

Jagjug

Male Goblin mechanic 1

Theme: Outlaw

NG Small humanoid (goblin)

Init +3; **Senses** Perception +4; darkvision 60'

Defense

EAC 13, **KAC** 14

hp 8

sp 9

rp 3

Fort +5, **Ref** +5, **Will** +0

Offense

Speed 35 ft.

Melee dogslicer +0 (1d4 S)

Ranged zero pistol, frostbite-class +3 (1d6 C); shock grenade +3 (1d8 E, 15' radius)

Statistics

Str 10, **Dex** 16, **Con** 16, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +0

Feats Skill Focus (Engineering), Grenade Proficiency, Longarm Proficiency, Heavy Armour Proficiency, Barricade

Skills Acrobatics +3, Athletics +0, Computers +7, Culture +3, Engineering +10, Mysticism +1, Piloting +3, Sleight of Hand +7, Stealth +3, Survival +0

Note: Reduce DC to identify criminal culture by 5

Languages Common, Goblin

SQ tinker

Gear tattered flight suit, exocortex, dogslicer, unstable junklaser with 1 battery (13 charges), zero pistol, frostbite-class with 1 battery (16 charges), computer key card, shock grenade (2), detonator

Special Abilities

Barricade (Combat) You are adept at creating quick, temporary cover. As a move action, you can stack and reinforce objects that are too small or too fragile to provide cover into a single square of adjacent cover. The barricade grants partial cover against attacks with line of effect that pass through it. If the barricade is in a square that already granted partial cover, it instead grants normal cover. The barricade is temporary and not particularly durable. When determining its hardness and Hit Points, treat it as a piece of equipment with an item level equal to half your total ranks in Engineering (minimum 1st level). Additionally, once it or a creature adjacent to it is hit by an attack, the barricade collapses at the beginning of your turn in 1d4 rounds (unless the barricade is destroyed completely by the attack).

Combat Tracking (Ex) Your exocortex provides you with enhanced combat ability, granting you proficiency with heavy armor and longarms. At 3rd level, you gain weapon specialization in longarms just as if your class granted proficiency. As a move action during combat, you can designate a foe for your exocortex to track. As long as that target is in sight, the exocortex feeds you telemetry,

vulnerabilities, and combat tactics, allowing you to make attacks against that target as if your base attack bonus from your mechanic levels were equal to your mechanic level. Designating another target causes you to immediately lose this bonus against the previous target.

Memory Module (Ex) You can use your exocortex's memory module to enhance your own knowledge. Once per day, as a reaction while not in combat, you can reroll a failed skill check to recall knowledge. In addition, your exocortex grants you the Skill Focus feat as a bonus feat. You can't use your exocortex's memory module while combat tracking is activated. Every time you gain a mechanic level, you can rebuild your exocortex's memory module, replacing the exocortex's bonus Skill Focus feat with Skill Focus in a different skill.

Theme Knowledge You are well connected to shadowy secrets and back-alley deals, and you both know about key players and have handy skills of your own. Reduce the DC of Culture checks to recall knowledge about the criminal underworld by 5. Sleight of Hand is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Sleight of Hand checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

Bypass (Ex) You are skilled at getting inside computer systems and electronic devices. At 1st level, you gain a +1 insight bonus to Computers and Engineering skill checks. At 5th level, every 4 levels thereafter, and at 20th level, this bonus increases by 1.

Custom Rig (Ex) You have created a customized toolkit you can use to hack systems and items. Your custom rig can be configured to take up an upgrade slot on your armor or can be installed as a cybernetic augmentation system in your brain (though it can be combined with a datajack for the same price as installing a datajack normally), your eyes, or an arm. Alternatively, you can configure it to be a handheld device, meaning that you must retrieve it and hold it to use it effectively. While using this rig, you always count as having the appropriate tool or basic kit for any Computers or Engineering skill check you attempt. Some mechanic tricks and drone mods require the use of a custom rig. In addition, you can use your custom rig as a Mk I comm unit. Finally, if you have a drone, you can use your custom rig to communicate over an encrypted channel with your drone to issue commands to its AI or directly control it at a range of 2,500 feet.

If your custom rig is damaged, destroyed, lost, or stolen, you can kit-bash a new one from any engineering kit, hacking kit, or other technological toolkit, reconfiguring the materials into a new custom rig with 1 hour of work. You can have only one custom rig at a time. If you create a new custom rig, your old one functions as a normal toolkit of whatever type you made it from and can no longer be used with your mechanic tricks.

Tinker (Ex) As a move action, a space goblin can remove the penalties associated with the broken condition from a single piece of equipment until the start of his next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until it is fixed).