## **Robot Name:** Characteristic Value Slots TL= **Effect Traits** Cost Chassis Size Hits = Basic Cost: Locomotion Type Agility = Multiplier: X **Chassis Modifications** Skill Armour Base = Total = Efficiency Endurance = Hours Power Packs Endurance = Hours Hits: + **Resilient Chassis Light Chassis** Hits: -Total Hits = **Locomotion Modifications** Agility + Final Agility = Final Speed = Tactical Speed ± Final Endurance = Hours Vehicle Speed? Vehicle Speed Band = Enhancement: Final Speed Band = Secondary Locomotion? Traits = Manipulators (including modified legs) Size STR Mod/Final(DM) DEX Slots DEX Mod/Final(DM) Skill Cost 1 2 3 4 5 6 Default Suite (5 Zero-Slot Items) Item Slots **Notes** TL **Traits** Skill Cost **Physical Options** Slots Notes TL **Traits** Skill Cost Item

Weapon		TL	R	ange		Dama	ge	Ma	agazine	) و	Cost	Traits		Cost
Robot Brain Type		Slots	s T	I R	Bandw	idth	Base IN	Т	Skill D	M	Capabiliti	ies		Cost
Robot Brain Type		Olota	, 1		Janaw	idtii	Dasc III	•	OKIII D	141	Оаравінн		<u> </u>	0031
Bandwidth Upgrade: +			+	Λ	\diueta	ad Rar	ndwidth =	_			Zero Ban			
Intellect Upgrade: +					Adjuste							Bandwidth =		
Brain Hardening (/fib)				_	rait:00			_			Aujusteu	Danawatii –		
		1	TI					4! -	/Tun:4	Α	 			04
Skill Package	L	_evel	TL	Ban	ndwidt	n Cr	naracteris	STIC	/ Irait	Ad	ljusted Ski	IIS		Cost
												Total	Coot	
												Iotai	Cost:	
Name:														
Description:														
2000.151.0														
Robot Hits				Lo	comot	ion		(	Speed			TL	Cost	
									•					
Skills														
Attacks														
Manipulators														
Endurance														
Traits														
Programming														
Options														
Optivity														

Bandwidth Upgrade: +

Intellect Upgrade: +

Brain Hardening (/fib)

KODO	t Nar	ne:																				
Charac	cteris	tic	Value	;	S	lots	E	Effect			Tra	aits		TL =			Co	ost				
Chass	is Siz	<u>r</u> e					ŀ	Hits =						Basic	Cos	t:						
Locom	otion	Туре			·		A	Agility	=					Multip	olier:	X						
Chass	is Mo	odifica	tions											Skill								
Armou	ır	Base	=					Total	=													
Efficier	ncy	•						Endu	rance	e =		Hours										
Power	Pack	(S						Endu	rance	e =		Hours										
Resilie	ent Ch	nassis						Hits:	+													
Light Chassis Hits: – Total Hits =																						
Locon	notio	n Modi	ificatio	ns										·			,					
Agility	+							Fina	al Agi	lity =												
Tactica	al Spe	eed ±						Fina	al Spe	eed =		Final E	ndur	ance =	nce = Hours							
Manip	ulato	rs (inc	luding	mo	dified	legs	)															
	ize	STR	DEX	Slot				inal(DI	VI)	DEX M	od/F	inal(DM	) ;	Skill			Co	ost				
1								,	,													
2																						
Defau	It Sui	ite (5 Z	ero-SI	ot Ite	ems)								,									
							No	tes		TL	Tra	aits		Sk	ill		Co	Cost				
Visual spectrum sensor																						
Voder speaker																						
Audible sensor																						
Wireless data link																						
	Transceiver, 5km (improved)																					
		ptions																				
Item	loui e	ptione				Slot	s N	Notes		TL	Tra	its			Skill		Co	ost				
itoiii						0.00	.0 .	10100			110	110			OKIII			<del>, , , , , , , , , , , , , , , , , , , </del>				
							+															
Weapon TL Ran			nge		)ama	ge	M	agazine	Cos	st	Traits	S	C	ost								
obot Br	rain T	уре			Slots	TL	Bar	ndwidt	h E	Base IN	S	kill DM	Cap	abilities				Cost				

Adjusted Bandwidth =

Adjusted INT =

Trait:000

Zero Bandwidth Skills =

Adjusted Bandwidth =

Skill Package	Level	TL	Bandwidth	Characteristic/Trait	Adjusted Skills	Cost
					Total Cost:	
Name:						
Description:						

Robot	Hits	Locomotion	Speed	TL	Cost
Skills					
Attacks					
Manipulators					
Endurance					
Traits					
Programming					
Options					

Ro	hc	st N	l۵	m	Δ

Characteristi	ic	Value		Slot	s	Effect			Tra	nits	TL =			Cost
Chassis Size	е	0		0		Hits =	1				Basic	Cost:		
Locomotion	Туре					Agility =					Multipl	ier: >	<	
Chassis Mo	dificat	tions									Skill			
Armour	Base	=				Total =	=							
Efficiency					Endurance = Hours									
Light Chassi	is		N/A	A		Hits: -		1	To	otal Hits =				
Locomotion	n Modi	fications	,											
Agility +	Agility +					Final A	Agility =	=						
Tactical Spe	ed ±					Final S	Speed	=		Final Endura	nce =			
Zero-Slot S	uite (5	Zero-Slo	ot Iter	ns)										

TL	Item	Notes	TL	Traits	Skill	Cost
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
_11						
12						
13						
14						
15						
16						
17						
18						

Robot Brain Type		Slots	TL	-	Bandwidth	1	Base	INT	Skill [	DM	Capabilities		Cost
Bandwidth Upgrade: +					Adjusted B	Ban	dwid	th =			Zero Bandwidth Skills =		
Intellect Upgrade: +					Adjusted I	INT	=				Adjusted Bandwidth =		
Brain Hardening (/fib)					Trait:								
Skill Package	I	Level	TL	В	andwidth	Cha	aracto	eristic	/Trait	Ac	ljusted Skills		Cost
											Total Co	ost:	