

**NAME:**  
**PLAYER:**  
**OCCUPATION:**

**CLASS:** ROBOT. LABOR  
**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: ||**  
**ATTACK BONUS:**

**HD:** d8  
**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.

+2 to starting Strength

-2d to attempt to appear human

Tool attachments: Add Know Die to checks for building or repairing.

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			
<b>AC:</b>			
<b>CHECK PENALTY:</b>			
<b>ARMOR DIE:</b>			
<b>FUMBLE DIE:</b>			
<b>PIECES</b>			
	[i]	f	a
Chassis 1	X		
<b>BASE AC:</b> 12			
<b>MAX FUMBLE DIE:</b> d10			
<b>SPECIAL:</b>			

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)