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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