

# Mechanical

Mechanical represents a character's proficiency with vehicles, starships, and various weapons and computer systems.

## Skills

- **Astrogation:** Navigate space and hyper-lanes
- **Drive:** Operate repulsor craft and land vehicles
- **Gunnery:** Use heavy and mounted weapons
- **Pilot:** Operate and maneuver starships
- **Sensors:** Operate systems to scan and search

## Bonuses

**Mechanical 4.** You can Attack with Drive, Gunnery, or Pilot once on your turn as a Free Action.

**Mechanical 6.** You can Defend with Drive or Pilot once on your turn as a Free Action. When you do, you can move up to one zone.

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