

Comm Unit

Computer tier: 1 (DC 21) cost: 55+7

Bulk: 0

Modules

Control, complex (Enercycle Computer mk 2) cost: 25

Control, complex (spy drone) cost: 455

Secure data, specific (log) cost: 1

Library chip (+4 Physical Science; Engineering; Mysticism; Life Science; Culture) cost 1250

Upgrades

Miniaturization (2) cost: 10

Artificial personality (a.k.a **Phantom**) cost: 5 (Bluff, Diplomacy, Intimidate, and Sense Motive checks: +2)

Range III (planetwide) cost: 100

Hardened (hardness +10, +8 bonus to saving throws against energy attacks) cost: 25

Security IV cost: 50

Self-Charging cost: 5

Countermeasures

Firewall (DC+2) cost: 10

Total cost: 1536+455

Enercycle Computer mk 2

Computer tier: 2 (DC 23) cost: 250

Bulk: 2

Modules

Control, complex (Enercycle) cost: 70

Secure data, specific (log) cost: 1

Upgrades

Miniaturization (1) cost: 25

Artificial personality (**Banshee**) cost: 25 (Bluff, Diplomacy, Intimidate, and Sense Motive checks: +4)

Hardened (hardness +10, +8 bonus to saving throws against energy attacks) cost: 125

Self-Charging cost: 25

Countermeasures

Firewall (DC+2) cost: 25

Alarm cost: 10

Total cost: 556