Persona Name: **Player:**

Look:

Family: Robot **Series:** **Model:**

Size: **Hite:** **Wate:** **Age:**

Vocation: **Level:** **EXPS:**

Attribute Rolls 1d20 + Attribute Score

CON	DEX	INT	STR	AWE	CHA	MND	SOC	HPM
CONSTITUTION	DEXTERITY	INTELLIGENCE	STRENGTH	AWARENESS	CHARISMA	MIND	PRIVILEGE	TOUGHNESS
Prime	**Prime**	**Prime**	**Prime**	**ADP**				

ADAPTABILITY (ADP) IS ADDED TO REPAIR/MODIFY ROLLS.

Task Rolls 1d100 + Level Bonus

Level Bonus: Add always. **LEVEL 1-4:** +1 PER LVL. **LEVEL 5-8:** +2 PER LVL. **LEVEL 9-12:** +3 PER LVL. **LEVEL >12:** +4 PER LVL. EG.LEVEL 6 = +12

Articulation: ○ Yes, ○ No. IF **NO ARTICULATION** CAN ONLY USE PERIPHERALS TO ATTEMPT TASKS (NOT TOOLS).

Control Factor: For tasks challenging fabricator or programming. **CF =** INT + (INT PRIME TIMES LEVEL)

Attack Rolls 1d1000 + Attack Bonus

DEFENCE: **Land:** h/u **Air:** h/u **Water:** h/u **HPS:**

ATTACK BONUS:

Type	Skilled	Unskilled	Max	Force
Strike				
Fling				
Shoot				

Skilled Attacks Attacks that enjoy the skilled bonus.

Malfunctations Making personas unique through anomalies.

Persona Name:

Player:

Encumbrance

Wate Allowance (WA): ☐☐☐☐ **kg**

Description	Free	Light	Normal	Burdened	Lift Only	Max Lift
Carrying	0 kg	☐☐☐ kg	☐☐☐ kg	☐☐☐ kg	☐☐☐ kg	☐☐☐ kg
CALCULATION	WA * 0	< WA * 0.25	< WA * 1.5	< WA * 2.5	> WA * 2.5	= WA * 3.0

TOYs

Wate **INFO**

Notes

Doodle

Persona Cues

Story Arc

Past: _____

Present: _____

Goal: _____

Presentation

Dress: _____

Move: _____

Sound: _____

Personality

Introverted: _____

Extroverted: _____

Irrational: _____

Beliefs

Religion: _____

Philosophy: _____

Politics: _____