

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

**CLASS:** ROBOT. MILITARY  
**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:** III  
**ATTACK BONUS:**

**HD:** d10  
**HP:**

**SAVES**  
**REFLEX:**  
**FORTITUDE:**  
**WILL:**

### SPECIAL ABILITIES:

Proficient in all weapon types, any humanoid armor but Fumble Die is doubled. Robo-armor may be constructed.

Killing Machine: Cannot pass as human. Weapons are obvious. -2 to starting Personality.

Hardened: +2 to starting Stamina.

Slow: Base move is 20'.

Know Die adds as an attack roll bonus with all built in weapons, as well as checks regarding known historical facts.

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 3	X			
BASE AC:				
MAX FUMBLE DIE:				
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:

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