

CHASSIS

Taglia	Velocità
	m q
Volare <input type="checkbox"/>	m q
Scalare <input type="checkbox"/>	

CARATTERISTICHE

Punteggio	Caratteristica	Modificatore	Caratteristica	Ability Increase
	FOR		FOR	<input type="checkbox"/>
	DES		DES	<input type="checkbox"/>
10	COS		0	
	INT		INT	<input type="checkbox"/>
	SAG		SAG	<input type="checkbox"/>
	CAR		CAR	<input type="checkbox"/>

LIMITED AI

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

EXPERT AI

Your drone takes either a move action, a Livello standard action to attack or a full attack.

7  Attack penalty when making a full attack

TRUE AI

Livello Your drone can act with full autonomy. It takes a full round of actions without 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

Livello	Make a full attack without requiring direct control, and at only -4 penalty.	1 rp
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COORDINATED ASSAULT

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

DRONE

Livello	Hit Points	Attacco Base	Armour Class	Tiri Salvezza Good	Tiri Salvezza 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			

ABILITÀ

[illegible]

BONUS ATTACCO

BONUS
ATTACCO BASE

RANGED ATTACK

 = DES + 

SAVING THROW

TEMPRA SALVEZZA	Livello bonus	Good Save
TEM =		<input type="checkbox"/>

RIFLESSI SALVEZZA

RIF = **DES** + ☐

VOLONTÀ SALVEZZA

VOL = **SAG** + ☐

CLASSE ARMATURA

ENERGY ARMOUR CLASS	Chassis Bonus	Livello bonus
EAC = DES +		+

KINETIC ARMOUR CLASS

KAC = **DES** + +

TALENTI

Livello	1	
Livello	3	
Livello	6	
Livello	9	
Livello	11	
Livello	14	
Livello	17	
Livello	19	

ATTACCO

LEVEL

Gittata _____ Tipo _____

_____ m _____ q _____

BONUS ATTACCO _____ Danno _____ Critico _____

_____ d _____ x _____

Munizioni _____

STATUS

HIT POINTS		CURRENT HIT POINTS	
	pf		pf

Livello	RESOLVE POINTS	Livello	RESOLVE POINTS
10	rp		rp

MODS

Livello	1
Livello	3
Livello	5
Livello	7
Livello	8
Livello	11
Livello	13
Livello	15
Livello	17
Livello	19