

Description:

Ubiquitous on any shipyard, the A390# ("aye-three-ninety-hash") repair robot is known for its versatility, precision and light weight. Small enough to fit through narrow spaces or hide up one's sleeve, the A390# provide marvelous utility, and is a must have in the fires of space combat.

Strategy:

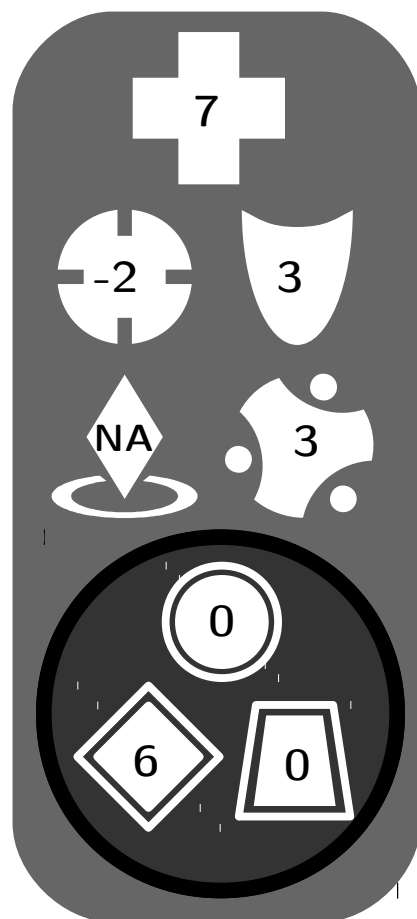
The A390# is a box of tricks. It'll play scout, grease floors and seal doors and repair almost anything. The robot has little to offer either in conversation, or in combat, but in terms of getting you in, out, covering your escape, or just patching up your tin can, the A390# has no rival.

Starting Bonuses:

- ☐ +3 companion charges per day.
- ☐ +1 player Initiative.
- ☐ 3 companion skill per level
- ☐ A390# has +3 starting ranks in Dexterity, Engineering and Craft, +6 to Squirm.

Skill	Rank
Dexterity	
Engineering	
Computing	
Perception	
Craft	
Stealth	
Medical	
Squirm	

- ☐ **Equipment:** Repair Patch: Single use. Target robot gains 2d6 hp. Takes 5 minutes to apply.
- ☐ **Equipment:** Scantech Fragment: Single use. After rolling perception and hearing results, activate scantech to retroactively gain +4.



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 ship was your A390# originally registered to? What happened to that ship? How did the A390# end up in your hands?

What is the most difficult situation that your A390# has gotten you and your teammates out of?

What is the strangest item your A390# has brought back from a scouting mission? Did you ever find out what was up with that, or is it still a mystery?

Spider Climb

Magnetic suction pads on your A390#'s feet allow it to walk vertically (and even upside down) on any metallic or smooth surface. Doing so costs 1 charge per ten minutes.

Personal Tailor

Your A390# is now an accomplished tailor. It gains +10 on all skill checks required to make clothing. While wearing such clothing, you gain +2 on all social skill checks that depend on having convincing clothes, for example deceive checks made to fit in, or command checks suitably backed up by your apparent rank and wealth. Gain +5 on checks that are explicitly questioning your disguise.

You are encouraged to describe and/or sketch the outfits the A390# makes for you.

Through the Pipes

Whenever on a friendly and familiar ship, the A390# can spend one turn of movement to get to any room in the ship, regardless of distance, or airlock constraints in between. If that room is in need of repairs the A390# may attempt such a repair immediately upon arrival.

In space STATIONS more time may be needed, but the A390# is still greatly accelerated.

Seal Portal

Requires: one A390# feat

When a compartment decompresses on your space station, you can end up with doors that you just don't want opened.

At the cost of one charge and three beats the A390# can seal and barricade a door. Such doors gain 5 damage resistance, and the DC on any skill checks required to open the door goes up by 10 (for example a DC10 computing check to hack a locking computer goes up to 20).

Greasing Spray

Using two beats and one charge the A390# can coat one item or patch of floor in buckyball based anti-friction spray. This will increase/decrease the difficulty of any associated skill checks by 10 (as appropriate). For example a character suitably greased will gain a +10 bonus on squirm checks. A patch of floor coated in grease will require a DC 10 agility check to cross.

Safety Monitor

Cracked hulls and leaking reactors are but a few of the hazards faced by the true engineer. The A390# can spend a single charge to scan a room for hidden dangers, rolling a perception check on the room with a +10 bonus, as it searches for traps (or worse, poor wiring), as well as hidden passages and persons.

Winch

Your A390# contains a slow, but inexorable winch. Once the cable is attached to something, the A390# can spend one charge to make a Strength check, with a +15 bonus. Given sufficient anchor points, almost anything can be moved (or, depending how well attached it is, broken). Note that the A390# Spider Climb ability is generally considered "sufficient anchorage" for the sake of this ability.

Scorch Together

Each time you level up, check off one damage type the following list:

- | | | |
|--------------------------------|--------------------------------------|-----------------------------------|
| <input type="checkbox"/> fire | <input type="checkbox"/> electricity | <input type="checkbox"/> laser |
| <input type="checkbox"/> ice | <input type="checkbox"/> magnetism | <input type="checkbox"/> healing |
| <input type="checkbox"/> acid | <input type="checkbox"/> radiation | <input type="checkbox"/> armor |
| <input type="checkbox"/> blade | <input type="checkbox"/> bludgeon | <input type="checkbox"/> piercing |

Your A390# may spend a charge to attack for 2d4 damage of any checkmarked type. If 'healing' is checked, you may instead spend one charge to heal a robotic character for 2d4 hp.

S.O.S.

Your A390# can spend a charge to transmit a powerful distress signal on all major emergency frequencies. No matter where you are in the system, people will know where to find you.

Portable Factory

Requires: any two A390# feats

It's hard to keep a ship fully inventoried with all the spare parts one might need. At the cost of a single charge, the A390# can manufacture any small mundane item in either metal or plastic. Examples include dice, bolts, allen keys, etc. Such items are considered "replicas" and are fragile- liable to break if put under too much stress; your A390# must roll Craft to determine item quality. You may make copies of specific items if you have the original available.

Environment Stabilization

Requires: any three A390# feats

At the cost of one charge and one Reaction, the A390# instantly stabilizes the temperature, pressure, electrical and magnetic fields in 3 meter radius. Put out all fires. Prevent elemental damage. Poisonous gases are removed. The area suffers no effects due to the vacuum of space nor crushing pressures. This protection lasts two rounds. The A390# is consider occupied during this time and cannot be moved or perform any action.

Universal Supply

Requires: any four A390# feats

Your A390# may spend a charge to power literally any object it is in contact with. This allows it to transfer charges to nanotech users, or grant your Systems Controller additional actions in space combat (3 extra actions spread over as many or few turns as you like). It can also be used to power microwaves, space stations, or alien artifacts (for how long depends on the energy use of the object).