

NAME:
PLAYER:
OCCUPATION:

CLASS: ROBOT. DOMESTIC
ALIGNMENT:
XP:

LEVEL:

	MOD	TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

LUCKY ROLL:
KNOW DIE:
FAVORED WEAPONS:



COMBAT
SPEED:
ACTION DICE:
INIT:
CRIT DIE:
CRIT TABLE: II
ATTACK BONUS:

HD: d6
HP:

SAVES
REFLEX:
FORTITUDE:
WILL:

SPECIAL ABILITIES:

Proficient in basic melee and ranged weapons (clubs, axes, maces, staves) plus others depending on chassis, any humanoid armor but Fumble Die is doubled. Robo-armor may be constructed.

Charismatic: +2 to starting Personality and +1 Intelligence.

Know Die adds to Int checks for history, and as a bonus to all Personality social rolls with sentient beings that are accepting of artificial life forms or don't know that they are Robots.

Lay on Hands has no effect, but repairing magic may. 1d7 SP/hp and 1 turn to heal self. "Broken bone" equivalents take repair check DC12 to restore.

Immune to poison, toxins, disease, starvation, suffocation.

EQUIPMENT:

TREASURE & WEALTH:

ARMOR				
AC:				
CHECK PENALTY:				
ARMOR DIE:				
FUMBLE DIE:				
PIECES				
	[i]	f	a	
Chassis 1	X			
BASE AC:				10
MAX FUMBLE DIE:				d8
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.

COMPONENTS:

(One at level 1 and another at level 3, 5, 6, 9; see USG p. 78-79)