

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 × [÷ 4]
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

DC = 10 + [Mechanic Level ÷ 2] + INT

OPPOSED SKILL

DC = 10 + [Mechanic Level × 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