

Research and Development Technician

Posted on Monday, January 05 @ 00:49:53 GMT by [Max_Hattuer](#)

"The R&D Technician can be found in every research laboratory on Mort, it is nigh time for them to be seen on the streets. As Operatives, they are able to give squads an edge in situations dealing with unknown pieces of equipment, and their specialized skills will definitely take a squad from the obscurity of the crowds, to the individuality of the media..."



-Julie Winters, Human Business, SCL 8C, Department of Employment

Research and Development Technician

All forms of armour and weaponry come from laboratories...and they have to be field tested. The R&D Technician does the designing and testing of many different pieces of equipment, and are trained in the design of weapons, armour and vehicles.

Another type of Scientist for the PC's. In the right hands, an R&D Tech can be a pivotal character in a campaign...besides, who else to help PC's come up with custom items?

Forensics (DIA)

Weapon Design - (Dia) this skill allows a character to design, test, and evaluate weapons of any type...clubs, swords, firearms etc...

Vehicle Design - (Dia) as weapon design, but applies only to vehicles. May be used to discover weaknesses that have occurred because of design (weak points etc...)

Armour Design - (Dia) as vehicle design, but applies only to armour

SLA Info (KNOW)

Rival Company Info (KNOW)