

Robot Name:

Characteristic	Value	Slots	Effect	Traits	TL =		Cost
Chassis Size			Hits =			Basic Cost:	
Locomotion Type			Agility =			Multiplier: X	

Chassis Modifications						Skill	
Armour	Base =			Total =			
Efficiency				Endurance =	Hours		
Power Packs				Endurance =	Hours		
Resilient Chassis				Hits: +			
Light Chassis				Hits: -	Total Hits =		

Locomotion Modifications							
Agility +				Final Agility =			
Tactical Speed ±				Final Speed =	Final Endurance =	Hours	

Manipulators (including modified legs)								
#	Size	STR	DEX	Slots	STR Mod/Final(DM)	DEX Mod/Final(DM)	Skill	Cost
1								
2								

Default Suite (5 Zero-Slot Items)							
Item	Slots	Notes	TL	Traits	Skill	Cost	
Visual spectrum sensor							
Voder speaker							
Audible sensor							
Wireless data link							
Transceiver, 5km (improved)							

Physical Options							
Item	Slots	Notes	TL	Traits	Skill	Cost	

Weapon	TL	Range	Damage	Magazine	Cost	Traits	Cost

Robot Brain Type	Slots	TL	Bandwidth	Base INT	Skill DM	Capabilities	Cost
Bandwidth Upgrade: +			Adjusted Bandwidth =			Zero Bandwidth Skills =	
Intellect Upgrade: +			Adjusted INT =			Adjusted Bandwidth =	
Brain Hardening (/fib)			Trait:000				

