MECHANIC DRONE **DRONE** Hit Base Armour Saves Ability Points Attack Class Good Poor Feat Mod Increase Level CHASSIS 10 +1 +0 +2 +0 2 20 +2 +1 +3 +0 3 30 +3 +2 +3 +1 Size Speed 4 40 +3 +3 +3 +1 ft sq 5 50 +4 +4 +4 +1 Fly □ ft sq 6 Climb 60 +5 +5 +4 +1 ABILITIES 70 +6 +6 +5 +2 Ability Ability Ability 8 80 +6 +7 +5 +2 Score Modifier Increase 9 90 +7 +8 +5 +2 STR 10 100 +8 +9 +6 +2 DEX 11 100 +9 +9 +6 +3 0 12 CON 10 120 +9 +10 +6 +3 13 130 +10 +11 +7 +3 INT 14 140 +11 +12 +7 +3 WIS 15 150 +12 +13 +8 +4 CHA 16 +12 160 +14 +8 +4 LIMITED AI **17** 170 +13 +15 +8 +4 After your turn, your drone takes either a move action 18 190 +14 +16 +9 +4 or a standard action to attack. 19 210 +15 +17 +9 +5 EXPERT AI 20 230 +15 +18 +9 +5 Your drone takes either a move action, a Level standard action to attack or a full attack. SKILLS Attack penalty when making Skill Skill a full attack Untrained Bonus Unit TRUE AI Your drone can act with full autonomy. It takes a full round of actions without Level needing direct control. 20 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 Make a full attack without requiring 10 direct control, and at only -4 penalty. COORDINATED ASSAULT Level When you and your drone attack the same 11 target, you both gain +1 to attack.

ATTACK BONUS	ATTACK
BASE ATTACK BONUS BAB	LEVEL
RANGED ATTACK	Range Type
= DEX + ◀	ft sq
SAVING THROW	ATTACK BONUS Damage Critical
Level Good FORTITUDE SAVE Bonus Save	
FORT =	Ammo # 0000000000000000000000000000000000
REFLEX SAVE	STATUS
REF = DEX +	HIT POINTS CURRENT HIT POINTS
WILLSAVE	hp
WILL = WIS +	Level RESOLVE POINTS Level RESOLVE POINTS
ARMOR CLASS	10 rp = ÷2 rp
Chassis Level ENERGY ARMOUR CLASS Bonus Bonus	MODS
EAC = DEX + +	Level
KINETIC ARMOUR CLASS	1
KAC = DEX + +	Level
FEATS	3
Level	Level
1	5
Level	Level
3	7
Level	Level 8
6	·
Level	Level
Level	Level
Level	Level
Level	Level
Level	Level
19	19