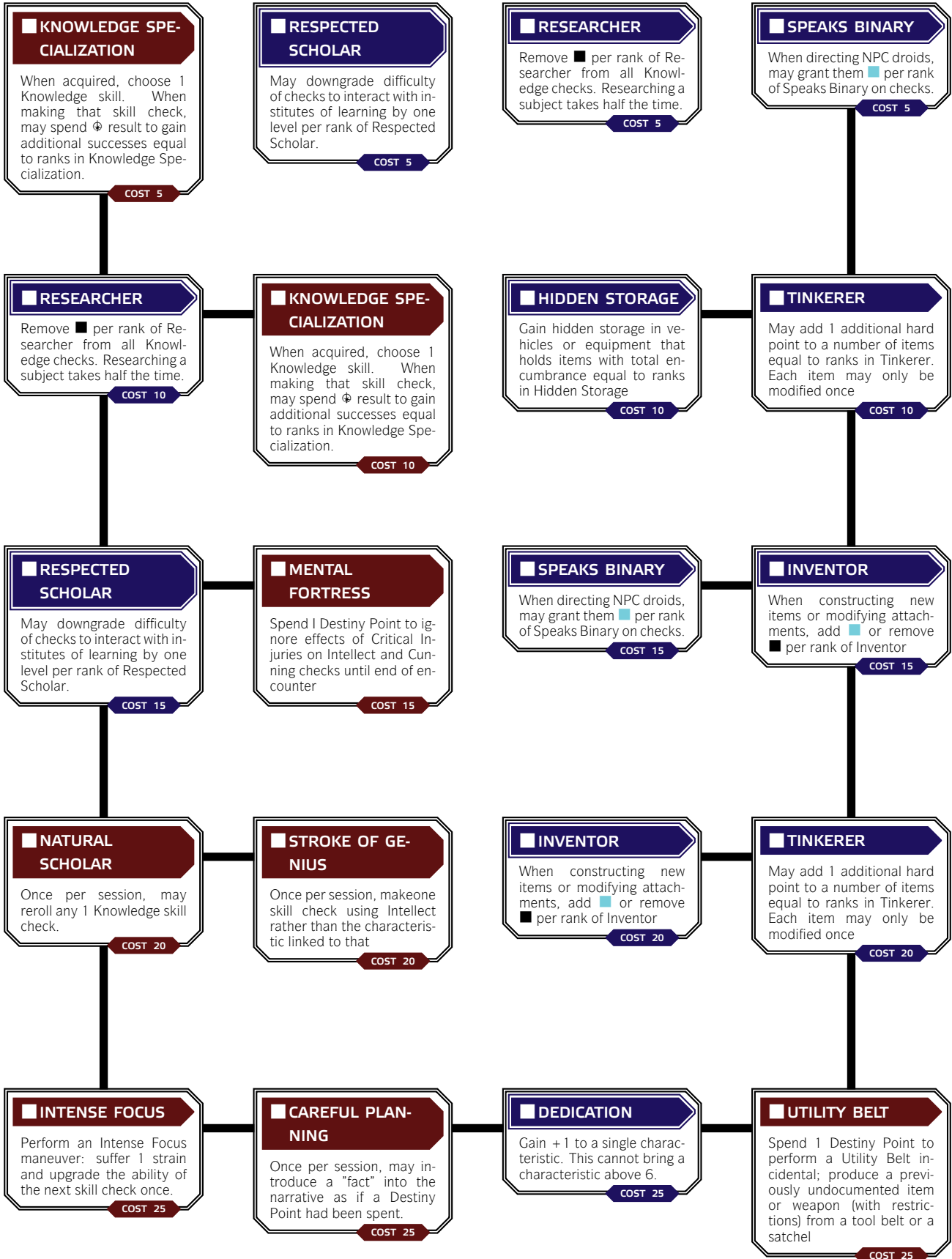
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Computers, Knowledge (Education), Knowledge (Lore), Medicine

PASSIVE

ACTIVE

RANKED TALENT



Engineer: Shipwright

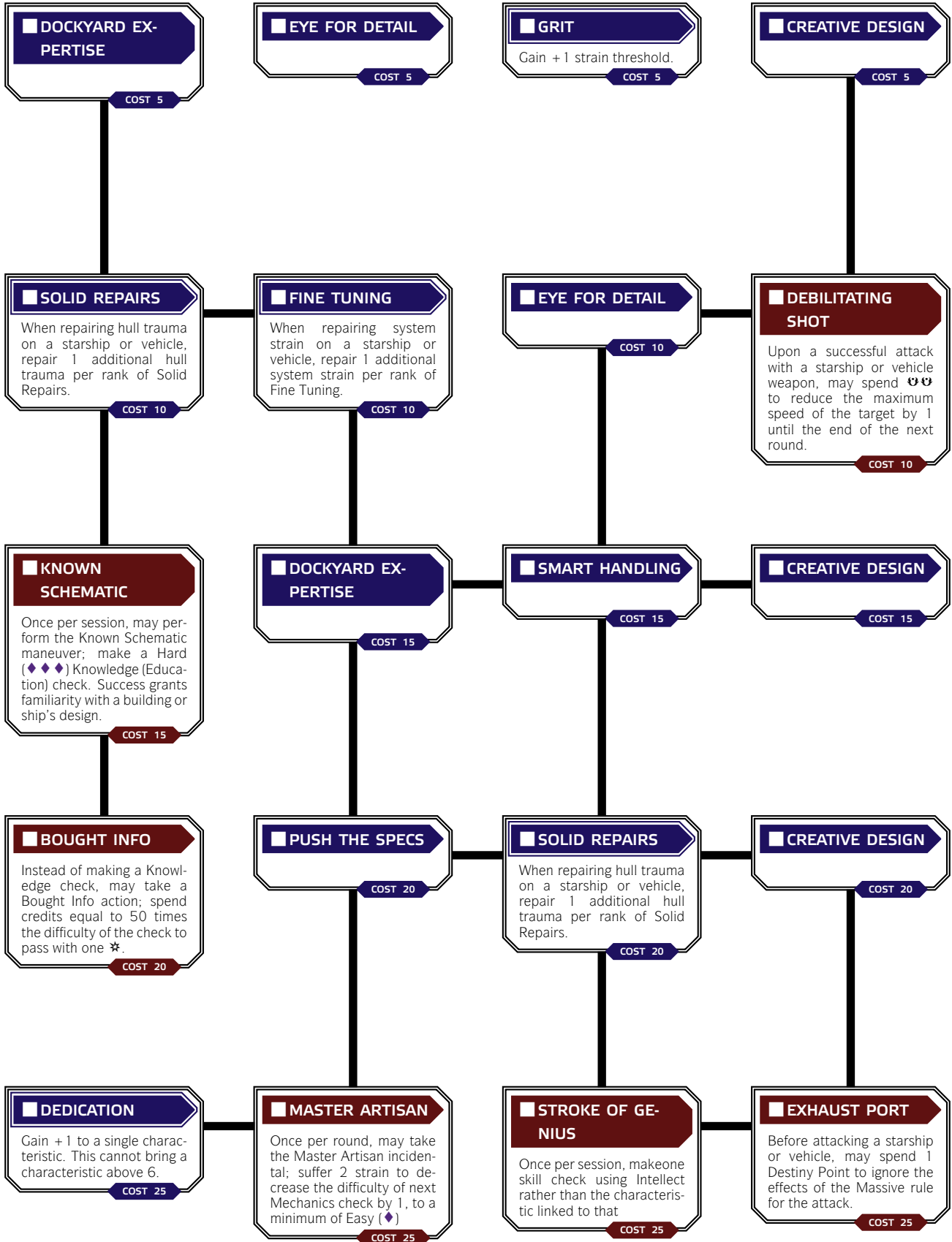
Career Skills: Athletics, Computers, Knowledge (Education), Mechanics, Perception, Piloting (Space), Ranged (Light), Vigilance

Additional Career Skills: Gunnery, Knowledge (Education), Mechanics, Piloting (Space)

PASSIVE

ACTIVE

RANKED TALENT



Undefined talents (17)

- (design flaw) - Fully Operational p. 25
- (combat programming) - Fully Operational p. 25
- (repair patch specialization) - Fully Operational p. 25
- (machine mender) - Fully Operational p. 25
- (desperate repairs) - Fully Operational p. 25
- (reroute processors) - Fully Operational p. 25
- (construction specialist) - Fully Operational p. 27
- (improvised defenses) - Fully Operational p. 27
- (improvised detonation) - Fully Operational p. 27
- (weak foundation) - Fully Operational p. 27
- (improvised position) - Fully Operational p. 27
- (master demolitionist) - Fully Operational p. 27
- (dockyard expertise) - Fully Operational p. 29
- (eye for detail) - Fully Operational p. 29
- (creative design) - Fully Operational p. 29
- (smart handling) - Fully Operational p. 29
- (push the specs) - Fully Operational p. 29