

Player:

Game Master:

Name

Date Rolled:

Generation System:

Chosen Pre-Play Caste:

Experience Factors:

Rank:

PC's Team /Faction:

Endurance

Strength

DMG Mod:

Range Mod:

%

Agility

MV Mod:

Accuracy

SV Mod:

Intelligence

Willpower

Perception

Appearance

Initiative:

Protection	DV	Move	Type
Agility Mod:			
Armor Worn:			
Helmet Worn:			
Shield Used:			
Dodge Skill:			
Other:			
Other:			

Defense Value:

Portrait or Insignia

Base Strike Value:

Movement Rate: Base:

Armored:

Other:

Attack Mode

Human-like Arm

SV	Rate	Range	Damage	Ammo or Uses	Skill pts.	Skill Adds SV Mod.	DMG

Robot Features

Head and CPU

Skills

Chassis/Torso:

Cladding:

Primary Human-like Robotic Arm:

Secondary Robotic Arm:

Locomotion Mode:

Power Source:

Continuous Operation:

Hibernation:

Activation Time:

Primary Optics:

Other Optics:

Comms:

Voice:

Hearing:

Olfactory:

Other Senses:

Head

CPU

Head Type:

DV / END mod.

Details:

Can wear helmet? Yes No

CPU Type:

Processor Trait (PRO):

Firewall (FW):

Data Points (DT): /

Additional and any Cybernetic Parts

Special Programs

Personality:

Gender ID. (if any):

Who made this robot?:

Weight:

kg

Height:

cm

Handed:

Swimming Ability:

Languages Spoken:

Bounty on PC's Head?:

Debts:

Valuables Carried:

Radiation Exposure:

Equipment

Starting Pack Code: