MECHANIC DRONE **DRONE** Salvaciones Hit Ataque Armour Ability Nivel Points Base Class Good Poor Feat Mod Increase CHASSIS 10 +1 +0 +2 +0 2 20 +2 +1 +3 +0 3 30 +3 +2 +3 +1 Tamaño Velocidad 4 40 +3 +3 +3 +1 5 50 +4 +4 +4 +1 Volar □ 6 Trepar 60 +5 +5 +4 +1 **CARACTERÍSTICAS** 70 +6 +6 +5 +2 Puntuación de Ability 8 80 +6 +7 +5 +2 Increase Característica Caract. 9 90 +7 +8 +5 +2 FUE 10 100 +8 +9 +6 +2 DES 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 SAB 15 150 +12 +13 +8 +4 CAR 16 160 +12 +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 Nivel standard action to attack or a full attack. HABILIDADES Attack penalty when making Skill Bon de a full attack No entrenada Habilidad Unit TRUE AI Your drone can act with full autonomy. It takes a full round of actions without Nivel 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 Nivel Make a full attack without requiring 10 direct control, and at only -4 penalty. **COORDINATED ASSAULT** Nivel When you and your drone attack the same 11 target, you both gain +1 to attack.

Bon de Ataque	ATAQUE
BON ATAQUE BASE BAB	NIVEL
RANGED ATTACK	Alcance Tipo Munición
= DES + ◀	. c
TIRADA DE SALVACION	Bon de Ataque Daño Crítico
SALVACIÓN DE FORTALEZA de Nivel Save	
FORT =	STATUS
SALVACIÓN REFLEJOS	HIT POINTS CURRENT HIT POINTS
REF = DES +	pg pg
SALVACIÓN VOL	Nivel RESOLVE POINTS Nivel RESOLVE POINTS 10 rp = ÷ 2
VOL = SAB +	ТР
CLASE DE ARMADURA	MODS
Chassis Bon ENERGY ARMOUR CLASS Bonus de Nivel	MODS —
EAC = DES + +	Nivel
KINETIC ARMOUR CLASS	1
KAC = DES + +	Nivel
DOTES	3
Nivel	Nivel
1	5
Nivel	Nivel
3	7
Nivel	Nivel
6	8
Nivel	Nivel
9	11
Nivel	Nivel
11	13
Nivel	Nivel
14	15
Nivel	Nivel
17	17
Nivel	Nivel
19	19