MECHANIC

DRONE

CHASSIS

Size

Speed ft sq

Fly ☐
Climb ☐ ft sq

ABILITIES

	Ability Score	Ability Modifier	Ability Increase
STR		STR	☐
DEX		DEX	☐
CON	10	0	
INT		INT	☐
WIS		WIS	☐
CHA		CHA	☐

LIMITED AI

After your turn, your drone takes either a move action or a standard action to attack.

EXPERT AI

Level 7 — Your drone takes either a move action, a standard action to attack or a full attack.

-6 Attack penalty when making a full attack

TRUE AI

Level 20 — Your drone can act with full autonomy. It takes a full round of actions without needing direct control.

-4 Attack penalty when making a full attack

MASTER CONTROL

Spend a move action to directly control your drone. It gets a move action and a standard action.

UPGRADED POWER CORE

Level 10 — Make a full attack without requiring direct control, and at only -4 penalty. 1 rp

COORDINATED ASSAULT

Level 11 — When you and your drone attack the same target, you both gain +1 to attack.

DRONE

Level	Hit Points	Base Attack	Armour Class	Saves Good	Saves Poor	Ability Increase	Feat	Mod
1	10	+1	+0	+2	+0		■	■
2	20	+2	+1	+3	+0			
3	30	+3	+2	+3	+1		■	■
4	40	+3	+3	+3	+1	■		
5	50	+4	+4	+4	+1			■
6	60	+5	+5	+4	+1		■	
7	70	+6	+6	+5	+2	■		■
8	80	+6	+7	+5	+2			
9	90	+7	+8	+5	+2		■	■
10	100	+8	+9	+6	+2	■		
11	100	+9	+9	+6	+3		■	■
12	120	+9	+10	+6	+3			
13	130	+10	+11	+7	+3	■		■
14	140	+11	+12	+7	+3		■	
15	150	+12	+13	+8	+4			■
16	160	+12	+14	+8	+4	■		
17	170	+13	+15	+8	+4		■	■
18	190	+14	+16	+9	+4			
19	210	+15	+17	+9	+5	■	■	■
20	230	+15	+18	+9	+5			

SKILLS

	Untrained	Skill Bonus		Skill Unit

ATTACK BONUS

BASE ATTACK BONUS BAB

RANGED ATTACK = DEX +

SAVING THROW

		Level Bonus	Good Save
FORTITUDE SAVE	FORT =		○
REFLEX SAVE	REF = DEX +		○
WILL SAVE	WILL = WIS +		○

ARMOUR CLASS

		Chassis Bonus	Level Bonus
ENERGY ARMOUR CLASS	EAC = DEX +	+	
KINETIC ARMOUR CLASS	KAC = DEX +	+	

FEATS

Level 1

Level 3

Level 6

Level 9

Level 11

Level 14

Level 17

Level 19

ATTACK

LEVEL

Range ft sq

Type

Ammo

ATTACK BONUS

Damage d

Critical

STATUS

HIT POINTS hp

CURRENT HIT POINTS hp

Level 10 — RESOLVE POINTS rp = Level ÷ 2 — RESOLVE POINTS rp

MODS

BASIC MODS

Level 1

Level 3

Level 5

Level 7

Level 8

Level 11

Level 13

Level 15

Level 17

Level 19