


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"/>
COS 10	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

Your drone can act with full autonomy. It takes a full round of actions without needing direct control.

Livello 20

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

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

		Livello bonus	Good Save
TEMPRA SALVEZZA			
TEM =			○
RIFLESSI SALVEZZA			
RIF = DES +			○
VOLONTÀ SALVEZZA			
VOL = SAG +			○

CLASSE ARMATURA

ENERGY ARMOUR CLASS		Chassis Bonus	Level 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 Munizioni
m q	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
BONUS ATTACCO	Danno Critico
d	

STATUS

HIT POINTS	CURRENT HIT POINTS
<div>pf</div>	<div>pt</div>
Livello 10 RESOLVE POINTS Livello <div>rp</div> = <div></div> ÷ 2 <div></div> <td>RESOLVE POINTS <div>rp</div></td>	RESOLVE POINTS <div>rp</div>

MODS

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