

MECHANIC – 2E

You are a master of machines, from advanced supercomputers to simple magnetic engines. Understanding how these devices work gives you insight into the world around you, allowing you to make the most of your gear, circumvent hardened defenses, and even take over remote systems. Your programming skill also gives you the ability to create a powerful ally, in the form of either an implanted artificial intelligence or a robotic drone, which can assist you with a variety of tasks. If there's a computer or machine that needs to be fixed, bypassed, or destroyed, you're the first on the scene. Whether you're a skilled scientist, a starship engineer, or a battlefield technician, you're no stranger to combat—but you find it much more reasonable to have your AI or drone do the fighting for you.

KEY ABILITY	HIT POINTS
INTELLIGENCE At 1st level, your class gives you an ability boost to your Intelligence.	8 plus your Constitution modifier You increase your maximum number of HP by this number at 1st level and every level thereafter.

Your Level	Class Features
1	Ancestry and background, initial proficiencies, artificial intelligence, custom rig, mechanic feat
2	Mechanic feat, skill feat
3	Overload, general feat, skill increase
4	Mechanic feat, skill feat
5	Ability boosts, ancestry feat, enhanced assistant, iron will, skill increase
6	Mechanic feat, skill feat
7	Coordinated assault, expert rig, general feat, skill increase, weapon expertise
8	Mechanic feat, skill feat
9	Ancestry feat, customizable platform, mechanical expertise, skill increase
10	Ability boosts, mechanic feat, skill feat
11	General feat, juggernaut, override, skill increase
12	Mechanic feat, skill feat
13	Advanced rig, ancestry feat, medium armor expertise, skill increase, unparalleled processor
14	Mechanic feat, skill feat
15	Ability boosts, evasion, general feat, ghost in the machine, skill increase
16	Mechanic feat, skill feat
17	Ancestry feat, mechanical mastery, skill increase, superior rig
18	Mechanic feat, skill feat
19	General feat, medium armor mastery, skill increase, true AI
20	Ability boosts, Mechanic feat, skill feat

Initial Proficiencies

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

Perception

Trained in Perception

Saving Throws

Expert in Fortitude

Expert in Reflex

Trained in Will

Skills

Trained in Computers

Trained in Engineering (Crafting)

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

Attacks

Trained in simple weapons

Trained in unarmed attacks

Defenses

Trained in medium armor

Trained in light armor

Trained in unarmored defense

Class DC

Trained in mechanic class DC

Class Features

You gain these abilities as a mechanic. Abilities gained at higher levels list the levels next to their names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of the Core Rulebook.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

ARTIFICIAL INTELLIGENCE

You construct an artificial intelligence (or AI), a sophisticated program of self-motivated code that you can access for help in a variety of endeavors. This AI is the product of your own genius, far more advanced and complicated than any available for sale to consumers (though it falls short of being truly self-aware), and only you know the secrets of its creation and operation. You receive an AI companion. Select one of the following platforms for your AI Companion to be installed in:

- **Drone:** You begin play with a powerful robotic drone to house your AI, allowing it to accompany you and provides it with capabilities for combat, espionage, and other specialized tasks.
- **Exocortex:** You begin play with an artificial processor that interacts with and augments your biological brain's cognitive functions, aiding you in a variety of tasks, from combat to digital infiltration. Your Exocortex is [installed] in a free cybernetic augmentation in your brain, allowing your AI to access your mind and feed you information -- and this does not count against the limit of augmentations in your brain slot.
- **Experimental Weapon:** You have designed and built an experimental prototype weapon that you are constantly upgrading, and while it may be similar in aesthetics and function to an existing type of weapon, it is fundamentally unique from any mass-produced product. You have [installed] your AI into this weapon, and your AI manages a number of tasks to automatic and operate the weapon.

- **Experimental Fortification:** You have designed and built a sophisticated shield or suit of armor, which you are constantly optimizing and upgrading with the latest technological breakthroughs. While it may be similar in aesthetics and function to an existing type of armor, it is fundamentally unique from any mass-produced product. You have [installed] your AI into this shield or armor, and your AI manages a number of tasks to automatic and operate the defensive equipment.

Further details on the platforms for your Artificial Intelligence can be found at the end of this class.

In all cases, your AI companion functions as a [minion] with the [installed] and [technological] traits. Unlike a normal minion, you direct your AI through ♦Interfacing with it through your custom rig (see below). Your AI is trained in all saving throws, perception, computers, and possibly other skills determined by your choice of artificial intelligence.

CUSTOM RIG

You have created a customized toolkit you can use to hack systems and items. Your custom rig can be a hand-held item of light bulk, [installed] in armor configured to take up an upgrade slot on your armor or can be installed as a cybernetic augmentation system in your brain, your eyes, or an arm that does not count against your limit for augmentations in those slots.

Your custom rig counts as a Computer Kit and an Engineering Kit for any basic tasks that require those kits. It also functions as a personal comm unit, and can be upgraded as a Tier 0 computer following the normal costs for doing so. You may use your custom rig to ♦Interface with your Artificial Intelligence or communicate with your starship -- an action that has the [concentrate] and [wireless] traits -- over an encrypted channel at a range of up to 2500ft. When you Interface, your artificial intelligence can spend its actions to operate your custom rig and can communicate back with you.

INTERFACE ♦

CONCENTRATE | WIRELESS

Requirements You have access to your custom rig

You send a command to your artificial intelligence. This functions like ♦Command an Animal for your artificial intelligence.

If lost or destroyed, you can kitbash a new custom rig from any technological toolkit that provides a bonus to Computers or Engineering checks at no additional cost with 8 hours of Crafting.

MECHANIC FEATS 2nd

At 1st level and every even-numbered level thereafter, you gain a mechanic class feat. These begin at the end of this class.

SKILL FEATS 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats appear in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

IRON WILL 3rd

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

OVERLOAD 3rd

Your custom rig sends a disruptive burst of electricity to disrupt a technological object. You and your AI gain the Overload action. If your AI is an exocortex, the range is instead the range of its Wirelessly Hack ability instead of its own if it has that ability. If your AI is a weapon, the Range is your reach with the weapon, or your weapon's range increment, whichever is appropriate.

OVERLOAD ♦♦

CONCENTRATE **MECHANIC** **ELECTRICITY**

Target a technological piece of equipment that is medium-sized or smaller

Requirements you are an artificial intelligence or have access to your custom rig

Range 5ft

Your AI causes a short in an electronic device. The targeted device makes a Reflex save against your mechanic DC. An unattended object automatically critically fails this saving throw

- **Failure:** The target is nonfunctional for 1 round.
- **Critical Failure:** The target is nonfunctional for 2 rounds.

SKILL INCREASES 3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use an increase to either become trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS 5th

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

ENHANCED ASSISTANT 5th

Your AI grows in sophistication, granting the benefits listed under your choice of artificial intelligence platform (see end of class)

COORDINATED ASSAULT 7th

You and your AI perform better when you work together. Whenever you perform an action, your artificial intelligence gains a +1 circumstance bonus to the next time it attempts that same action for the same purpose before the end of your next turn, and vice versa.

EXPERT RIG 7th

Your custom rig now counts as any engineering or computers specialty kit of item level 6 or lower. When you use your Custom Rig as a hacking kit and successfully Hack a computer, you automatically disable one countermeasure (except for firewalls). Your custom rig is also considered to be a computer with a tier equal to half of your level, and it gains your choice of an Artificial Personality, Hardened, or Security I module for free, without counting against its limit on countermeasures.

You can also use your custom rig to attempt computers and

engineering checks at a range of up to 30 feet. A target of this ability (or a creature attending or observing your target) can attempt a Perception check against your Class DC to determine that you are the origin of this activity.

The range at which your custom rig can Interface with your AI or communicate with your starship increases to 5 miles.

SIMPLE WEAPON EXPERTISE 7th

Training and technology has improved your weapon technique. Your proficiency rank for simple weapons increases to expert.

ALERTNESS 9th

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

CUSTOMIZABLE PLATFORM 9th

Your AI's complexity further increases, allowing it to readily swap between modular components of your creation. Gain your artificial intelligence platform's customizable platform benefit (see end of class).

MECHANIC EXPERTISE 9th

You've optimized your techniques to make them harder to resist. Your proficiency rank in mechanic class DC increases to expert.

OVERRIDE 11th

Overload now functions against technological creatures, androids, and constructs. When you target these creatures with overload, they instead make a Will saving throw against your mechanic class DC.

- **Success:** the target is Stunned 1
- **Failure:** the target is Stunned 3.
- **Critical Failure:** the target is Controlled by you for 1 round.

JUGGERNAUT 11th

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

ADVANCED RIG 13th

Your custom rig's computer gains a bonus firewall countermeasure at no cost that does not count against its

maximum countermeasures limit. This firewall can block off modules already protected by firewalls. The range at which you can use your custom rig to attempt remote Computers and Engineering checks increases to 60 feet. The range at which you can Interface with your AI or communicate with your starship increases to 50 miles.

MEDIUM ARMOR EXPERTISE 13th

You've learned how to defend yourself better against attacks. Your proficiency ranks for medium armor, light armor, and unarmored defense increase to expert.

UNPARALLELED PROCESSOR 13th

Your AI advances to a technical marvel. You gain the unparalleled processor benefit determined by your choice of artificial intelligence (see end of class).

WEAPON SPECIALIZATION 13th

You've learned to inflict grave wounds with your practiced weapons. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increase to 3 if you're a master, and 4 if you're legendary.

EVASION 15th

You've learned to move quickly to avoid explosions, dragons' breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

GHOST IN THE MACHINE 15th

The duration of ♦♦Overload against equipment is increased by 2 rounds. When you use Override against a technological creature, the penalties are worsened:

- **Success:** the target is Stunned 1
- **Failure:** the target is Controlled by you for 1 round.
- **Critical Failure:** the target is Controlled by you. At the end of each of its turns, it may attempt a Will Save against the same DC to end this effect and be Stunned 3.

MECHANICAL MASTERY 17th

Your engineering and hacking skills are even more precise. Your proficiency rank for your mechanic class DC increases to Master.

SUPERIOR RIG

17th

Your custom rig's computer functions now gain bonus lockdown and wipe countermeasures. You can use your custom rig normally even when its lockdown is active (you have special authorization no one else can access under any circumstances), and while any wiped data cannot be recovered by anyone else (as if the data module were destroyed), you can automatically recover it with 8 hours of work. These countermeasures have no additional cost and do not count against the maximum number of countermeasures your custom rig can have.

Additionally, you can use your custom rig to communicate over an encrypted channel with your ship at a range encompassing a planet and its close orbit, allowing you to remotely pilot your starship from point to point on the same planet or to and from orbit (as well as use the encrypted communications functions of your expert and advanced rig at the same range). If you have a drone, you can issue commands to or directly control your drone over an encrypted channel at the same range.

MEDIUM ARMOR MASTERY

19th

Your armor has become akin to a second skin for you. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to master. When wearing light or medium armor, you can rest normally, rather than receiving poor rest that leaves you fatigued.

TRUE AI

19th

Your artificial intelligence has advanced to a degree of sophistication never before seen. It gains a benefit depending your choice of artificial intelligence (see end of chapter).

Artificial Intelligence

You have created a self-motivated program called an artificial intelligence which you install into one of the platforms described below. Your artificial intelligence functions as an [installed] [minion], except you Interface with your AI companion instead of using Command an Animal to grant it actions on its turn.

Your AI companion is trained in all saving throws, perception, computers, and possibly other skills determined by the platform you install it in. It may not be able to use the actions of the skills on its own, but it may still be able to make use of them later (such as by using a computer connected to a

device capable of taking the action by using Manipulate a Module on a control module).

Your Artificial Intelligence can be Reconfigured as an exploration activity that takes 10 minutes, which may change some benefits your artificial intelligence provides. You can also Reconfigure your AI as part of your daily preparations. You can also Rebuild your AI and its platform by spending 4 days of downtime Crafting to make some larger changes that may be available to you. If your AI's platform is destroyed, a backup is accessible from your custom rig and can be installed in a new platform when you rebuild it. You can never make duplicates of the platform you've installed your AI into - constructing one renders the previous model entirely nonfunctional.

DRONE

Your artificial intelligence is [installed] into a robot housing, allowing it to function in all ways like an animal companion, except it has the [construct] trait instead of the [animal] trait, must be Repaired rather than healed, and other changes as described above. You can select from among a Combat Chassis, a Hover Chassis, or a Stealth Chassis (see next section) to determine the particular form of your Combat Drone. Once selected, this choice cannot be changed. Repairing and Rebuilding your drone is an easy task for your level and can be done at no cost. When you select the drone as your artificial intelligence, you gain the following benefits.

Proficiencies Your artificial intelligence is trained in simple weapons, unarmed attacks, unarmored defense, acrobatics, athletics, plus another skill determined by its chassis

Basic Mods Select two mods from the Basic Mods list. A single mod cannot be installed more than once.

Master Control You can Interface with your AI as a 3-action activity, allowing it to take 3 actions on its turn. While in direct control of your drone in this way, it uses your proficiency in place of its own, if better, for any actions it attempts, assuming it has the appropriate tools to do so.

Combat Drone

INSTALLED **CONSTRUCT** **MINION** **TECHNOLOGICAL**

Bigger than other chassis options, the Combat Drone moves along the ground and is outfitted with wheels, tracks, legs, or a similar form of propulsion. This drone is designed specifically for battle. It has an armored body and multiple weapon mounts, allowing it to pack a variety of armaments.

Size Medium

Melee ♦Slam **Damage** 1d8 Bludgeoning

Str +3 **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Intimidation

Senses Low-Light Vision

Speed Land 30 feet

Special Hardness 2

Initial Mods Reductive Plating, Weapon Mount x2, Weapon Proficiency

Support Benefit Your combat drone strikes in concert with you. Until the start of your next turn, each time you hit a creature in the Combat Drone's reach with a Strike, the creature takes 1d8 Bludgeoning damage from the drone. If the drone has a weapon installed in a weapon mount, it may use that weapon's damage type instead. If your Combat Drone is nimble or savage, the damage increases to 2d8.

Advanced Maneuver Overwhelm

Overwhelm ♦

FLOURISH ATTACK

The drone makes a Strike against a foe. If it hits and deals damage, the opponent can't Step until the beginning of your next turn or the foe no longer threatens the foe, whichever comes first.

Hover Drone

INSTALLED CONSTRUCT MINION TECHNOLOGICAL

The hover drone is the smallest chassis and is equipped with miniature hoverjets or similar aera propulsion (legs or wheels provide propulsion on land). This drone can fly and avoid obstacles, but isn't very stealthy. A hover drone with melee weapon arms or weapon mounts can use weapons design for Small or Medium creatures without penalty.

Size Tiny

Melee ♦Wing (agile, finesse) **Damage** 1d4 Slashing

Str +2 **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

Hit Points 4

Skill Survival

Senses Low-Light Vision

Speed Land 15 feet, Fly 30 feet

Initial Mods Flight System x2, Weapon Mount

Support Benefit Your Hover Drone zips about your foes' arms and faces, getting in the way of their attacks. Until the start of your next turn, creatures within the bat's reach that you damage with Strikes take a -1 circumstance penalty to their attacks.

Advanced Maneuver Blinding Flash

Blinding Flash ♦

VISUAL ATTACK

Creatures in a 30 ft cone originating from the drone must make a Reflex save or be Dazzled for 1 round. The DC of this saving throw is the hover drone's Reflex DC.

Stealth Drone

INSTALLED CONSTRUCT MINION TECHNOLOGICAL

Sleek and covered in a light-absorbing alloy, the stealth drone prowls along the ground on multiple small legs, silenced wheels, an air cushion, or some similar form of propulsion. This drone specializes in stealth and infiltration and can vanish almost entirely from sight as long as it remains perfectly still.

Size Small

Melee ♦Claw (finesse) **Damage** 1d6 Piercing

Str +2 **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

Hit Points 6

Skill Stealth

Senses Low-Light Vision

Speed Land 40 feet, Climb 20ft.

Initial Mods Climbing Claws, Reactive Camouflage, Weapon Mount

Support Benefit Actively camouflaging pigments cause the drone to blend into its environment. It can ♦Hides even while observed if it has not moved this turn, and creatures can use the lesser cover

the drone provides to ♦Hide if they are not larger than the Drone. Creatures one size larger than the drop can ♦Drop Prone to gain this benefit.

Advanced Maneuver Mobile Ambush

Mobile Ambush♦♦

MOVE ATTACK

The drone Sneaks and Strikes once at any point along the way. The stealth drone does not automatically become observed when it Strikes – it only automatically becomes hidden if it passed its Stealth check.

Enhanced Assistant (5th)

Add a basic mod to your drone. While your drone is Supporting you, you gain the critical specialization of your weapon if your drone threatens either you or your target. While you have master control over your drone, it gains the critical specialization of any weapons it wields.

Customizable Platform (9th)

Select three basic mods your drone qualifies for, but does not have installed. You add one of these mods to your drone. When you Reconfigure your drone, you can replace this mod with one of the other selected mods. When you Rebuild your drone, you can change which mod you have selected. Your drone also gains the following benefits:

Proficiencies Your drone's proficiency with unarmed attacks and simple weapons increases to expert. If your drone later gains a specialization, its proficiency with unarmed attacks and simple weapons increases to master.

Unparalleled Processor (13th)

Add an advanced mod to your drone. Your drone gains an upgraded power core, granting it a +1 status bonus to all of its checks and DCs. You gain the Processing Surge action

Processing Surge ♦

CONCENTRATE

Requirements Drone, Unparalleled Processor

You Interface with your drone, giving it the benefits of Master Control this turn. After this turn ends, your Drone is temporarily immune to your Processing Surge until your next daily preparations. While it is temporarily immune to Processing Surge, it also loses the status bonus granted by its upgraded power core.

True AI (19th)

Add an advanced mod to your drone. The circumstance bonus granted by coordinated assault increases to +2. You gain the Gemin-AI action

Gemin-AI ◇

MECHANIC WIRELESS

Trigger your AI attempts an action that requires a check and is not under your Master Control

Frequency once per round

Your AI uses your proficiency for the triggering check in place of its own if its better.

Exocortex

Your exocortex is an artificial processor that interacts with and augments your biological brain's cognitive functions, which can aid you in a variety of tasks, from combat to digital infiltration. Your exocortex is an [installed] [technological] [minion] implanted within your physical body or brain, similar to a piece of cybernetic hardware, allowing your AI to access your mind and feed you information, granting you the following benefits

Proficiencies You become trained in martial weapons, and this proficiency increases whenever your proficiency in simple weapons would increase. Anytime you are affected by a status or item bonus to a skill check the Exocortex is trained in, you may choose to have the Exocortex additional gain those bonuses.

Skill Module Select one skill. You and your exocortex become trained in that skill. Your exocortex can Prepare to aid you in that skill or any other skill in which the exocortex is trained. Once before the beginning of your next turn, the exocortex can Aid you without using a reaction. When you Rebuild your platform, you can change this skill.

Combat Tracking Your exocortex feeds you telemetry and other combat information. Your exocortex gains the Combat Tracking action

Combat Tracking ◆

CONCENTRATE VISUAL

Target one creature

Your artificial intelligence grants you a +1 circumstance bonus on attack and damage rolls against the targeted creature.

Enhanced Assistant (5th)

The intelligence modifier of your artificial intelligence increases by +2, and it grants the following benefits:

Proficiencies your exocortex's proficiency with Computers and in its Skill Module increases to expert. Your proficiency with unarmed attacks, simple weapons, and martial weapons increases to expert.

Wireless Hack Your exocortex can Access Unsecured System or Hack into them if they are within 20 feet. Once it has access to a system, it can take any computers actions against that device as normal. For secured systems that require Hacking as a longer activity, each action spent hacking contributes to the total number of actions needed. If you are also hacking the same system, its actions contribute to yours for the total number of actions needed to hack the system, and you may choose whether you or the Exocortex attempts the Computers check.

Customizable Platform (9th)

The intelligence modifier of your artificial intelligence increases by a further +2, and it grants the following benefits:

Combat Tracking You gain your weapon's critical specialization effect against targets that your exocortex is Combat Tracking, and the circumstance bonus improves to +2 on attacks and +3 on damage rolls.

Skill Module Select three skills for your exocortex's skill module. In place of its previous benefits, you and your AI are trained in all three of these skills. Furthermore, the Exocortex's proficiency in Computers and one of these selected skills is improved to Master, and you can reconfigure your AI to change which of these selected skills has Master proficiency.

Wireless Hack The range of your exocortex's wireless hack increases to 40 feet.

Unparalleled Processor (13th)

The intelligence modifier of your artificial intelligence increases by a further +2, possibly causing it to become trained in additional skills. You can install a basic mod into your exocortex as if you were a drone with the mod installed. Your GM has the final say on whether or not a mod can be reasonably applied to your exocortex. You can change this mod when you Rebuild your drone.

Combat Tracking Combat Tracking can either designate two opponents at once, or one opponent for two rounds each time it is used. The circumstance bonus to damage increases to +5 on damage rolls.

True AI (19th)

The intelligence modifier of your artificial intelligence increases by another +2, and it grants the following benefits:

Combat Tracking Combat Tracking can designate up to four opponents at once, or two opponents for two rounds each time it is used, and the circumstance bonus from Combat Tracking improves to +3 on attacks and +7 on damage rolls.

Skill Module Your Exocortex's proficiency in Computers and its skill module's designated skill increases to Legendary.

Wireless Hack The range of Wireless Hack increases to 100ft.

Experimental Weapon

You have a unique experimental weapon prototype that you've installed your artificial intelligence into. This does not require an installation slot. If this weapon is ever destroyed, a backup of the AI is stored in your custom rig, and you can Rebuild it in a new weapon, installing it into that weapon. That new weapon must belong to your chosen weapon group. You know the Crafting Formula for any weapon you've installed your AI into and can Craft such a weapon as part of the time spent Rebuilding it, and Crafting is an easy task for your level unless it is an Advanced Weapon. The four days spent Rebuilding your experimental weapon reduces the crafting cost as if they were additional days spent crafting, and you can continue crafting to reduce the cost further.

Proficiencies You and your AI are trained in all weapons of that group that you have access to. Your AI is also trained in Engineering.

Improved Magazine You can attach two batteries, magazines, or other form of ammunition to your experimental weapon, effectively doubling its ammo capacity. Your experimental weapon can Interact with these magazines to Reload, changing which magazine it's drawing from. You can replace both of these magazines with a single Interaction.

Senses Your experimental weapon has precise vision and any attachments that improve the weapon's optics also apply to the experimental weapon's senses.

Superior Firepower Your experimental weapon is able to perform real-time optimizations in combat. Your AI gains the Superior Firepower action.

Superior Firepower ♦

MECHANIC VISUAL

Target one creature

Requirement you are installed in an experimental weapon prototype.

The damage die of the required weapon is increased by one size against the targeted creature until the beginning of your next turn.

Enhanced Assistant (5th)

Your artificial intelligence is able to function semi-autonomously and compensate for your actions while you wield it. Your experimental weapon can Interact to change your grip on the weapon, including stowing the weapon. These interactions can be taken at any time on your turn, but just immediately when you interface with it.

Proficiencies Your proficiency with your selected Experimental Weapon Group improves to Expert. When your proficiency in other weapons improves to Expert, your proficiency in your Experimental Weapon Group improves to Master. Your AI has the same proficiency for itself, but no other weapons. Your AI's proficiency rank in Computers and Engineering improves to expert, and you are considered to be Following the Expert when Repairing or Crafting an experimental weapon prototype.

Superior Firepower Your gain your experimental weapon prototype's critical specialization effect when you critically strike a target you have Superior Firepower over.

Customizable Platform (9th)

You can quickly swap among a number of technological fusions or properties applied to your weapon. Select 4 weapon properties or property fusions whose item level does not exceed your level. Your experimental weapon prototype gains one of those weapon properties, or installs one of those fusions for free without counting against the limit of fusions that can be applied to the weapon. Your experimental weapon can Interact with these selected customizations, such as to activate them. When you Reconfigure your AI, you can change which of the four properties or fusions is installed into your experimental

weapon. When you Rebuild your AI, you can also change your selected properties or fusions.

Unparalleled Processor (13th)

Your experimental weapon prototype is a marvel of engineering.

Proficiencies your artificial intelligence's proficiency in Engineering and Computers increases to Master

Dual Chambers Select a damage type that your weapon does not normally deal. Your experimental weapon can swap between dealing its normal damage type and this damage type by ♦Interacting with it. Your experimental weapon can Interact with itself to change its own damage type. When you Rebuild your AI, you can select a new damage type to swap to.

True AI (19th)

Your artificial intelligence can Interact with itself and its components fully, doing any task that would require Interaction, such as activating an attached mod or affixed rune on its own.

Superior Firepower Your Experimental Weapon can maintain its Superior Firepower for much longer amounts of time, improving its duration to 10 minutes against any given target, and any number of targets may be maintained at once.

Experimental Fortification

You have installed your artificial intelligence into a unique experimental armor or shield prototype. This does not require an installation slot. If this armor or shield is ever destroyed, a backup of the AI is stored in your custom rig, and you can Rebuild and [install] it in a new armor or shield. You know the Crafting Formula for any armor or shield you've installed your AI into and can Craft such equipment as part of the time spent Rebuilding it, and Crafting is an easy task of your level for shields, medium armor, and light armor. The four days spent Rebuilding your experimental fortification reduces the crafting cost as if they were additional days spent crafting, and you can continue crafting to reduce the cost further

Proficiencies You become trained in heavy armor, and your AI becomes trained in unarmored defense and all armor. These proficiencies increase whenever your proficiency in light armor would increase.

Calibrate Defenses Your experimental armor constantly self adjusts to move its armor towards threats and inch you out of the way of incoming fire. Your artificial intelligence gains the Calibrate Defenses action. feeds you telemetry and other combat information. Your exocortex gains the Combat Tracking action.

Extra Upgrade Your Armor or Shield allows you to install one additional armor upgrade beyond what the armor or shield's installation slots The Hardness of your Armor or Shield increase by 2, and it's HP and BT increase by half.

Senses Your experimental fortification has precise vision and any installed, affixed, or etched properties in your armor that grant or improve senses also grant it to your AI. Your AI can Seek and Point Out creatures with its own senses.

Calibrate Defenses ♦

MECHANIC CONCENTRATE

Target one creature

Requirement you are installed in an experimental fortification prototype.

You improve the defenses granted by the equipment you're installed in against the targeted creature only.

- **Experimental Armor Prototype:** increase the item bonus to AC granted by that armor by +1.
- **Experimental Shield Prototype:** increase the circumstance bonus to AC you give with the Raise a Shield action by +1.

Enhanced Assistant (5th)

Your artificial intelligence is able to function semi-autonomously and compensate for your actions while you wield it. Additionally, you can Rebuild your experimental fortification into a suit of power armor whose item level is lower than your level. If your AI is installed in a suit of armor or power armor, you gain that armor's critical specialization effect. If your AI is installed into a shield, its hardness is increased by 4 instead of by 2.

Proficiencies You gain proficiency in Power Armor. Your AI's proficiency in Perception and Engineering improves to Expert, and you are considered to be Following the Expert when Repairing or Crafting an experimental fortification prototype.

Customizable Platform (9th)

You can quickly swap among a number of technological fusions or properties applied to your experimental prototype. Select 4 armor properties or property fusions appropriate to your experimental fortification whose item level does not exceed your level. Your experimental fortification prototype gains one of those armor or shield properties, or installs one of those fusions for free without counting against the limit of fusions that can be applied to the armor or shield. Your experimental fortification can Interact with these selected customizations, such as to activate them. When you Reconfigure your AI, you can change which of the four properties or fusions is installed into your experimental fortification. When you Rebuild your AI, you can also change your selected properties or fusions, but they must be appropriate to its form otherwise they do not work.

Unparalleled Processor (13th)

Your constant tinkering with your experimental fortification and its AI has produced a flexible design that's able

to manipulate itself on its own and integrates its functions seamlessly into yours.

Proficiencies your artificial intelligence's proficiency in Engineering increases to Master

Calibrate Defenses The bonus granted by Calibrate Defenses increases to +2.

Flexoskeletal Automation Select one of the following benefits. When you Reconfigure your experimental fortification, you can change which benefit you have selected.

- **Predictive Algorithms** The DC of flat checks to strike a hidden creature is 8, and your AI can have you ♦Aim at a creature you or it can observe.
- **Flight Module** You may Long Jump or High Jump as a single action instead of two actions, except you do not Stride before you leap (nor do you fail if you don't Stride 10 feet), and your AI can have you Fly or Maneuver in Flight with a speed of 15 feet.
- **Climbing Claws** You are not flat-footed while climbing, and your AI can have you Climb with a speed of 20 feet.
- **Submersible Propulsion** You can breathe underwater while wearing or wielding your experimental fortification, and your AI can have you Swim with a swim speed of 20 feet.
- **Enhanced Sensory Array** You and your AI gain Darkvision 60 feet, and your AI's proficiency rank in Perception increases to master
- **Kinetic Stabilizers** You gain a +3 status bonus to your DCs against effects that would move you or cause you to become prone while you are standing on a solid surface, and your AI can have you Stand.
- **Regenerative Polymers** Your AI's proficiency in Engineering increases to Master, and it can spend 10 uninterrupted minutes attempting to Repair itself. It does not require a repair kit to do so.

True AI (19th)

Your artificial intelligence can Interact with itself and its components fully, doing any task that would require Interaction, such as activating an attached mod or affixed rune on its own.

Calibrate Defenses Your experimental fortification can maintain its calibrate defenses for much longer amounts of time, improving its duration to 10 minutes against any given target, and any number of targets may be maintained at once.

Drone Mods

As you gain levels, your drone gains custom modifications, gear, and programming that give it additional capabilities and options. Some mods require your drone to have other custom mods installed before they can function. Unless otherwise noted, each mod can be selected only once.

BASIC MODS

Armor Slot

Your drone gains an armor upgrade slot for an armor upgrade (see page 204). If you do not already have an armor upgrade to install, you must purchase one separately. You can

install the armor upgrade only if your drone has enough open upgrade slots to meet the upgrade's requirements.

Special You can select this mod up to four times, each time adding an additional slot.

Barricade

Prerequisites Trained in Engineering, Manipulator Arms

Your drone gains the Barricade skill feat.

Camera

Your drone has a camera that you can see through using your custom rig as long as your drone is within range. The camera has ordinary sight, and is capable of seeing whatever an ordinary human could see. The camera can also record up to 1 hour of footage at a time, which can be downloaded and viewed using your custom rig.

Cargo Rack

Your drone is outfitted with cargo space. This cargo rack can contain up to 3 bulk of Equipment, and equipment in this cargo rack does not count against the drone's Bulk Limit.

Climbing Claws

Prerequisites Combat chassis or Stealth chassis

Your drone gains a climb speed equal to half its land speed. This mod can be applied to only combat and stealth drones.

Cybernetic Augmentation

Requirements The augmentation to be installed uses either the arm, brain, ears, eyes, hands, legs, or throat body slot.

Your drone gains an augmentation body slot that can be used for a cybernetic or magitech augmentation that meets the requirements. You may install or remove augmentations from this slot when you Rebuild your drone. When you select this Drone Mod, you gain a special augmentation that meets the requirements and has an item level of 2 or lower at no cost, but it can only be installed in this particular drone. You can change this augmentation to another valid augmentation when you Rebuild your drone at no cost.

If you are a Master in Engineering, you can rebuild your special augmentation to one whose item level is 4 or lower. If you are Legendary in Engineering, you can Rebuild your special augmentation to one whose item level is 7 or lower.

Enhanced Senses

Your drone gains low-light vision, darkvision to 60 feet, and a +2 insight bonus to Perception skill checks. If your drone has the camera mod, the camera gains these senses as well.

Extra Ammo

One of your drone's weapon mounts can hold two additional batteries, magazines, or other types of ammunition in addition to its usual weapon and ammunition capacity, and gains two additional ammo pouches for each mounted weapon beyond the first.

Special You can select this mod more than once.

Grease♦♦

MANIPULATE **MECHANIC**

Frequency Once per Reconfiguration

Your drone can disperse grease on or adjacent to itself. This functions as the spell Grease, using your Engineering DC in place of the Spell DC.

Hardened AI

Your drone's AI is secured against outside influence. Any attempt to Hack your drone takes a -4 status penalty, and your drone receives a +4 status bonus to saving throws against spells or effects that attempt to take control of the drone or otherwise dictate its actions.

Heuristic Programming ◇

FORTUNE **MECHANIC**

Trigger Your drone attempts a skill check it failed last round for the same purpose.

Frequency Once per Reconfiguration.

Your drone can learn from its mistakes. When your drone attempts the triggering skill check, it may roll the check twice and take the better of the two results.

Hydrojets

Prerequisites Combat Chassis or Stealth Chassis,

Your drone is equipped with miniature marine jet engines, granting it a swim speed equal to half its land speed.

Jump Jets

Frequency Once per minute.

Your drone is equipped with powerful miniature jets. The drone Flies with a speed of 30ft, or increases its fly speed by 30ft for 1 round if it already has a fly speed.

Lifelike Appearance

Your drone is fitted with a natural-looking synthetic skin and additional cosmetic accessories to make it appear to be an appropriately sized animal. Your Drone is continuously Impersonating a particular kind of creature, but Perception checks and Recall Knowledge checks against your Drone use your mechanic DC instead of your drone's Deception DC.

When you Rebuild your drone, you can have it appear as a different animal.

Manipulator Arms

Your drone is equipped with two robotic arms with simple hands. They can perform most functions that your arms can perform (such as opening doors, typing on a keypad, wielding a weapon, or attempting skill checks that require manual dexterity), but attacks made with them take a -4 item penalty.

Melee Weapon Arm

Your drone is equipped with a robotic arm to which you can affix a one-handed melee weapon, allowing your drone to wield that weapon and attack with it. This weapon cannot be disarmed. Wielding a two-handed melee weapon requires two melee weapon arms. You can replace the weapon affixed to an arm when you reconfigure your drone.

Special You can select this mod multiple times, each time adding an additional melee weapon arm to the drone.

Resistance

Select one energy damage type. Your drone gains resistance to that damage type equal to half of your level, and a +1 status bonus on saving throws against effects with that damage type's corresponding trait. If your drone is benefitting from its Enhanced Power Core, this bonus increases to +2.

Special You can select this mod more than once. Each time you do, you must select a different energy damage type.

Riding Saddle

Your drone is equipped with a seat and programming to carry a rider as a combat-trained mount. If you ride your drone, it must be at least your size or larger. To carry any other rider, the drone must be at least one size larger than the rider.

Skill Subroutine

Select a skill: your Drone becomes trained in that skill. Increase your Drone's intelligence modifier by +2. This may cause your drone to become trained in additional skills appropriate to its new intelligence modifier.

When your Drone becomes a Nimble or Savage companion, its proficiency in the selected skill increases to expert. When your drone gains a specialization, its proficiency increases to Master.

Special You can select this mod a second time as an Advanced Mod. If you do, you must select a different skill.

Smuggler's Compartment

Your drone has a secret compartment that can hold a single item of light bulk or smaller. Your drone becomes trained in Thievery. Creatures can only notice or find this compartment when they Seek and succeed against your drone's Thievery DC.

Speed

Your drone's land speed increases by 10 feet.

Tool Arm

Your drone is equipped with a robotic arm to which you can affix a single tool or kit of no more than 1 bulk to and the proper programming to use the item. It cannot attempt trained actions with this tool unless it is Trained in that skill, or it is under your Master Control and you are Trained. When you Rebuild your Drone, you can swap out the affixed tools and update its software with the programming for the new tool.

Transformation Matrix♦♦

POLYMORPH **MECHANIC**

Prerequisites Stealth Chassis or Hover Chassis

Your drone transforms into or from a second form that resembles an ordinary inanimate object of one size smaller. The drone retains its senses in this form and can move at half speed (though this would likely reveal its true nature) but loses access to its other mods and weapons. A Small drone becomes a Tiny object that weighs approximately 1 bulk (such as a metal briefcase), and a Tiny drone transforms into a Diminutive object of light bulk (such as a datapad).

A transformed drone automatically passes casual inspections but can be identified as suspicious with close inspection and a successful Engineering or Perception check against your Mechanic DC.

When you Rebuild your drone, you can change what object the drone can transform into.

Unobtrusive Chassis

Your drone looks like a mundane domestic drone of the same size. When you Reconfigure your drone, you can alter cosmetic aspects of your drone's appearance to make it look like other domestic drones in a local building or area. **Your drone gains the unobtrusive envoy skill feat (see: Envoy) but uses your Engineering DC to determine the DC to notice it.**

Ranged Weapon Mount

You can affix a small arm or another one-handed ranged weapon on your drone, allowing it to wield that weapon and attack with it. This weapon cannot be disarmed. Mounting a

longarm, a heavy weapon, or another two-handed ranged weapon requires two weapon mounts. The first time you select this mod, your drone also gains two ammo pouches, which can each hold a single battery, magazine, or another type of ammunition, and it can ♦Interact to reload its weapons from those ammo pouches, replacing it with the spent ammunition from the weapon. Loading ammunition into these pouches requires ♦Interacting with the drone.

You can change which weapons are affixed to your ranged weapon mounts when you Reconfigure your drone.

Special You can select this mod multiple times, adding additional weapon mounts to your drone.

Weapon Proficiency

Select one weapon group, such as Swords or Cryo weapons. Your drone becomes trained with all martial weapons from that group, and whenever its proficiency rank for its unarmed attacks increases, it also gains that proficiency rank with these weapons. When your drone's proficiency with unarmed attacks increases to expert, your drone becomes trained with Advanced weapons in that group. When you Rebuild your drone, you can change

Special You can select this mod multiple times, each time selecting a different weapon group for your drone to gain proficiency in.

ADVANCED MODS

Echolocator

Prerequisites Stealth Chassis or Hover Chassis

Your drone uses basic echolocation to notice unseen foes. The drone gains echolocation (precise, 60ft).

Energy Shield♦♦

Frequency once per reconfiguration

Your drone gains 15 temporary hit points.

Special You can select this advanced mod a second time to increase the frequency to three times per hour.

Excavator

Your drone gains a burrow speed equal to half its land speed. It can use this speed to move through clay, dirt, earth, and sand. It does not leave a hole behind, nor is its passage marked on the surface.

Flight System♦

Frequency 10 times per day

Duration 1 minute

Your drone gains a fly speed equal to half its land speed.

Special You can select this mod a second time; in this case, the drone's fly speed increases to its full land speed, and there is no limit to its duration.

Invisibility Field♦♦

POLYMORPH **MECHANIC**

Prerequisites Reactive Camouflage

Frequency once per Reconfiguration

Your drone can turn invisible for 10 minutes, as per the invisibility spell. If it takes a hostile action during this time, the invisibility ends.

Medical Subroutine◇

MECHANIC

Prerequisites Skill (Medicine) Subroutine

Trigger You are reduced to 0 hit points while your drone is within range of your custom rig

Requirement your drone has Manipulator Arms or a Tool Arm with Healer's Tools affixed to it.

Duration 1 minute

Your drone can take two actions on its turns, as if you had Interfaced with it. It can only use these actions to Stride (or Fly, etc., if it has other speeds) towards you and can ♦♦Administer First Aid to you.

If your drone has the required Tool Arm, or has manipulator arms and you or it has Healer's Tools accessible on your body, it can also begin to Treat Wounds on you with that Healer Kit. Once it begins to Treat Wounds, it can continue to take 10 minutes Treating your Wounds beyond the duration. Once it finishes Treating your Wounds or takes any other action, this effect ends.

Reactive Camouflage♦♦

Requirement this drone has not moved since its last turn.

Your drone is equipped with a thin coating that can change color to match the drone's surroundings. If your drone does not move for 1 round, it becomes Hidden at the beginning of its next turn, even if it is observed. It gains a +4 status bonus on stealth checks while hidden in this way. If it takes any action that it could not take while paralyzed, this benefit ends.

Reductive Plating

Your drone gains hardness 4. This increases to 8 if your drone's proficiency rank in unarmored defense increases to expert. If it is master in unarmored defense, the hardness increases to 12.

Shock Wave◇

ELECTRICITY **MECHANIC**

Trigger The drone would take damage that would reduce its hit points below 15.

The drone immediately shuts down, and releases a shock wave of electricity. Your drone deals 12d6 electricity damage to everything else within 10 feet of it (basic Reflex save using your

class DC). At 14th level and every two levels thereafter, this damage increases by 2d6.

If your drone survives, it is inactive and cannot take any actions until you reconfigure your drone.

Mechanic Feats

At every level at which you gain a mystic feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

(Editor's note: some feats are highlighted in red - in whole or in part. These options are dependent on systems that haven't been fully converted or finalized yet, such as Starship combat. They are left in their original text or partially converted - GMs can adjudicate how to translate these feats in the meanwhile, or not allow them to be picked)

1ST LEVEL

Attentive Tampering FEAT 1

MECHANIC TRAIT TRAIT

Prerequisites List the prerequisites here.

You have a soft touch and naturally conceal signs of your tampering. You can take a -2 circumstance penalty when you Disable a Device. On a success, you leave no trace of your tampering.

Combat Maintenance ♦ FEAT 1

MECHANIC CONCENTRATE MANIPULATE

You fortify an item you touch against attack. The item's hardness increases by an amount equal to your mechanic level (to a maximum of double its normal hardness) for 1 round.

Distracting Hack FEAT 1

MECHANIC MENTAL

You can hack a computer or display within 30 feet of a foe to distract that foe, such as with a sudden noise or image, granting this trait the [auditory] or [visual] trait as appropriate. You must be able to access the computer (whether it is your own computer or you are within range to access one manually or via remote hack). This functions as a Feint action except that it uses your Computers skill instead of Deception, and abilities that modify ♦Feint also apply to this Distracting Hack.

Overcharge♦ FEAT 1

ATTACK CONCENTRATION MANIPULATE MECHANIC

Prerequisite Visual Data Processor

Target powered weapon touched

Requirements the target weapon has enough remaining charges to make three Strikes, and have access to your custom rig.

You overcharge a powered weapon. The next ♦Strike made with the target weapon before the beginning of your next turn deals an additional die of weapon damage, but consumes three times as many charges from the battery or power cell as normal. If your next action is to ♦Strike with the target weapon, the increase the MAP from this action does not apply to that Strike.

If you are at least 12 level, this increases to two extra dice, and the requirement of this action and the usage of the strike increases to five times as many charges as normal.

Portable Charging Station FEAT 1

EXPLORATION MANIPULATE MECHANIC

Frequency two times per day

You can use your custom rig to recharge batteries. You can spend 10 minutes in contact with a battery and restore its charges to full. If you are Expert in Engineering, you can use this four times per day. If you are a Master in Engineering, you can use this four times per day. If you are Legendary, the frequency is once per hour

Portable Power ♦♦ FEAT 1

MANIPULATE MECHANIC

You can use your custom rig to supply limited power for up to 1 minute to a computer or starship system that lacks power. If this system is part of a much larger network, this trick does not supply power to the entire network, just to a limited point of access (typically a terminal), which might greatly limit functionality. The targeted computer or system is then temporarily immune to Portable Power for 24 hours.

Technological Medic FEAT 1

MECHANIC

You can use your knowledge of machines and technology to repair androids and robots. Whenever you attempt a Medicine check to assist an android, SRO, or other creature with the constructed racial trait or construct (technological) subtype, you can use your Engineering skill instead of Medicine to achieve the same results. You can use Treat Wounds to restore Hit Points to your drone with this feat as well. Your custom rig acts as a healer's tools for this purpose.

2ND LEVEL

Energy Shield♦ FEAT 2

MECHANIC

Duration Sustained

Frequency once per Reconfiguration

Your AI drives an adaptive energy shield through your custom rig. This shield gives you a number of temporary hit points equal to your level.

Hack Directory

FEAT 2

MECHANIC FORTUNE

Whenever you attempt to ♦Hack a system and fail the check, you immediately become aware of any countermeasures that were activated due to your failure. You can then select one of these countermeasures and attempt another Computers check (with the same DC as the original). If you succeed at this second check, you can prevent that countermeasure from activating, as if you had not attempted to access the system at all. Any other countermeasures have their normal effect.

Implant Ghost ♦♦

FEAT 2

MECHANIC TECHNOLOGICAL

You can attempt to Hack into a cybernetic implant installed in a creature you can see within 60 feet with a Computers check against their Will DC or Computers DC, whichever is higher. Your AI forms a secret wireless link to that augmentation, allowing you to record what it experiences. You can see what a cybernetic eye sees, hear what a cybernetic ear hears, copy the data a datajack downloads, or track the movement of a cybernetic hand (potentially learning combinations or keystrokes). The ease with which your AI can maintain this effect depends on the result of your check:

- **Success:** The duration is ♦Sustained by your AI or until the target moves more than 500ft away from you.
- **Critical Success:** Your AI does not need to ♦Sustain the effect, lasting until the target moves more than 500ft away from you or communication is otherwise cut.

If you succeed, choose one of the target's cybernetic implants; your exocortex forms a secret wireless link to that augmentation, allowing you to record what it experiences. You can see what a cybernetic eye sees, hear what a cybernetic ear hears, copy the data a datajack downloads, or track the movement of a cybernetic hand (potentially learning combinations or keystrokes). You can maintain this link until your target moves more than 500 feet from you, you fall unconscious or asleep, or you choose to end it (this takes no action). You must have an exocortex to learn this trick.

Overclocking◇

FEAT 2

MECHANIC

Trigger You are about to roll perception for initiative

You have augmented the performance of your AI for maximum response timing. You gain a +2 status bonus on the

triggering initiative check, and on any Reflex saving throws you attempt in the next minute. If you have a drone, your drone instead gains the benefit to its Reflex saving throws.

Visual Data Processor

FEAT 2

MECHANIC

Prerequisite Visual Data Processor

You notice even the smallest shifts in movement, temperature, and vibration. You become an expert in Perception. If you are 17th level, your proficiency in Perception improves to Master.

4TH LEVEL

Concealed Device

FEAT 4

MECHANIC EXPLORATION MANIPULATE

In a process that requires an hour of uninterrupted work, you can hide a non-consumable piece of technological gear inside a larger technological object (something of higher bulk). The bulk of this combined object is only the bulk of the larger object.

For instance, you can conceal a personal comm unit inside a pair of hoverskates or a detonator inside a basic medkit. The concealed item easily passes casual inspection, but someone using a scanner or performing a close inspection can discover it with a successful Perception check against your Engineering DC. They gain a circumstance bonus on this check equal to the bulk of the concealed object. Both devices retain their normal functionality and require their own batteries, but if the concealed device requires a check to use, the user takes a –2 penalty to that check. You can't conceal weapons or armor or conceal items in weapons or armor.

If you are a Master in Engineering, you can conceal a ranged weapon inside of a technological object. Its range increment is reduced in half when concealed this way.

Energy Dampener

FEAT 4

MECHANIC

Your Custom Rig drives an active field dampener, protecting you from elemental harm. Select one energy damage type from Acid, Cold, Electricity, Fire, or Sonic when you select this feat. You gain resistance equal to half your level to the chosen damage type, and a +1 status bonus against effects with its associated trait. The platform your AI is installed into also gains this benefit.

Special You can select this feat multiple times. Each time, you must select a new type of energy damage.

Mature Artificial Intelligence FEAT 4

MECHANIC TRAIT TRAIT

Prerequisites Drone AI

Your drone's chassis increases in complexity, functioning as a mature animal companion, which grants it additional capabilities. See the [animal companion rules](#) for more information. Your artificial intelligence is capable of limited autonomy. During an encounter, even if you don't use the Interface action, your artificial intelligence can still use 1 action on your turn that round to Stride or Strike.

Neural Shunt FEAT 4

MECHANIC CONCENTRATION

Prerequisites You have an exocortex.

Trigger You fail a saving throw against a mental effect

Frequency once per day

You can shunt the worst of effect into your exocortex instead, treating the result of your saving throw as a success. For the normal duration of that effect, you lose the benefit of your Exocortex's skill module, any installed mods, and it cannot use any actions.

When a mental effect is shunted into the exocortex, spells such as dispel magic or break enchantment can be cast on you to end the effect as if you were affected by it. Once the duration of the mental effect has ended, your exocortex resumes its normal functions.

Provisional Repair♦♦ FEAT 4

MANIPULATE MECHANIC

Requirement Requirement you have access to a repair kit

You give an item temporary immunity to the broken condition for 1 minute. This does not restore any HP to the item, and it is still destroyed if it reaches 0 HP.

If you occupy the Engineer Role in starship combat, you can give this action the [Starship] trait in order to take the Hold it Together action in the same round you perform another engineering action.

Quick Patch FEAT 4

MECHANIC STARSHIP

Prerequisite Expert in Engineering

When you attempt to Patch a System on a starship, you reduce the number of actions required to do so by one. This does not reduce the time needed to patch a glitching system, but you can patch two systems with one action.

6TH LEVEL

Engineer's Eye FEAT 6

MECHANIC

You have an intuitive sense that alerts you to the dangers and presence of trapped or malfunctioning machines and computers. You gain a +1 circumstance bonus to Perception checks to find such traps or malfunctions, to AC against attacks made by such devices, and to saves against traps. Even if you aren't Searching, you get a check to find trapped or malfunctioning machines and computers that normally require you to be Searching. You still need to meet any other requirements to find the trap.

You can disable trapped machines and computers that require a proficiency rank of master in Computers. If you have master proficiency in Computers, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

[..]. In addition, due to your intimate knowledge of your ship, you receive one of these checks whenever you board your ship to notice if anything is wrong with the ship's systems.

Nightvision Processor FEAT 6

MECHANIC CONCENTRATION

Prerequisite Visual Data Processor

Your visual data processor allows you to see better in conditions of poor lighting, granting you low-light vision and darkvision to a range of 60 feet.

Overload Weapon♦♦♦ FEAT 6

MANIPULATE MECHANIC

Prerequisite Trained in Thievery

You can cause a powered weapon in your possession to explode. You can use the weapon as if it were a grenade of the weapon's item level or lower dealing the weapon's normal damage type, except the weapon has a range increment of only 10 feet unless it is a thrown weapon. If someone tries to attack with the weapon, it explodes as a grenade would instead, centered on the user, and the user doesn't receive a Reflex save to negate the grenade's effect (if any). Once you've primed a weapon to explode in this way, it's difficult to reverse the effect, requiring 8 hours of work and a successful Engineering check against your Thievery DC; Critically failing the check detonates the weapon. Once detonated, the weapon is destroyed, just like a grenade.

Protective Programming FEAT 4

MECHANIC

Prerequisites Drone AI

Trigger You fail a reflex saving throw against an attack or spell that deals damage.

Requirement Your drone is within 10 feet of the line between you and the damaging effect

Frequency Once per day.

Your drone ♦Steps. If your drone blocks the line between you and the triggering effect after this movement, your drone takes the effect of the triggering attack or spell and you do not. If your drone is reduced to 0 Hit Points, it is destroyed. You must have the drone option of the artificial intelligence class feature to choose this trick.

Recalibrate Engine♦♦♦

FEAT 6

CONCENTRATION **MANIPULATE** **MECHANIC**

Prerequisite Visual Data Processor

As a full action, you can spend 1 Resolve Point to modify a touched vehicle's engine with your custom rig to get a little more or less power out of it for 1 minute per mechanic level or until you undo it as a full action. The vehicle gains a +10 foot enhancement bonus to its speed and a +50 feet (+5 mph) enhancement bonus to its full speed (to a maximum of double) and its Piloting modifier is reduced by 2. You can also penalize its speed to increase its piloting modifier.

Additionally, when filling the engineer role during starship combat you use the recalibrate engine ability in place of any other engineering action. The ship gains a +2 enhancement bonus to its speed for 1 turn, and the Piloting check made in the Helm phase to determine the order of movement of starships gains a +2 enhancement bonus, but all other Piloting checks made that turn take a -5 penalty.

Tech Tinkerer

FEAT 4

EXPLORATION **MANIPULATE** **MECHANIC**

Prerequisite Expert in Engineering

Requirement the item to be tinkered is technological, has an item level and bulk no greater than half your level, and the item is not armor, an augmentation, consumable, or a weapon

You know how to modify the functions of UPBs to radically alter how items work. With 10 minutes of work, you can modify a technological item so that it temporarily functions as any other lower-level technological item of the same or lower bulk (losing its original function while in this new form) that otherwise meets the requirements. If the new item requires a battery that has more charges than the original device's battery (or another source of power or fuel not present in the original item), you must also provide the appropriate battery or power source. Any charges or similar expenditure from the new item come from the original item (if possible) or the new power source you install (if one was required). The new item retains the original item's bulk. Any damage dealt to the new item is retained when it returns to its original form. If the item is broken or destroyed in its modified form, it remains broken or destroyed when it returns to its original form and must be repaired or replaced normally.

This change lasts for 10 minutes per mechanic level or until you undo it with 1 minute of work. If you are a Master in Engineering, this change lasts for up to 30 minutes. If you are Legendary, this change lasts for 1 hour.

8TH LEVEL

Bolster Armor♦

FEAT 8

MANIPULATE **MECHANIC**

Frequency once per hour

You can use your custom rig to modify a touched shield, suit of armor, or powered armor, or other item, granting it a number of temporary Hit Points equal to half your mechanic level.

Additionally, when acting in the engineer role during starship combat, instead of taking any other action, you can take this action, giving it the [Starship] trait, to modify a single quadrant of your starship. You bolster that section of the ship's armor or defensive countermeasures, increasing the ship's Armor Class or Target Lock (respectively) in that quadrant by 2 for 10 rounds; alternatively, you can restore a number of Shield Points in that quadrant equal to your mechanic level.

Ghost Intrusion

FEAT 8

MECHANIC

Whenever you use fail but do not critically fail a Computers skill to ♦Access or ♦Hack a system, you do not trigger any countermeasures and there is no log of your attempt.

Hyperclocking

FEAT 8

MECHANIC

Prerequisite Overclocking

The status bonus from Overclocking now also applies to your AC against creatures that are slowed, stunned, or have their speed reduced. When you roll a success on a Reflex save, you get a critical success instead. If you have a drone, these benefits instead apply to your drone.

Reacalibrate Weapon♦

FEAT 8

CONCENTRATION **MANIPULATE** **MECHANIC**

Range Touch

You recalibrate a weapon to tweak its function to your benefit. Select one of the following benefits to modify the touched weapon.

- Increase its range increment by 20ft (or double, whichever is less), but decrease its damage dice size by one step.

- If its range increment is at least 40ft, decrease its range increment to one-quarter of its original value and increase its damage dice size by one step.

This benefit lasts for 1 minute or until you reverse the effect with a move action. If you target your experimental weapon, your AI may instead ♦Sustain this effect.

If you are in the Engineer role during starship combat, you may instead use this ability to modify a weapon as a [Push] action:

- Increase its range by one step, but reduce the damage dice size by one step.
- Decrease its range by one step, but increase the damage dice size by one step.

This change lasts until the system takes critical damage, or you spend a second [push] action to revert the change.

Scoutbot FEAT 8

EXPLORATION **MANIPULATE** **MECHANIC**

You're always crafting rudimentary bots in your spare time, and can use them to scout. It takes you 10 minutes to create a scoutbot. A scoutbot is a Small technological construct minion, its AC is equal to your Mechanic DC - 5, and it has 1 Hit Point per mechanic level you have. It has a land speed of 30 feet, and you can control its movements with your custom rig by ♦Interfacing with it.. It has a camera that streams visual and auditory data back to your rig. The scoutbot uses your saving throw bonuses if necessary. It is untrained in all skills and has a +0 bonus in all of them, though you can use your own Perception skill when examining the feed from its stream. Once created, the scoutbot lasts for 10 minutes you have before falling apart unless otherwise destroyed.

10TH LEVEL

Boost Shield FEAT 10

ATTACK **CONCENTRATION** **MANIPULATE** **MECHANIC**

Prerequisite Energy Shield

The frequency of your ♦Energy Shield increases to twice per Reconfiguration. Your AI can have two Energy Shields active at once, and the Temporary HP from this effect stacks, but your AI must ♦Sustain each Energy shield separately until all temporary hit points are depleted.

Drone Meld♦♦♦ FEAT 10

ATTACK **CONCENTRATION** **MANIPULATE** **MECHANIC**

Prerequisite Drone AI

While in contact with your drone, you can reconfigure it into a mechanical drone suit (or a backpack-like apparatus, for the Tiny hover drone) that you can wear. While in this form, the drone can't take any actions or use any of its abilities, but you gain a benefit based on your drone's chassis:

- Hover Chassis: drone's flight system mods
- Stealth Chassis: reactive camouflage (and an invisibility field if your drone has it)
- Combat Chassis: Reductive plating mod.

You can end the meld and return the drone to its normal form by ♦♦♦Interacting to remove it.

Incredible Artificial Intelligence FEAT 10

MECHANIC

Prerequisite Mature Animal Companion

Your artificial intelligence continues to grow and develop. It functions as a [nimble or savage animal companion](#) (your choice), gaining additional capabilities determined by the type of companion.

Invisibility Bypass Processor FEAT 10

MECHANIC

Prerequisite Visual Data Processor

Your visual data processor now allows you to see invisible creatures as per see invisibility. You must have the visual data processor mechanic trick to learn this trick.

Mobile Armory FEAT 10

MECHANIC

Prerequisite Tech Tinkerer

You can modify a weapon or armor upgrade (either of which must not be archaic or analog) with the tech tinkerer mechanic feat. You can turn a weapon into another weapon or an armor upgrade into another armor upgrade, or turn either a weapon or an armor upgrade into a technological item. If you turn a weapon into another weapon that uses a different type of ammunition, you must provide that ammunition separately.

Shocking Overload FEAT 10

ELECTRICITY **MECHANIC**

Prerequisite Override class feature

When you ♦♦Overload, the creature must make a basic Reflex save or take 4d6 electricity damage. This increases by 1d6 every two levels past 8th level. If you target an item in a creature's possession, that creature instead takes the damage and treats its result as one degree of success better.

12TH LEVEL

Holographic Projector♦♦

FEAT 10

ILLUSION MECHANIC TECHNOLOGICAL VISUAL

Your custom rig can project holographic images. This functions as the 1st-level Illusory Object spell, except it can create sounds (including speech) and has a range of only 120 feet.

Implant Glitch

FEAT 12

MECHANIC

Prerequisite Implant Ghost

When you successfully hack into a creature's cybernetics using implant ghost, you can instead choose for your exocortex to broadcast garbage signals to the chosen implant, inflicting deleterious effects, depending on the system in which the implant is installed.

- arm, hand, or brain: the target takes a –2 status penalty to attack rolls.
- ears or eyes: the target takes a –4 status penalty to Perception checks.
- foot or leg: the target takes a –2 status penalty to Reflex saves,
- If the implant is installed in any other system, the target takes a –2 penalty to Fortitude saves.

A different penalty can be imparted at the GM's discretion. Once established, the maximum duration of this link is 1 minute, and the maximum range is 100 ft.

Technological Innovator

FEAT 12

MECHANIC

Select three mechanic feats of 6th level or lower. When you make your daily preparations, you gain one of those feats until your next daily preparations.

14TH LEVEL

Adaptive Energy Dampener♦

FEAT 14

CONCENTRATION MECHANIC

Prerequisite Energy Dampener

Recall knowledge to identify an effect or creature that dealt you energy damage since the beginning of your last turn. If you succeed, you may change the energy type your energy dampener functions against to that damage type. You may change the energy type your energy dampener functions against when you Reconfigure your AI.

Inventive Engineer

FEAT 14

MECHANIC STARSHIP

You are adept at recalibrating and enhancing a starship's systems. When acting in the engineer or chief mate roles during starship combat, instead of taking any other action, you can spend 1 Resolve Point to temporarily boost your starship's capabilities. Choose one of the following options. Any change lasts for 1 turn of starship combat per mechanic level. A ship can benefit from only one of these options at a time; if it gains another of these benefits from any source, any previous inventive engineer benefit ends.

- Amplify Shields: You double the regeneration speed of your ship's shields.
- Angle Shields: Select one weapon arc of your starship. Any attack made against you from a starship in that arc takes a –1 penalty to the attack roll.
- Countermeasures: Your starship's TL increased by 1.
- Low Power Mode: You reduce the PCU cost of a specific system by 10 (minimum 5 PCU).
- Speed Boost: You increase your ship's speed by 2 hexes.

Invisibility-Hampering Projector

FEAT 14

ILLUSION MECHANIC TECHNOLOGICAL VISUAL

Prerequisite Holographic Projector, Invisibility Bypass Processor

Requirements an invisible creature is hidden, but not undetected to you

Range 120ft

You can use your custom rig's holographic projector to project a holographic image in a direct overlay over an invisible creature within range, and your custom rig's computer moves the image to follow the invisible creature, effectively negating the creature's invisibility as long as it remains within range. This effect lasts until the end of your next turn, but your AI can ♦Sustain this effect so long either as you or your AI have line of sight to the creature.

Saboteur

FEAT 14

FORTUNE MECHANIC

Prerequisite Master in Thievery

Whenever you use the Thievery skill to sabotage or disable a device, you can roll twice and take the better result. In addition, if you have the appropriate tools (including your custom rig), performing these tasks takes half the normal amount of time, to a minimum of 1 action.

16TH LEVEL

Extra Advanced Mod

FEAT 16

MECHANIC

Prerequisite Drone AI or Exocortex AI

If you have a Drone, it gains an additional Advanced Mod. If you have an Exocortex, you can install an additional Basic Mod.

Scoutbot Mod FEAT 16

MECHANIC

Prerequisite Scoutbot

Whenever you create a scoutbot, you can give it one basic drone mod.

Specialized Companion FEAT 16

MECHANIC

Prerequisite Incredible Companion

Your animal companion continues to grow in power and ability, and it is now cunning enough to become specialized. Your animal companion gains one specialization of your choice.

Special You can select this feat up to three times. Each time, add a different specialization to your companion.

Superior Science Officer FEAT 16

MECHANIC | STARSHIP

You excel at operating starship computer systems, and you can exploit your ship's programming in ways others can't. When acting in the science officer role during starship combat, instead of taking any other action, you can spend 1 Resolve Point to temporarily enhance your starship's computer. Any change lasts for 1 round per mechanic level. A ship can benefit from only one of these options at a time; if it gains another of these benefits from any source, any previous superior science officer option ends.

Improved Sensors: Your scan actions reveal an additional piece of information about the starship being scanned. For instance, if your Computers skill check to scan a starship succeeds by 5 or more, you learn two pieces of information instead of one.

Targeted Sensors: When you perform a scan action, you can choose which information category to learn information about, regardless of the normal order of information you would learn.

Upgrade Node: You divert additional power to your starship's computer, granting the computer's bonus to one additional starship combat check per round.

18TH LEVEL

Melded Mod FEAT 18

MECHANIC

Prerequisite Drone Meld

When you use your drone meld trick, your drone retains access to one of its basic mods. If the mod grants the drone abilities, attacks, or senses, you can use that ability, attack, or sense. If the mod lets the drone take an action without you commanding it to (such as the medical subroutine mod), the drone can end the drone meld and perform that action if the circumstances that would normally cause it to do so are fulfilled. If the mod requires equipment or tools that are not granted as part of the mod, you must have the appropriate equipment or tools, separate from your drone, to use the mod. You can't choose a mod that requires another mod.

Ultraclocking◇ FEAT 18

FORTUNE | MECHANIC

Prerequisite Hyperclocking

Trigger you would roll perception for initiative

Frequency once per reconfiguration.

You roll the triggering initiative check twice with a +2 status bonus and take the better result. Then your AI is quickened 1 for 1 minute. If you have an exocortex, you may instead yourself be quickened 1. For that 1 minute, you gain a +2 status bonus to reflex saves and to AC against creatures that are slowed, stunned, or have their speeds reduced, and when you roll a critical failure on a reflex saving throw, you get a failure instead; these benefits instead apply to your drone if you have one.

20TH LEVEL

Apex Battledrion♦♦ FEAT 20

MECHANIC | POLYMORPH | TRANSMUTATION

Prerequisite Drone AI

Frequency once per day

Duration 1 minute

Your Drone rapidly transforms into a massive weapons platform battleform. While in this battleform it gains the following benefits:

- Your drone becomes Huge, and its attacks have 15-foot reach. It must have enough space to expand into or the effect is lost.
- 30 temporary hit points
- Darkvision
- The drone gains a +8 status bonus to damage from all of its unarmed attacks and weapons, and its attacks gain the [deadly d12] trait.
- +10-foot status bonus to its speeds
- Ignores difficult terrain and greater difficult terrain.

Control Net FEAT 20

MECHANIC

You fragment your AI into multiple shards, allowing it to be installed in multiple platforms. Divide up your mechanic level between these AIs in any combination you wish. Each platform gains the benefits that a mechanic of that shard's level would be granted. When you Interface with your AI, it can distribute its actions among any of the platforms it is installed in. When you Rebuild your AI, you can reassign these mechanic levels among your shards, including creating new or retiring obsolete shards.

Effortless Automation FEAT 20

MECHANIC

Controlling your Artificial Intelligence is instinctual at this point. You are permanently quickened. You may only use this action to interface with your AI.

Synaptic Root Access FEAT 20

CONCENTRATION INCAPACITATION MECHANIC POSSESSION

Prerequisite Ghost in the Machine

When you or your AI ♦♦Overload an object, your AI can ♦Sustain this Effect to suppress its functions indefinitely while it is within range. When a creature fails its saving throw against your ♦♦Override, your AI can ♦Sustain this Effect to maintain control over the creature indefinitely. If it failed, but did not critically fail the saving throw, the controlled creature can attempt a new saving throw at the end of each turn to end this effect. Your AI can only have Synaptic Root Access to one creature at a time - attempting to gain access to a second creature immediately ends the effect for both of them.

Dedication Feats

Mechanic Dedication FEAT 2

MECHANIC DEDICATION MULTICLASS

Archetype Mechanic

Prerequisites Intelligence 14

You become trained in Engineering and Computers. You gain the ability to kitbash an appropriate kit into a Custom Rig, and an artificial intelligence that inhabits your Custom Rig, capable of taking any actions an artificial personality could. You are also trained in Mechanic DC.

Basic Knacks FEAT 4

ARCHETYPE

Archetype Mechanic

Prerequisites Mechanic Dedication

You gain a 1st- or 2nd-level Mechanic feat.

Artificial Intelligence Platform FEAT 4

ARCHETYPE

Archetype Mechanic

Prerequisites Mechanic Dedication

You install your Artificial Intelligence into a platform: a Drone, Exocortex, Experimental Weapon, or Experimental Fortification. Your Artificial Intelligence gains all of the actions and proficiencies granted to a 1st level Artificial Intelligence of its kind.

Advanced Knacks FEAT 6

ARCHETYPE

Archetype Mechanic

Prerequisites Basic Knacks

You gain one mechanic feat. For the purpose of meeting its prerequisites, your mechanic level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another mechanic feat.

Short Circuit FEAT 6

ARCHETYPE

Archetype Mechanic

Prerequisites Mechanic Dedication

You and your AI gain the Overload class feature

Automated Subroutines FEAT 10

ARCHETYPE

Archetype Mechanic

Prerequisites Artificial Intelligence Platform

Your AI gains the actions granted to it by the Enhanced Assistant class feature.

Remote Interference FEAT 12

ARCHETYPE

Archetype Mechanic

Prerequisites Mechanic Dedication

You and your AI can use your Custom Rig to attempt Engineering and Computers checks at a range of up to 30 feet. A target of this ability (or a creature attending or observing your target) can attempt a Perception check against your Mechanic DC to determine that you are the origin of this activity.

The range at which your custom rig can ♦Interface with your AI or communicate with your starship increases to 5 miles.

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