MECHANIC

ARTIFICIAL INTELLIGENCE

☐ Drone ☐ Exocortex

CONTROL NET

Nível
17

Drone
Levels

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

Nível
5

ALCANCE

Mechanic
Level

$\boxed{\quad m} = 10\text{ft} \times [\quad \div 2] - 10\text{ft}$

⌐ ROUND UP ⌐

EXPERT RIG

Nível
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.

ADVANCED RIG

Nível
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

Nível
19

Your custom rig's computer gains wipe and lockout modules.

You can use your custom rig while it's locked out.

OVERLOAD

Nível
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.

Affects energy weapons, powered weapons and armour.

Does not affect androids, robots, drones, cybernetics, powered armour, technological creatures or items larger than Medium size.

OVERRIDE

Nível
9

Affects androids, drones, robots and technological creatures.

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

Nível
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 rp**

MIRACLE WORKER

Nível	Usos Diários		
7	1	**+2**	**Armadura** Bonus to AC for 1 minute.
11	2	**+2**	**ARMA** Attack and damage for 1 minute.
15	3		**SHIP** Hit points equal to the ship's base frame HP increment. If it crosses an increment, repair one system one step.
19	4	hp	

Uses today ☐☐
☐☐

TECH MASTER

Nível
20

To craft a weapon, armour or item in one minute per item level: **1 rp**

To convert a weapon or amour into a different type up to the same value in one minute per item level: **1 rp**

MECHANIC TRICK

SAVING THROW

Mechanic
Level

$\boxed{CD} = 10 + [\quad \div 2] + INT$

OPPOSED SKILL

Mechanic
Level

$\boxed{CD} = 10 + [\quad \times 1\frac{1}{2}] + INT$

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

Nível
2

Nível
4

Nível
6

Nível
8

Nível
10

Nível
12

Nível
14

Nível
16

Nível
18

Nível
20