

NAME:
 PLAYER:
 OCCUPATION:

CLASS: CYBORG
 ALIGNMENT:
 XP:

LEVEL:

	MOD	+TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

LUCKY ROLL:
 JURY RIG DIE:
 FAVORED WEAPONS:

COMBAT

SPEED:
 ACTION DICE:
 INIT:

CRIT DIE:
 CRIT TABLE: III
 ATTACK BONUS:

HD: d8
 HP (MEAT):
 HP (FRAME):

SAVES

REFLEX:
 FORTITUDE:
 WILL:

SPECIAL ABILITIES:

Proficient in all missile/ranged weapons, armor (modified to fit them).
 Add Jury Rig Die to attempts to self repair, repair other tech, or salvage from a technological source.
 +2 to saves vs. Sleep and Charm.
 Crits against you are reduced in effect by 1/2 your level, rounded up.
 Damage is divided between "meat" and "frame". Frame can be repaired, not healed.
 Self-repair is Int DC 5+frame points to repair. Cost is 1d7 sp/point and takes 1 turn/point.

EQUIPMENT:

TREASURE & WEALTH:

ARMOR

AC:
 CHECK PENALTY:
 ARMOR DIE:
 FUMBLE DIE:
 PIECES

	[i]	f	a

BASE AC:
 MAX FUMBLE DIE: none
 SPECIAL:

AC is usually 10 + Ref save + shields.
 [Impervious] armor does not degrade.
 f: Feeble pieces degrade on a 1-2.
 a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.

UPGRADES

(Choose one at levels 1, 4, 7, and 10.)