MECHANIC

DRONE

CHASSIS

Größe

Speed m Fe

Fliegen ☐
Klettern ☐ m Fe

ATTRIBUTSWERTE

	Attributswert	Attributsmodifikator	Ability Increase
ST		ST	☐
GE		GE	☐
KO	10	0	
IN		IN	☐
WE		WE	☐
CH		CH	☐

LIMITED AI

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

EXPERT AI

Stufe 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

Stufe 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

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

COORDINATED ASSAULT

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

DRONE

Stufe	Hit Points	Grundangriff	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			

FERTIGKEITEN

	Ungeübt	Fertigkeitsbonus		Skill Unit

ANGRIFFSBONUS

GRUNDANGRIFFS BONUS GAB

RANGED ATTACK = GE + ◂

SAVING THROW

		Stufenbonus	Good Save
ZÄHIGKEIT RETTUNGSWURF	ZÄH =		☐
REFLEX RETTUNGSWURF	REF = GE +		☐
WILLEN RETTUNGSWURF	WIL = WE +		☐

RÜSTUNGSKLASSE

		Chassis Bonus	Stufenbonus
ENERGY ARMOUR CLASS	EAC = GE +	+	
KINETIC ARMOUR CLASS	KAC = GE +	+	

TALENTE

Stufe 1

Stufe 3

Stufe 6

Stufe 9

Stufe 11

Stufe 14

Stufe 17

Stufe 19

ANGRIFFS

LEVEL

Reichweite Art

m Fe

ANGRIFFSBONUS Schaden Kritisch

W ×

Munition # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

STATUS

HIT POINTS TP

CURRENT HIT POINTS TP

Stufe 10 RESOLVE POINTS rp = Stufe ÷ 2 RESOLVE POINTS rp

MODS

Stufe 1

Stufe 3

Stufe 5

Stufe 7

Stufe 8

Stufe 11

Stufe 13

Stufe 15

Stufe 17

Stufe 19