

# MECHANIC

## ARTIFICIAL INTELLIGENCE

☐ Drone ☐ Exocortex

### CONTROL NET

Level 17 Drone Levels Exocortex Levels

### CUSTOM RIG

☐ Armour upgrade ☐ Cybernetic implant ☐ Hand-held device

With your customised toolkit, you have the equipment for any Computers or Engineering skill check.

Use your rig as a Mk I comm unit.

### REMOTE HACK

Level 5 RANGE Mechanic Level  
5 ft = 10ft × [ ÷ 2 ] - 10ft  
ROUND UP

### EXPERT RIG

Level 7 Your custom rig now functions as a computer.  
When hacking, disable one countermeasure (except firewall).  
Your custom rig counts as any special kit up to Level 6.

### ADVANCED RIG

Level 13 Your custom rig's computer gains a bonus firewall module.  
Use your custom rig to communicate with your ship's sensors, security systems and engines up to 50 miles away.

### SUPERIOR RIG

Level 19 Your custom rig's computer gains wipe and lockout modules.  
You can use your custom rig while it's locked out.

### OVERLOAD

As a standard action, disable an electronic device for 1 round.  
You or your drone must be adjacent to the target.  
Level 3 If used on an item in somebody's possession, they can attempt a reflex save to evade.  
Affects energy weapons, powered weapons and armour.  
Does not affect androids, robots, drones, cybernetics, powered armour, technological creatures or items larger than Medium size.

### OVERRIDE

Affects androids, drones, robots and technological creatures.  
Level 9 Targets may attempt a will save. If they fail by 10, you can dictate their actions for 1 round; otherwise they are dazed for 1 round.

### GHOST IN THE MACHINE

Level 19 If a target of Override which fail their will save, you can dictate their actions for 1 round.  
To use again on the same target within 24 hours: 1 rp

### MIRACLE WORKER

Level 7 Uses per day 1 +2 ARMOUR Bonus to AC for 1 minute.  
Level 11 2 +2 WEAPON Attack and damage for 1 minute.  
Level 15 3 SHIP Hit points equal to the ship's base frame HP increment.  
Level 19 4 hp If it crosses an increment, repair one system one step.  
Uses today ☐ ☐

### TECH MASTER

Level 20 To craft a weapon, armour or item in one minute: 1 rp  
To convert a weapon or armour into a different type up to the same value in one minute: 1 rp

## MECHANIC TRICK

SAVING THROW Mechanic Level  
DC = 10 + [ ÷ 2 ] + INT  
OPPOSED SKILL Mechanic Level  
DC = 10 + [ × 1½ ] + INT

This saving throw DC is also used for Overload, Override and attempts to identify the source of Remote Hack.

Level 2

Level 4

Level 6

Level 8

Level 10

Level 12

Level 14

Level 16

Level 18

Level 20