

MECCANICO

INTELLIGENZA ARTIFICIALE

☐ Drone ☐ Exocortex

CONTROL NET

Livello 17 Livelli Drone 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

Livello 5 RAGGIO m = 3m x [$\div 2$] - 3m

EXPERT RIG

Livello 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.

ATTREZZATURA AVANZATA

Livello 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

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

OVERLOAD

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

OVERRIDE

Livello 9 Influenza androidi, droni, robot e creature tecnologiche.
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

Livello 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 pr

MIRACLE WORKER

Livello 7 Usi al giorno 1 +2 ARMATURA Bonus a CA per 1 minuto.
11 2 +2 ARMA Attack and damage for 1 minute.
15 3 NAVE Hit points equal to the ship's base frame HP increment.
19 4 pf If it crosses an increment, repair one system one step.

TECH MASTER

Livello 20 To craft a weapon, armour or item in one minute per item level: 1 pr
To convert a weapon or armour into a different type up to the same value in one minute per item level: 1 pr

MECHANIC TRICK

TIRO SALVEZZA Livello Meccanico $CD = 10 + [\div 2] + INT$
TIRO CONTRAPPOSTO Livello Meccanico $CD = 10 + [\times 1\frac{1}{2}] + INT$

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

Livello 2

Livello 4

Livello 6

Livello 8

Livello 10

Livello 12

Livello 14

Livello 16

Livello 18

Livello 20