

# Operator O.C.C.

*“What can I say, I like taking things apart to see how they tick. Nothin ' like fixing or building something with your own hands. ”*

The Operator is a super-mechanic and repairman. A mechanical and electrical whiz-kid who can fix just about anything that has gears and wires. As such, they are always a welcome sight in any community and are treated with respect and admiration. An Operator rarely has to pay for his own meals or a bed to lay on. Of course, the proprietor or town council may have some little repair job that they'd like him to do for a reasonable fee. There are no set fees for a particular job, so the fee and currency changes from place to place. Repairing an irrigation system at a wealthy town may mean 30,000 in credits, at a poor town payment may be a hot meal, a broken-down horse, and some basic supplies.

Remember, while pre-Rifts machines and technology are in use, there are few individuals who fully understand how they work. Consequently, they cannot successfully maintain and repair them. The Coalition charges highly for their services. Often the price includes an oath of fealty to a Coalition State, binding the community to it financially and obligating the town to perform certain services, or provide goods, or to support the CS. This is how the Coalition increases its power base and territory, slowly absorbing the smaller communities around them. The next step is official union with a Coalition State, usually in exchange for military protection, economic support, even better technical aid, and forgiving one's previous debt. Of course, once this happens, the Coalition sends in its advisors and makes the town conform to its standards, rooting out magic users, seizing all books and historical documents, and eliminating dangerous dissidents. Consequently, the Operator represents the only means for many small communities to maintain their independence. They are also the only people outlaws and undesirables, like adventurers and men at arms, can consult to get their gear, 'bots and vehicles repaired, modified or improved.

Although the Operators have no formal organization or guild, they are an unofficial class within the civilized human societies of the Americas, similar to the Freemasons of old. They have no leader, no gathering place, nor doctrine to which all Operators adhere. Instead, they are a loose knit group of like-minded men and women who share a love and knowledge of machines and forgotten science. How Operators came to be is not exactly known. Most will tell you that some of those who survived the Coming of the Rifts also saved many of the old secrets. These secrets were handed down from father to son, generation to generation, until today. Indeed, if there is any common thread among Operators, it is secrecy. They will not share their knowledge with anybody except a fellow Operator, relative, or an apprentice.

As a rule, an Operator tends to disguise the extent of his knowledge with false modesty and cryptic talk about the Time of Man or Time Before the Rifts, and ancient secrets. In reality, the character is as knowledgeable about modern, high-tech engineering as any Coalition engineer. Furthermore, their love of mechanics keeps them looking and learning more. These characters love their work and take fanatical pride in their craft. They are hard workers, inventive, and resourceful.

## Special O.C.C. Abilities & Bonuses

**Note:** None of these abilities apply to bionics or Cybernetics, and there is a -20% skill penalty when working on robots and power armor (unless the character has the Robot Mechanics and Electronics skills).

**1. Jury-Rig Repairs:** The Operator can slap together solid temporary repairs in half the time that last twice as long. See the Jury-Rig skill for details.

**2. Find Parts and Components:** +20% to Find Contraband related to vehicular M.D. weapons. M.D.C. materials, power supplies, communications systems. electronics. generators, fuel. mechanical parts and components. This bonus is added to his normal Find Contraband skill whenever such items are involved. Gets these items at a *discount* – 30% off as a professional courtesy from most other Operators and the Black Market. 50% discount from junkyards and salvage companies, and a 65% discount if he trades at least 12 hours of his time to work at a garage, machine shop, or factory for free. Every 12 hours he puts in, he can get up to 100.000 credits worth of parts or materials at the discount (that's 35.000 credits, his cost).

**3. Recognize Machine Quality:** An exclusive skill that enables the Operator to tell if an item is new or used, defective, rebuilt, low or high quality, a fair price, and whether it's exactly what he needs or not. Skill applies to all most vehicles, machines, parts, tools, and electronics. Base Skill: 58% +3% per level of experience.

### 4. Repair and Soup-Up Machines & Vehicles:

Repairs for Cheap: Can completely repair most parts, machines and vehicles at a cost of 25% of its original list price (plus his time if he's charging for it; typically another 30% to 50%). Requires the right parts and time to make the

repair.

**Replace M.D.C.:** Can replace M.D.C. on the main body and key sections at a cost of 1,200 credits per every one M.D.C. point restored. Cannot exceed the original M.D.C. amount.

**Add M.D.C.** Can add M.D.C. to brand new vehicles and body armor. The percentage increase depends on the Operator's level of skill and experience; +5% at levels 2, 4, 6, 8, 10, 12, and 14.

**Maximize Performance:** Can tweak a vehicle or most any machine to perform better. Can increase Spd 20%, range (of weapons, radio signals, sensors, etc.) by 10%, reduce weight by 10%, and add one extra weapon or feature per each body area of a vehicle or standing fortification (front/nose, mid-section, rear section, top/roof, bottom/undercarriage, and wing).

**5. O.C.C. Bonuses:** +1 to I.Q., +2 to P.S. and +1 to P.P. attributes, +2 on Perception Rolls, +2 to save vs fatigue and disease, and +2D6+6 to S.D.C.

**6. Optional: Psi-Operator (special):** it has recently come to light that some Operators have developed a degree of psychic power that helps them in their work. Approximately 15% to 20% are psychic. The focus of their psychic abilities is mechanics. Note that all Psi-Operators are considered to be *Major* psychics. Pick three abilities from the following, plus one additional at levels 4, 8, and 12. **Note:** Reduce the number of available O.C.C. Related Skills by half.

Electrokinesis (Super, varies; counts as 2 selections).

Machine Ghost (12)

Object Read (6; limited to the history and operation of the device).

Resist Fatigue (4)

Sense Magic (3)

Sense Time (2)

Speed Reading (2)

Total Recall (2)

Telemechanic Mental Operation (Super, 12; counts as 2 selections).

Telemechanics (Super, 10)

Telemechanic Paralysis (Super, 20; counts as 2 selections).

## Operator O.C.C. Stats

**Alignment:** Any.

**Attribute Requirements:** I.Q. 9 or higher, a high P.P. and P.S. are handy but not mandatory.

**Racial Requirements:** None. At least 35% are D-Bees.

### O.C.C. Skills

Language: Native Tongue at 92%.

Language; Other; One of choice (+20%)

Basic Math (+20%)

Computer Operation (+10%)

Computer Repair (+10%)

Electrical Engineer (+20%)

Find Contraband (+15%)

Jury-Rig (+20%)

Mechanical Engineer (+20%)

Pilot: Three of choice (+15%)

Radio: Basic (+15%)

Sensory Equipment (+20%)

Weapons Engineer (+15%)

W.P. Blunt

W.P. Modern; One of choice.

Hand to Hand: Basic; can be changed to Hand to Hand: Expert at the cost of one O.C.C. Related Skill.

**O.C.C. Related Skills:** Select eight other skills, but at least two must be selected from Mechanical, plus two additional skills at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+15%).

Cowboy: None.

Domestic: Any.  
Electrical: Any (+10%).  
Espionage: None.  
Horsemanship: None.  
Mechanical: Any (+10%).  
Medical: First Aid Only  
Military: Any (+5%; +10% to Field Armorer and Military Fortification).  
Physical: Any except Acrobatics, Gymnastics, or Wrestling (+10%)  
Pilot: Any (+10%).  
Pilot Related: Any (+10%).  
Science: Math: Advanced, Chemistry, and Chemistry: Analytical  
Technical: Any (+10%).  
W.P.: Any.  
Wilderness: Boat Building and Carpentry (+5%) only.

**Secondary Skills:** Select four Secondary Skills at first level from the Secondary Skills list in the Skill Section, +1 Secondary Skill at levels 4, 8, 12 and 14. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base level skill.

**Standard Equipment:** Select one weapon for each W.P. (plus W.P. Blunt includes a large wrench and a hammer; both do 2D6 S.D.C. damage), a suit of light or medium M.D.C. body armor (with 10% more M.D.C. provided by an Operator buddy), a portable tool kit with an electric screwdriver and additional interchangeable heads, wrenches, etc., large tool kit, soldering iron, laser torch (for welding), a roll of duct tape, two rolls of electrical tape, pen flashlight, large flashlight, a dozen flares, 200 feet (60 m) of super lightweight rope (total weight 10 lbs/4.5 kg), a couple knives, notebook, portable disc recorder, portable language translator, protective goggles, work gloves, 1D4 pairs of thin doctor's gloves, backpack, satchel, large sack, canteen, two commercial vehicles (as per Pilot skill), set of work clothes, overalls, utility belt, a pair of goggles, canteen, air filter, a pocket note pad and two pens, and some personal items. More expensive diagnostic equipment, computers, optical enhancements, and sensory equipment may be purchased later.

**Money:** An Operator will have little available cash, with most of his money and trade items going into tools, equipment, fuel, and vehicles. The city Operator starts with 4D4x1,000 credits. The wandering Operator will have 5D6x100 in credits and 3D4x1,000 in Black Market saleable items.

**Cybernetics:** None to start. However, many Operators do acquire cybernetic optics, sensors and tools to help them in their work. The majority prefer to use machines in their work, not to become a machine themselves.

**Related O.C.C.s:** None, although the Techno-Wizard is also a mechanic in his own way.