# MECHANIC
# DRONE

## CHASSIS

Size | Speed
| ft | sq

Fly ☐ | ft | sq
Climb ☐

## ABILITIES

| | Ability Score | Ability Modifier | Ability Increase |
|---|---|---|---|
| STR | | STR | ☐ |
| DEX | | DEX | ☐ |
| CON | 10 | 0 | |
| INT | | INT | ☐ |
| WIS | | WIS | ☐ |
| CHA | | CHA | ☐ |

## LIMITED AI

After your turn, your drone takes either a move action or a standard action to attack.

### EXPERT AI

Level **7**

Your drone takes either a move action, a standard action to attack or a full attack.

**-6** Attack penalty when making a full attack

### TRUE AI

Level **20**

Your drone can act with full autonomy. 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

Level **10** | Make a full attack without requiring direct control, and at only -4 penalty. | 1 rp

## COORDINATED ASSAULT

Level **11** | When you and your drone attack the same target, you both gain +1 to attack.

## DRONE

| Level | Hit Points | Base Attack | Armour Class | Saves Good | Saves 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 | | | |

## SKILLS

| | Untrained | Skill Bonus | | Skill Unit |
|---|---|---|---|---|
| | | | | -------- |
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## ATTACK BONUS

BASE ATTACK BONUS — BAB

RANGED ATTACK

☐ = DEX + ◄

## SAVING THROW

| | | Level Bonus | Good Save |
|---|---|---|---|
| FORTITUDE SAVE | | | |
| FORT = | ___ | ___ | ○ |
| REFLEX SAVE | | | |
| REF = DEX + | ___ | ___ | ○ |
| WILL SAVE | | | |
| WILL = WIS + | ___ | ___ | ○ |

## ARMOR CLASS

| | | Chassis Bonus | Level Bonus |
|---|---|---|---|
| ENERGY AC | | | |
| EAC = DEX + | ___ | ___ | + ___ |
| KINETIC AC | | | |
| KAC = DEX + | ___ | ___ | + ___ |

## FEATS

Level **1** _____

Level **3** _____

Level **6** _____

Level **9** _____

Level **11** _____

Level **14** _____

Level **17** _____

Level **19** _____

## ATTACK

LEVEL

Range | Type | Ammo

ft | sq

ATTACK BONUS | Damage | Critical

d

## STATUS

**HIT POINTS** | **CURRENT HIT POINTS**

hp | hp

Level **10** | **RESOLVE POINTS** rp | = | ___ ÷ 2 | Level **RESOLVE POINTS** rp

## MODS

**BASIC MODS** _____

Level **1** _____

Level **3** _____

Level **5** _____

Level **7** _____

Level **8** _____

Level **11** _____

Level **13** _____

Level **15** _____

Level **17** _____

Level **19** _____