

Aboard the Alliance Cruiser *Homebase One*, Martin Tederich and Rumzhin sat next to each other on a bench in the briefing room. Martin glanced over at Kira Windu, who sat on the other side of the tactical display table, eyes closed with her hands placidly folded in her lap. “Another mission, another Jedi?” Martin said under his breath.

“That’s Kira Windu,” Rumzhin replied, quietly. “She’s all right. I’ve worked with her before.”

“Where’s Khent, then?”

“Khent Devto is on Yavin, training,” said Kira, opening her eyes and smiling slightly. “And strictly speaking, neither he nor I are Jedi. We are Padawan learners.”

Martin jumped a bit; Jedi always gave him the creeps. “Oh. Uh, right.”

All three got quiet as the briefing room doors hissed open, revealing a tall, dark-haired man in a blue spacer’s coat. All three recognized him immediately as General Han Solo, a man of legendary reputation - and notoriously short temper. General Solo didn’t say a word or meet anybody’s eye, but carried a datapad over to the tactical display control and plugged it in. Then looking over his notes, he muttered, “Windu, Rumzhin, Tederich.” He looked up at the assembled group, apparently doubtful. “You’re the ones Luke picked, eh? Huh. Well, I guess he knows what he’s doing.”

He shrugged. “Or at least, I’m *pretty* sure he does.”

Martin and Rumzhin gave each other sidelong glances; Kira did not respond at all, merely sat and listened. “Okay, you three, listen up. Here’s your assignment,” said General Solo, activating the tactical display. A 2-D image flickered into view hovering over the table, revealing a tall figure in a crimson robe. The image was of poor quality, so details were hard to make out, but a pair of glowing green eyes burned under the cowl. Rumzhin and Kira immediately recognized him, as the leader of an Imperial excavation they had briefly infiltrated on Korriban, the ancient Sith graveyard planet. The image was not one they had taken on their mission, but instead appeared to have been taken furtively on an Imperial station, or perhaps aboard a star destroyer.

“This charming specimen goes by the name of ‘Darth Revanus’. Our intel on him is extremely sketchy - all we know for sure about him is that he is associated with a project referred to as ‘Warforge’. Luke Skywalker tells me that his use of the title ‘Darth’ associates him with the Sith, but whether he’s the genuine article or one of the dozens of ‘Sith wanna-be’ types who’ve popped up since the Emperor’s death, we have no idea. We haven’t found any information about his past - in fact, his first recorded appearance was on Korriban, which I gather you two were present for, Rumzhin and Windu. But Luke is convinced that he’s important - as is this ‘Project Warforge’. So we’ve got to find out more about it. That’s where you three come in.”

Solo pressed a clicker and the display changed to a holographic image of a rather grubby-looking human in expensive clothes, with a pair of Rodian toughs on either side apparently as bodyguards. Martin recognized him instantly - and in fact had traded shots with him in what felt like a previous life. "This is Lannik Racto, a former two-bit smuggler and space pirate who managed to make it big by moving fast when Jabba the Hutt died. He runs a shipping and manufacturing operation out of Coruscant, and recently word came to us through various means that he had taken on a big job for the Empire - and this Darth Revanus joker was in his office. So we want to find out just exactly what that job entails."

Solo shrugged. "Of course, Coruscant isn't exactly the easiest place for us to send missions. Fortunately, we don't have to. Racto has a secondary base of operations on Corellia, which if our intel is right is where he is now. I say 'if our intel is right,' because we haven't managed to get anybody close to him. See, Racto is a complete coward. If you corner him, tell him you're from the Alliance, and inform him that you're bringing him back here for a nice little chat, we expect him to fold like a deck of cards. He's made a lot of enemies in his meteoric rise to the middle, and can't afford to make any more. So if the Alliance shows up and wants to talk, he's not about to just say 'no'. But at the same time, if word gets around that Lannik Racto has passed information on Imperial Operations to us, his factories on Coruscant get seized and a nice, fat Imperial bounty goes onto his head. So guess what he does?"

"He arranges for the Alliance not to show up wanting to talk," said Martin.

General Solo looked over at Martin, one corner of his mouth pulling into a slight grin. "Very good. You know your street strategy. The first group we sent mysteriously couldn't find anybody who could make them an appointment. The second group, disappeared without a trace so he didn't have to refuse them when he can just say he never heard of 'em."

"Disappeared?" said Kira. "As in, murdered?"

"That's reading between the lines," said Solo. "But I'd say it was a safe bet."

"So what's he going to do to the third group, meaning 'us'?" said Rumzhin.

"Nothing," General Solo replied, "because you're going to be smart, not get killed, and bring him back alive for questioning, right? Right."

Rumzhin whimpered slightly.

"So that's your mission," said General Solo. "Go to Corellia, and bring back Lannik Racto so we can question him. You'll be equipped with a ship, traveling papers that should get you by the Imperial patrols, and six thousand credits for expenses including bribes - but you'll be required to account for it all when you get back so don't let it go to your head. Report to Commander Galfax at

the primary hangar bay for your gear. There's a fourth member of your team who went to Corellia with the first group, as well. They've already been briefed and should be at your ship within the hour. Are there any questions?"

For a few moments, there was silence. Then Martin put his hand up. "Yes?" said Solo.

"General Solo," said Martin, trying to hide the tone of hero-worship in his voice, "is it true you went up single-handed against Boba Fett on Ord Mantell and fought him to a standstill?"

Solo blinked once or twice. Finally he rolled his eyes indulgently. "Well, listen rookie. If half the things they say about me are true..."

"Yes?" said Martin.

Solo gave his trademark cockeyed grin. "Then the other half must be a giant pack of lies!"

STAR WARS

Corellian Manhunt

Player Notes: Semi-Reboot

Mechanically, the game is a semi-reboot back down to base levels, primarily so I can see how the game works at different levels and we can learn the variant rules a little at a time. Character mechanics have had the biggest changes, such as the elimination of the AC-equivalent “Defense” score and the complete revamp of the skills. However, many rules in combat have been streamlined, and the ship combat is radically different as well, so we’ll want to pick up those on a case-by-case basis. The scenario I have in mind provides opportunities for a wide variety of activities, so all of the characters’ major abilities should get a workout by the end.

However, so as not to “punish” the group by stripping away hard-earned levels arbitrarily, I have decided on a rapid progression of gaining a level at the end of every major part of the scenario (probably once per session), which should bring the group back to the level they were before switching to the new edition.

Also, as Rumzhin has been at every session, he starts at second level, rather than first.

Character Creation

Character creation follows the same basic pattern as in previous editions, although many of the specifics have changed.

Ability Scores

Your Statistics (Str, Dex, Con, Int, Wis, Cha) all begin at 8. You have 26 points to allocate as you wish among them, except that the cost doubles after 15. (That is, to raise a stat from 14 to 15 costs 1 point, but to raise it from 15 to 16 costs 2 points.) No stat may go above 18 or below 8. Once all points are allocated, apply species modifiers. This may bring stats beyond the 8-18 range, which is okay.

Pre-existing characters should have made their previous stats using this method, so should be able to keep their existing stats if you choose. If you would prefer to change your stats at this time, you may, as long as you follow the guidelines presented here. Note that Rumzhin loses his 4th-level stat bonus for now.

Species

Any of the standard species are available to you except Ewoks and Cereans, just because Ewoks irritate the GM (never a healthy quality in a player-character) and Cereans would never escape the onslaught of Coneheads jokes. Non-standard species (from the *Ultimate Alien Anthology* or other sourcebooks) are probably permissible but require approval and conversion. Droid characters are also a possibility.

Squib Stats

The writeup for the Squib species is converted below using GMSarli's *Unofficial Conversion Guide*. If/when a new official version comes out, Rumzhin will have the option to keep this version or switch to the new one.

Ability Modifiers: -2 Strength, +2 Dexterity, -2 Wisdom, +2 Charisma

Small: As Small creatures, Squibs gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: Squib base speed is 4 squares.

Natural Diplomat: A Squib may choose to reroll any Persuasion check, but must take the second result even if it is worse. In addition, they get +2 species bonus to any Persuasion check used to Haggle (*SWSE* p. 71).

Tinkerer: A Squib may choose to reroll any Knowledge (Technology) check, but must take the second result even if it is worse.

Automatic Languages: Basic and Squibban.

Level Bonuses

Rumzhin is 2nd level; the rest of the characters are 1st level at the beginning of the first session. *Star Wars Saga Edition* has several bonuses that increase as the character's level increases. These represent a major change in how the game works and are important to note.

Skill Bonus: Your character gains +1 to all skill checks they may perform (trained or untrained) for every 2 levels. Thus, at 1st level the bonus is +0, at 2nd and 3rd it is +1, at 4th it is +2, etc. Thus, a 12th level character who has never tried to be sneaky

in their life, still has a base +6 bonus simply for being 12th level. This bonus does not allow them to attempt checks for skills that may not be used untrained, or for trained-only applications of common skills. A 12th level character who's never read a medical book cannot attempt surgery, even with his +6 level bonus.

Damage Bonus: Your character gains **+1 to damage inflicted** by melee or ranged attacks for **every 2 levels**. Thus, at 1st level the bonus is +0, at 2nd and 3rd it is +1, at 4th it is +2, etc. This replaces iterative attack rolls for a high attack bonus. Thus, a 4th-level character armed with a heavy blaster has one attack at 3d8+2, while a 12th level character using the same weapon still only has one attack but does 3d8+6.

Defenses: Instead of having different saving throw progressions for Will, Fortitude, and Reflex, you now have a base bonus of each **equal to your character level**, plus a class bonus. Note that armor bonus (if any) **replaces your character level** for Reflex Defense. Thus, a lower-level character may benefit greatly from a suit of armor, while a higher-level character would be hampered by the same suit of armor.

Class

The “heroic classes” (which are the only ones you need to worry about) are **Jedi, Noble, Scoundrel, Scout, and Soldier**. The “Fringer” class is now a talent tree of the Scout; most of the abilities of the “Tech Specialist” class are in part of the Scoundrel class, including an “Outlaw Tech” talent tree which is not in the book but is listed in the Appendix to this handout.

My recommended classes for the characters as they currently exist are: Martin, Scoundrel taking the Spacer talent tree; Rumzhin, Scout with the Fringer Talent Tree, Scoundrel with the Outlaw Tech talent tree (see Appendix) or Noble (!) with the Influence or Inspiration talent tree; Kira Windu, Jedi with either the Jedi Counsular, Jedi Sentinel, or Sense talent trees. Note that these are just recommendations.

Your class determines your **base attack bonus, class skills, hit points, available bonus feats, available talents, and defense bonuses**.

Base Attack Bonus

This bonus is added to every attack roll you make, just like in the previous edition. Unlike previous editions, you **never gain any iterative attacks from a high attack bonus**. There are feats or other abilities that enable you to gain multiple attacks in a round.

Class Defense Bonuses and Damage Threshold

Each Class gets bonuses to their Defenses. For example, Nobles gain +1 to their Reflex Defense and +2 to their Will Defense - but no bonus to their Fortitude Defense. Jedi, on the other hand, get +1 to all three.

This is a **one-time bonus you get at 1st level** and does not increase. Instead, you simply add your character level (and ability bonus). Thus, a 1st level Noble would have Will +3, Fort +1, Ref +2 - while an 8th level Noble would have Will +10, Fort +8, Ref +9, not counting ability bonuses.

If you take a level in another class later, you take **the better of the class bonuses**. They do not stack. Thus, if a Noble later took a level in Jedi, their Ref and Will would not change, but their Fort would become +1.

Your Fortitude Defense plus a special size modifier for Large (or bigger) creatures also determines your **Damage Threshold** (which, accordingly, also goes up as you increase in level).

Skills

SWSE does away with skill points. Instead, a character is either “trained” or “untrained”. If you are trained in a skill, you get +5 with it on top of your level and ability modifiers, as well as having access to “trained-only” applications of that skill.

The skills you may take as trained skills are determined by your class. For example, Nobles may be trained in Deception, Gather Information, Initiative, Knowledge (any), Perception, Persuasion, Pilot, Ride, Treat Injury, or Use Computer. The number of trained skills you have is also determined by your class - in the case of the Noble, 6 + Int modifier.

Gaining new trained skills later is done in two ways: either the Skill Training feat (*SWSE* p. 88) or by raising your Int enough to gain another +1 Int modifier.

Hit Points

Your **hit points at first level are determined by your Class**: Noble or Scoundrel, 18 + Con modifier; Scout, 24 + Con modifier; Jedi or Soldier, 30 + Con modifier. Yes, this is a lot. You now may actually survive an encounter with stormtroopers at 1st level, so watch out. You gain hit dice at later level based on your class, as per previous editions.

Feats

Your Class gives you certain feats at 1st level for free; **all 1st level characters gain a feat** of their choice; also, some classes or species may get bonus feats. You gain additional feats at 3rd, 5th, 8th, and so on, as per previous editions. Note that many feats have been tweaked to reflect rule changes, so when you're looking to *take* a feat, actually read its prerequisites and effects first to make sure it's what you want. (For example, Skill Focus gives +5 to a skill check, rather than +2 - but Cleave no longer allows any movement adjustment.)

Talents

Talents are unusual abilities, usually tied to a class, that are organized in "trees". For example, the Scoundrel has the "Fortune" talent tree, which has the talents of Fool's Luck, Fortune's Favor, Gambler, Knack, and Lucky Shot. A Scoundrel character may take any of these they wish when they gain a new talent - *except* that Lucky Shot can only be taken if you already have Knack.

You don't have to restrict yourself to one tree at a time - as long as you meet the prerequisites for a given talent, you can take it whenever you gain a new talent for the class.

Generally, you get a new talent on odd-numbered levels and a bonus feat on even-numbered levels within a given class, but this is not a hard and fast rule.

The Force

Some characters have the ability to use the Force. First, you must have the **Force Sensitivity** feat, which gives you Use the Force as a permanent class skill (but does not confer training - that must be taken separately). Whenever a Force Sensitive character gains a new talent, they have the option of **gaining a Force talent instead** (SWSE, p. 100), as long as they meet the prerequisites. The Force talent trees are Control, Sense, Alter, and Dark Side.

Force-Sensitive characters may also take the **Force Training feat to gain Force Powers** such as Mind Trick or Move Object. Unlike in previous editions, Force Powers **no longer expend hit points**, but rather are "checked off" when used and cannot be used again until you regain them somehow. (Generally the easiest way to regain them is to rest for 1 minute, but there are other ways.) Any characters who are not Jedi training under Luke Skywalker will need to explain just how they came to have Force Training!

All characters begin with **5 Force Points**, whether they are Force-Sensitive or not. Use them

up, because they **get replaced every level!** Their uses are found on page 93 of *SWSE*.

Traits

Every character **must have a name** before play can start. If you're stuck for ideas, there are sample names in the book for each species, or you can use the "Generic *Star Wars*-y Name Generator," which is:

Look at your bookshelf. Find two words (or however many it takes to have at least four syllables) next to each other. Take the first syllable of the first word and the last syllable of the last word: that's the first name. Anything left, shove together, and that's the first name. Keep trying new combinations until you find one that doesn't suck. For example, looking at my bookshelf I find "Animation Studio." This becomes "Anidio Mationstu". Eh. Next I find "Human Anatomy." This becomes "Humy Manato." Combining these results, I get "Anidio Manato," which doesn't suck, so I go with it.

Destiny

Destiny is an interesting story-based mechanic which is optional. Essentially, you choose in broad terms what your character's "Destiny" is (Discovery, Redemption, and Rescue are some samples in the book), and when you pursue that destiny, you get "Destiny points," which are sorta like Force points on steroids.

Not every character has a Destiny, and you are by no means obliged to take one unless you want to. The Destiny rules are found on page 112 of *SWSE*.

Equipment

Pre-existing characters get the same equipment they already had. New characters gain equipment as normal for their class. Note that the Reflex Defense bonus for armor *replaces* your bonus for character level unless you have feats or talents to change that. Thus, armor is helpful at lower levels but can actually become a hindrance at higher levels - although armor with built-in weaponry or other additional benefits may make the sacrifice worth it.

Experience and Gaining Levels

As mentioned above, for this scenario you'll gain levels every time there is a chapter break, bringing the group up to 3rd at the end except for Rumzhin, who'll be 4th. In future scenarios, experience progression will return to the normal rules.

When you gain a level, **all of your level-bases bonuses** (Defenses, skill rolls, damage bonus, etc.) go up appropriately. You also gain base attack bonus (if applicable), a hit die, plus the appropriate talent(s) or feat(s) for your class level.

If you are taking a new class, you gain the **better of the Class Defense Bonuses** between any classes you may have. You gain **one of the starting feats** from that class; the others become considered "bonus feats" for that class at future levels. You may get training in a class skill for that class if your **Int bonus increases** or you take the **Skill Training feat**.

At 3rd, 6th, 9th, 12th, 15th, and 18th levels you gain a feat of your choice, but you must meet all the prerequisites.

At 4th, 8th, 12th, 16th, and 20th, you may raise two different ability scores by 1 point each. (This is an increase over previous editions.)

Sample Character

Khent Devto

CL 1

Medium Human Jedi 1

Destiny 1; Force 5

Init +5; Senses Perception +7

Languages Basic

Defenses Ref 12 (flat-footed 12), Fort 14, Will 13

hp 32; Threshold 14;

Speed 6 squares

Melee lightsaber +3 (2d8+2)

Ranged blaster pistol +1 (3d6)

Base Atk +1; Grp -2

Force Powers Known Battle Strike, Move Object, Vital Transfer

Abilities Str 14/+2, Dex 10/+0, Con 14/+2, Int 14/+2, Wis 12/+1, Cha 10/+0

Talents Lightsaber Defense

Feats Force Sensitive, Force Training, Weapon Proficiency (lightsaber, pistols, simple weapons)

Skills Acrobatics +5, Initiative +5, Knowledge (galactic lore) +7, Perception +7, Use the Force +5

Possessions lightsaber, blaster pistol, comlink, Jedi robes

Gameplay and Character Combat

There are a lot of little changes, which we'll discover with time. Generally the intention was to streamline and simplify whenever possible.

Initiative

Initiative is now a skill check rather than a separate mechanic; the basic combat round sequence is the same however.

Action Types

The “free action,” “standard action,” “move action,” and “full-round action” types from previous editions still exist. *SWSE* adds two new types of action called “swift actions” and “reactions”. Like a free action, a **single swift action takes no time** and may be done freely once per round. However, to do *more than one* swift action replaces other types of actions. For example, **to perform two swift actions in a single round, you must sacrifice either your move action or your standard action**. To perform three swift actions, you must give up both your move and standard actions.

Swift actions are things like changing a weapons firing mode from single shot to autofire, dropping an item, or turning on a power switch. The following table indicates the permutations of things you can do in a single round:

| Possible Actions in a Single Round | | | | | |
|------------------------------------|--------------|----------------------|--------------|-----------------|--------------|
| Standard Action | Move Action | Full Round Action | Swift Action | Swift Action | Swift Action |
| + | + | | + | + | + |
| Move Action | Move Action | | Swift Action | Swift Action | Swift Action |
| + | + | | + | + | + |
| Swift Action | Swift Action | | Move Action | Standard Action | Swift Action |

Free actions are, as the name implies, **free and can be done at any time**. These are things like rolling on Perception when the GM calls for it, or shouting out a quick instruction to a teammate.

Reactions are special actions you can take out of your normal turn sequence. For example, a character with the Force power Negate Energy uses it as a reaction when someone declares an attack against them, rather than as part of their regular turn.

Movement

Diagonal movement on the combat grid **always counts as two squares** in *SWSE*, rather than the 1-2-1-2 pattern of previous editions. I may house-rule back to the previous version, I haven't decided. Input is welcome.

Firing Into Melee

Our old friend firing into melee is back with a vengeance - the penalty is now **-5** instead of **-4**.

Attack Rolls and Damage

Attack rolls work basically the same as in previous editions - you roll d20 plus your attack bonus, plus the appropriate stat modifiers (usually Str for melee, Dex for ranged), plus or minus any other modifiers (such as range). **If you meet or beat the target number, you hit, otherwise you miss.** The main difference is that instead of "armor class" your target number is **your target's Reflex Defense**.

Unlike previous editions, you **do not gain extra attacks for having a high attack bonus**. You may get extra attacks from feats, talents, or other special conditions, however.

Besides the usual damage determined by your weapon (and Str bonus, for melee attacks), you also add **½ your character levels (rounded down) to the damage you do**.

Damage Threshold and the Condition Track

Besides taking damage from hit points, some attacks may impose additional effects, moving you down the "condition track". **Every step down the condition track you move imposes penalties.** When you get to the **bottom of the condition track, you are unconscious** (droids are disabled and possibly in pieces).

The most common way to be forced down the damage track is to take a lot of damage from a single hit. For example, Khent Devto's damage threshold is 14. If he is hit by a blaster that does 14+ points of damage to him, he moves one step down the condition track. If he is hit again for another 14+ points of damage, he will move an additional step down.

If you are hit by an attack that both **exceeds your damage threshold *and* reduces you to 0 hit points, you die instantly unless you spend a Force Point**, in which case you remain at 0 hit

points and are unconscious. (An attack that takes you to 0 hit points without beating your damage threshold simply puts you unconscious at the bottom of the condition track).

Unless you have a persistent condition (from poison or disease, for example), you may move **one step back up** the condition track (thus reducing or removing penalties) by spending **three swift actions** in a single round to recover.

“Second Wind”

If you are reduced to **one-half your maximum hit points** or less, you can catch a second wind as a **swift action**. This action heals **one-quarter of your full hit point total or a number of hit points equal to your Constitution score**, whichever is higher. You may do this **once per day** unless you have special abilities that allow you to do this more often.

Appendix: Tech Specialist Feat and Outlaw Tech Talent Tree

The following information is from the Wizards of the Coast website and is considered an official addition to the core rules. It can be found here:

<http://www.wizards.com/default.asp?x=starwars/article/sagaenhancement1>

The Tech Specialist

A favored archetype of long-time *Star Wars* gamers, the tech specialist is a character that focuses on modifying and enhanced fantastic technology to fit his or her needs. Tech specialists range from brilliant engineers to prodigious outlaw techs, though all share a love for the guns, gear, and gadgets found in the galaxy far, far away.

This web enhancement includes a few rules (cut from the *Saga Edition* core rulebook for space) that allow heroes to take on the role of the tech specialist. Additionally, these rules will be featured in an upcoming sourcebook for reference at the gaming table, and will be expanded upon with more talents and rules to further enhance your game.

New Talent Tree: The Outlaw Tech

The following new talent tree is intended for use by characters with the **scoundrel** class. Scoundrels learn a variety of tricks that allow them to squeeze more life out of ailing technology, and they can enhance their gear in ways the manufacturer never intended.

Fast Repairs

Whenever you jury-rig an object or vehicle, the vehicle gains a number of temporary hit points equal to the result of your *Mechanics* check. Damage is subtracted from these temporary hit points first, and temporary hit points go away at the conclusion of the encounter.

Prerequisites: Trained in the *Mechanics* skill.

Hot Wire

You can use your *Mechanics* check modifier instead of your *Use Computer* check modifier when making *Use Computer* checks to improve access to a computer system. You are considered trained in the *Use Computer* skill for purposes of using this talent. If you are entitled to a *Use Computer* check reroll, you may reroll your *Mechanics* check instead (subject to the same

circumstances and limitations).

Prerequisites: Trained in the Mechanics skill.

Quick Fix

Once per encounter, you may jury-rig an object vehicle that is not disabled. All normal benefits and penalties for jury-rigging still apply.

Prerequisites: Trained in the Mechanics skill.

Personalized Modifications

As a standard action, you may tweak the settings, grips, and moving parts of a powered weapon you wield, tailoring it to your needs. For the remainder of the encounter, you gain a +1 equipment bonus on attack rolls and a +2 equipment bonus on damage rolls with that weapon. You can use this talent only on powered weapons (those that require a power cell to operate), including weapons connected to a larger power source, such as vehicle and starship weapons.

New Feat: Tech Specialist

The new Tech Specialist feat allows a hero to make custom modifications to weapons, armor, droids, devices, and vehicles so that they function beyond their normal specifications.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can modify a device, suit of armor, weapon, droid, or vehicle so that it gains a special trait. Specific traits are given on the Tech Specialist Modifications table below. You may perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armor, weapon, droid, or vehicle, and you can't apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armor, weapon, droid, or vehicle you wish to modify or 1,000 credits, whichever is more. Completing the modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over from scratch if you wish.

Other characters trained in the Mechanics skill can assist you, reducing proportionately the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: This feat is considered a bonus feat for the **noble** and **scoundrel** classes.

| Tech Specialist Modifications | |
|--------------------------------------|---|
| Armor Trait | Benefit |
| Agile Armor | Increases the armor's maximum Dexterity bonus 1. |
| Fortifying Armor | Increases the armor's equipment bonus to Fortitude Defense by 1. |
| Protective Armor | Increases the armor's armor bonus to Reflex Defense by 1. |
| Device Trait | Benefit |
| Enhanced Strength | Increases the device's Strength score by 2. |
| Improved Durability | The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its base hit points. |
| Mastercraft Device | Skill checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1. |
| Droid Trait | Benefit |
| Enhanced Dexterity | Increases the droid's Dexterity score by 2. |
| Enhanced Intelligence | Increases the droid's Intelligence score by 2. |
| Enhanced Strength | Increases the droid's Strength score by 2. |
| Vehicle Trait | Benefit |
| Enhanced Dexterity | Increases the vehicle's Dexterity score by 2. |
| Improved Speed | Increases the vehicle's speed by one-quarter of its base speed (minimum 1 square). |
| Improved Shields | Increases the vehicle's shield rating by 5. |
| Weapon Trait | Benefit |
| Improved Accuracy | The weapon gains a +1 equipment bonus on attack rolls. |
| Improved Damage | The weapon deals +2 points of damage with a successful hit. If the weapon has a damage multiplier (for example, 6d10 x 2), apply the extra damage before applying the multiplier. |
| Selective Fire | An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon can be made to have an autofire mode. |