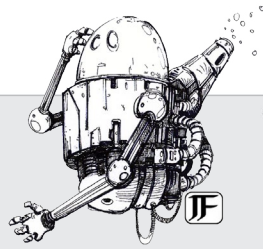


NAME
CLASS ROBOT

COMBAT ☐ DIPLOMACY ☐ MECHANICAL ☐



DESCRIPTION & BACKGROUND

CURRENT LEVEL

1 2 3 4 5
6 7 8 9 10

CURRENT EXPERIENCE

ROBOT

WEAPON/ARMOR RESTRICTIONS

See the individual Model entries for weapons that can be used. You may not use armor or shields.

METAL BODY

You gain a -3 [+3] bonus to your **Armor Class** due to your metal body, which protects you from the vacuum of space. You do not need to eat or drink but must shut down for one hour (6 turns) every day to recharge. You cannot be poisoned or diseased. You are immune to **Heal Others** and other **Gifts** and **Meditations** at the **Referee's** discretion.

MECHANICAL UNDERSTANDING

You have a natural understanding of all things mechanical and technical.

MODEL

- COMBAT: You get an additional -2 [+2] to your **Armor Class**. You can wield any weapon, and get +2 to **Attack Rolls**. You have an internal laser weapon.
- DIPLOMACY: You can learn to speak any language after only three (3) rounds of hearing it. You gain a +2 on loyalty of all **Assistants**. You may not use any weapons.
- MECHANICAL: You may use clubs, daggers, and laser pistols only when in danger. You may **Jury-Rig** up to three times (3x) per day as per **Pilots**, and **Space Ace** like **Pilots** a maximum of once (1) per round.

SCANNERS

You can detect life forms and see up to 60 feet. You cannot be surprised by living creatures.

SELF-REPAIR

Instead of shutting down to recharge, you can instead enter an 8-hour repair cycle. This heals you 1d6+1 **Hit Points** for every uninterrupted repair cycle you take, recovering up to your maximum **Hit Points**.

LANGUAGE

You speak the language of humans as well as that of robots.

EXPERIENCE LEVELS

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	12
2	2,000	2	+1	11
3	4,000	3	+2	10
4	8,000	4	+2	9

ATTRIBUTE	BONUS	XP BONUS
STRENGTH	<input type="checkbox"/>	<input type="checkbox"/> MERCENARY
INTELLIGENCE	<input type="checkbox"/>	
WISDOM	<input type="checkbox"/>	<input type="checkbox"/> ALL STAR KNIGHT
CONSTITUTION	<input type="checkbox"/>	
DEXTERITY	<input type="checkbox"/>	<input type="checkbox"/> PILOT
CHARISMA	<input type="checkbox"/>	<input type="checkbox"/> ALL ARISTOCRAT

ARMOR CLASS	SAVING THROW
HIT POINTS	BHB

GEAR

WEAPONS

ARMOR

Light Armor ☐ Medium Armor ☐
(P) (E) Shield ☐ Heavy Armor ☐

AMMO

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

AMMO TYPE

AMMO

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

AMMO TYPE

RESOURCES

CREDITS / SUB-CREDITS / CHITS

WEIGHT