



TAZI - JAWA TECHNICIAN








RIVAL

SOCIAL

Music 2 (PR)  

OTHER

Education 1 (INT)    Mechanics 4 (INT)    

Perception 1 (CUN)    Streetwise 1 (CUN)   

WOUNDS

12

Current

Threshold

SOAK VALUE

3

BR

1

BRAWN

CUN

3

CUNNING

AG

3

AGILITY

WILL

2

WILLPOWER

INT

4

INTELLECT



PR

2

PRESENCE

silzeropodcast.com

COMBAT

Ion Blaster: Ranged (Light)   

Range: Short

Damage: 10 Critical:    

Qualities: Disorient 5, Ion





Armor: Catch Vest (2 Soak for Energy)




Gear: Repair Tools, Musical Instruments, Translator


TALENTS / ABILITIES / OTHER INFO

Silhouette: 0

Gearhead 1: Remove (■) per rank of Gearhead from Mechanics checks. 1/2 credit cost to add mods to attachments.

Contraption: Once per session, make a Hard (  ) Mechanics check to solve a current problem using the parts  at hand.

Bad Motivator: Once per session, make a Hard (  ) Mechanics check to make one targeted device spontaneously fail.

Redundant Systems: Once per session, make an Easy () Mechanics check to harvest components from a functioning device to repair a broken one without breaking the first.