

## Mechanic

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	4	0	0	1	Monkey Wrench 1d6, Plan B 20ft
02	0	4	1	1	1	
03	1	5	1	1	2	Drone Attack
04	1	5	2	2	2	Monkey Wrench 2d6
05	1	6	2	2	3	Plan B 30ft
06	2	6	3	3	3	
07	2	7	3	3	3	Monkey Wrench 3d6
08	2	7	4	4	4	Spot Build
09	3	8	4	4	4	Drone Attack (second attack)
10	3	8	5	5	5	Monkey Wrench 4d6, Plan B 40ft
11	3	9	5	5	5	
12	4	9	6	6	5	
13	4	10	6	6	6	Monkey Wrench 5d6
14	4	10	7	7	6	
15	5	11	7	7	7	Plan B 50ft, Drone Attack (Third Attack)
16	5	11	8	8	7	Monkey Wrench 6d6
17	5	12	8	8	7	
18	6/1	12	9	9	8	
19	6/1	13	9	9	8	Monkey Wrench 7d6
20	6/1	13	10	10	9	Plan B 60ft

A skilled Mechanic is a useful ally to have on hand when it comes to dealing with machines, their skill at healing machines, setting up traps and even having a robotic ally assists the team with a well-balanced support type character.

**Monkey Wrench** – A player can take a full round action and grant healing to constructs or machines by 1d6 this increases every three levels 1/per day

**Plan B** – The player can set any explosives they have and place them as a makeshift land mine that can go off at the push of a button, Takes a full round action but can place the explosive anywhere within 20 ft from the player. The range increases at 5<sup>th</sup> and every five levels after that by 10ft

**Drone Attack** - A player can set out robots or drones under their command to strike at the same or different targets in line of sight from the player and they attack at the same time the player does doing their set attacks. At 9<sup>th</sup> level the drone attack gains a second attack and again at 15<sup>th</sup> level. Players are limited to one drone / robot ally at a time. The drone to hit is determined by adding the Mechanic's total level + the drone/robots Dexterity or Strength.

**Spot Build** – The player can build/ repair machines on the fly, allowing the player to repair a machine during combat as long as they pass a concentration check, normally the player can only do repairs when not engaged in combat

**Weapon Proficiencies:**

Simple, Martial Firearms

**Armor Proficiencies:**

Light, Medium

**Hit Die:** 1d8

Green Lightning Alpha Rules

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**Skills:** (points per level 50 + INT MOD),  
Appraise, Concentration, Craft, Demolitions, Disable Device, Drive, Gamble, Knowledge Machines,  
Knowledge Military Science, Knowledge Programing, Navigate, Notice, Open Lock, Perform, Pilot,  
Profession, Repair, Ride, Search, Streetwise, Taunt, Use Technology

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