

Description:

A diminutive dome shaped flying assistant, the Crescent Staccato is hailed as one of the most reliable mechanoids around, and they are often favored by those who prefer quality machinery over flashy features.

Strategy:

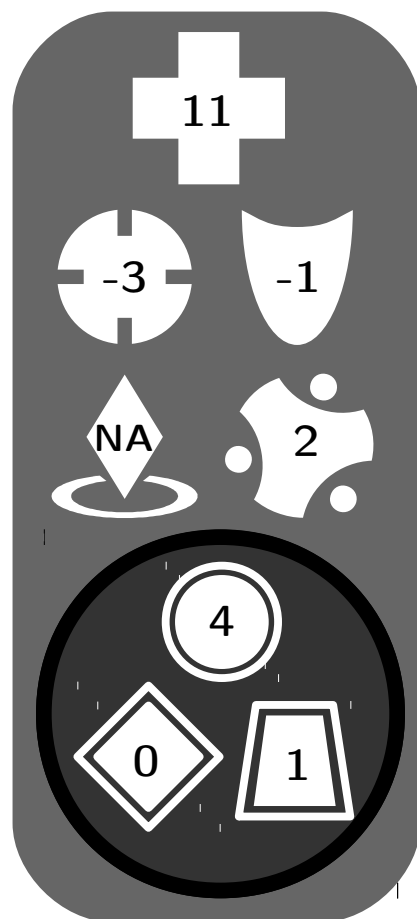
As a class, the Crescent Staccato's primary function is to improve the power and reach of both nanotech users and utility characters such as infiltrators or engineers. The Staccato acts as a scout, and allows such characters to interfere remotely while safely out of harms way.

Starting Bonuses:

- ☐ +3 companion charges per day.
- ☐ +1 player skill per level.
- ☐ 2 companion skill per level
- ☐ Staccato has +3 starting ranks in perception, aerobatics and computing

Skill	Rank
Aerobatics	
Engineering	
Computing	
Perception	
People reading	
Research	

Extra skill: Aerobatics represents your Staccato's ability to fly quickly and deftly, most often being used in place of agility or squirm. The Crescent Staccato is not naturally equipped to fly in space, or anywhere without an atmosphere for that matter. They are submersible.



Companion Name: _____

Companion details:

Answer one (or more) of the following backstory details.

Describe your companion's personality. How did it get its name?

What is your Staccato's current state of repair? Is it meticulously polished, or held together with duct tape? Does it have any unusual or distinguishing markings- if so, where from?

What do you have stored on the Staccato's hard drive? _____

How did you get this Crescent Staccato? Did you inherit it? If so, from who? Did you repair it from pieces in a junk shop? Are you old enough to have bought one new?

Helping Hands

Your Crescent Staccato now possesses a pair of helpful claws. This enables it to hack devices, pick locks, etc on your behalf, using your skill modifier. (With or without this feat, it is free to make such attempts using its own skill modifiers)

Your Crescent Staccato is capable of assisting with any task where an extra pair of hands could be useful. It grants a +3 bonus when helping you, or +1 when helping others.

Nanotech Compatible

Your nanotech charge and companion charge are now treated as a single collective pool, and can be used interchangeably.

Each time you spend a charge you may re-roll any single dice associated with the corresponding ability (skill checks, attack rolls, damage rolls, healing, etc).

Tiny Spaceship

Your Crescent Staccato now contains pressure jets suitable for propelling itself, and up to one humanoid on a spacewalk. Roll Aerobatics in place of Zero-G. Whenever the Staccato fails a zero-G check, it may spend one charge to course correct and gain +5 on its Zero-G roll (so, if you roll a 12 and fail, you can spend one charge to upgrade your roll to 17 and hopefully pass). The Staccato carries one hours oxygen. Spacesuit not included.

Encyclopedia

Your Staccato now contains a basic encyclopedia. Whenever you have ten or so minutes spare you may refer to it. The Encyclopedia is assumed to pass all DC 15 knowledge checks.

The Luggage

Requires: Any two Staccato feats

Your Staccato now contains one cubic meter of "hammerspace". You can store items in this space, (but not sentient beings), and they cannot be found without the Staccato's permission. Accessing the Luggage space costs one unit of charge for each minute the hatch is open.

When attempting to fix damage to your spaceship, any time you would need to return to your ships spare parts shed you may access the luggage instead (one charge spent per access).

Proxy

Requires: Any two Staccato feats

When using abilities that require line of sight (for example, strategist) you may use your Staccato's line of sight, as long as you have line of sight to the Staccato. Similarly for distance or sound based ability requirements.

If your Staccato has Helping Hands, then it is able to reconfigure a Calibrist's weapon, or assemble a Tinker's gadgets on their owner's behalf.

If your Staccato is Nanotech Compatible, then you may also deliver you nanotech abilities via your Staccato- EG, you may use Nanotech Infusion whenever either you OR your Staccato could touch the target.

When using your Staccato as a nanotech proxy, any time costs must be paid by both you and the Staccato. If an ability would prompt an AoO, both you and your Staccato prompt AoO. Charge need only be paid once.

Library

Requires: Encyclopedia

Whenever you have an hour free, you may roll Research checks using the Staccato as if you had access to a medium sized library.

Hologram Projector

At the cost of one charge, your Staccato can project a still silent image, producing the illusion of a solid object (DC 20 perception to recognize illusion). Images much larger than a person are lower quality and easier to recognize. Anyone getting between the image and the Staccato will ruin the effect. You may store up to three images in memory at a time, but will need access to the original object or scene in order to record them. Current images: _____

Moving Image

Requires: Hologram projector

You can now record and project up ten minutes of movement and sound. Your Staccato stores one recording at a time.

Current recording: _____

True Image

Requires: Hologram projector + 2 feats, incompatible with false image

Images projected by your Staccato are verifiably true- in that anyone studying them will know that they are recordings of actual events.

False Image

Requires: Hologram projector + 2 feats, incompatible with true image

You can roll a craft check and deceive check with your Staccato to produce hologram images without access to original objects. Doing so takes considerable time, but can be rushed (at a cost to quality) The perception DC to overcome such images is the lower of the two skill checks. Your allies can not roll these skill checks on your behalf, but are allowed to assist (+2 bonus) if they have more ranks than you.