

NAME: Termech Robot
PLAYER:

VALUE	CHAR	COST	BASE	PTS
25	Strength	x1	10	15
17	Dexterity	x3	10	21
10	Constitution	x2	10	0
7	Body	x2	10	-6
5	Intelligence	x1	10	-5
15	Presence	x1	10	5
10	Comeliness	x1/2	10	0
1/2	Physical Defex	3	2	0
0/1	Energy Defens	x3	1	0
4	Speed	x10	2.7	13
8	Recovery	x2	7	2
24	Endurance	x1/2	20	2
Characteristics Cost:				47

STR Roll: 14-	Run	6"
DEX Roll: 12-	Swim	2"
INT Roll: 10-	Jump	5"
EGO Roll: 11-		
PER Roll: 10-		

Experience: 25960

DISADVANTAGES	BASE:	0+PTS
Berserk, "Takes Body", very common, occur 8-, recover 14-		15
Distinctive, "Insect robot", not concealable, extreme		25
Hunted, "Viper", more powerful, non-combat influence, harsh, appear 8-		20
Hunted, "Interpol", more powerful, non-combat influence, harsh, appear 8-		20
Physical Lim, "Limited hands", infrequently, slightly		5
Rep, "Mad theme robot", occur 11-		10
Unluck, 2D6		10

Disadvantages Total : 105
Experience Spent + 75
Total Points = 180

ENEMIES

PTS	POWERS	END
72	8/8 Armor	
50	MP (50)	
3u	5D6 Entangle, 7-8 Charges (-1/2)	0
1u	2D6 HA	1
5u	5" Tunneling, 7 DEF Increased Def	1
	5 Radio XMIT/REC	

Base OCV: 6 Base DCV: 6
 Adjustment + Adjustment +
 Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

Rang	<4	<8	<16	<32	<64	<128
RMod	-0	-2	-4	-6	-8	-10

DEX: 17 SPD: 4 ECV: 3
 Phases - - 3 - - 6 - - 9 - - 12
 PD/rPD 9/ 8 ED/rED 8/ 8
 END: 24 STUN: 75 BODY: 7

3D6	Loc	StunX	NStun	BodyX	CV	Armor
3-5	Head	x5	x2	x2	-8	
6	Hands	x1	x1/2	x1/2	-6	
7-8	Arms	x2	x1/2	x1/2	-5	
9	Shoulders	x3	x1	x1	-5	
10-11	Chest	x3	x1	x1	-3	
12	Stomach	x4	x1 1/2	x1	-7	
13	Vitals	x4	x1 1/2	x2	-8	
14	Thighs	x2	x1	x1	-4	
15-16	Legs	x2	x1/2	x1/2	-6	
17-18	Feet	x1	x1/2	x1/2	-8	

NOTES
 Kingdom of Champions (410)
 p168
 Name: Termech Robot
 Species: Robot

133 : Powers Total
 47 + Characteristic Total
 180 = Total Cost